

STUDY UK EAST ASIA VIRTUAL MASTERCLASS SERIES

MASTERCLASSES IN TECHNOLOGY

**Introduction to Game
Development**
on Monday 15 November 2021

Falmouth University



**Joseph
Walton-Rivers**

Computing Lecturer,
Games Academy

**Applied Artificial Intelligence
and User Experience**
on Tuesday 16 November 2021

Abertay University



**Dr Kean
Lee Kang**

Lecturer in Data Science



**Dr Andrea
Szymkowiak**

Senior Lecturer in Human
Computer Interaction, Division
of Cybersecurity, School of
Design & Informatics



Prof Ruth Falconer

Professor and Head of
Division: Games Technology
& Mathematics

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Time:

Country	UK (GMT)	Indonesia (WIB) Thailand Vietnam	Mainland China Hong Kong SAR Malaysia, Singapore Brunei, Taiwan	South Korea Japan
Time	08:30 to 09:45	15:30 to 16:45	16:30 to 17:45	17:30 to 18:45

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Falmouth University: Introduction to Game Development

Date: Monday, 15 November 2021

Masterclass brief:

The Games Industry is worth more than the music and film industry combined (ERA, 2019) and, in 2020, the number of video game users in the UK jumped from 33 million to over 36 million – over 50% of the UK population (Statista, 2021).

In this masterclass, Joseph will outline the key fields of study for Game Development at UG and PG level. From working with actors in motion capture suites, game artists, writers, composers, and business experts; find out why Game Development is a unique choice of study and how it leads to unique career opportunities in one of the world's most rapidly growing industries.

Presenter:

[Joseph Walton-Rivers](#) is a lecturer at Falmouth University. His work focuses on artificial intelligence for games, focusing on believability and non-player characters. He runs the Hanabi competition, aimed at creating co-operative agents for partially observable card games at COG. He spends his free time providing programming support and technical consultancy to Nysko Games, a games company created by former students at the University of Essex.

Abertay University: Applied Artificial Intelligence and User Experience

Date: Tuesday, 16 November 2021

Masterclass brief:

Artificial intelligence (AI) is a term used to describe a powerful set of tools that help machines to “learn” on their own and accomplish intellectual feats that are uncannily human-like. People often worry that AI will someday take away their jobs. However, this lecture will explore how AI can be used to help us in our work and daily lives. Furthermore, this masterclass will show how computer games can be a rich source of life-like experiences that provide a fertile playground for AI.

Presenters:

- [Dr. Kean Lee Kang](#) is a lecturer in data science at Abertay University, where he teaches modules on applied mathematics and artificial intelligence (AI). He received his PhD from the National University of Singapore and had worked at the multinational aerospace company Airbus before joining academia. His research lies at the intersection of computational modelling and AI with user experience, seeking to help charities and small or medium-sized enterprises (SMEs) to deploy and use AI.
- [Dr. Andrea Szymkowiak](#) is a Senior Lecturer in Human Computer Interaction, with a background in Industrial Engineering and Psychology. Her work focuses on the investigation of the human element in the use of technology. Her teaching draws on this experience in Professional Project modules and designing interfaces for the user. She is Co-Investigator on InGAME (Innovation for Games and Media Enterprise), a hub which drives innovation and growth within Dundee's video game cluster through a programme of collaborative research and development activity.

- **[Professor Ruth Falconer](#)** is interested in the wider application of game technologies (GPGPU, computer graphics, interactive visualisation, games engines and immersive technologies) to address social and environmental challenges using systems, sustainability, and nexus approaches. Central to these approaches is stakeholder engagement. She is Education Director for Women in Games and Co-Investigator on InGAME (Innovation for Games and Media Enterprise), an ambitious research and innovation programme based in the heart of Dundee's vibrant videogames cluster.

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