



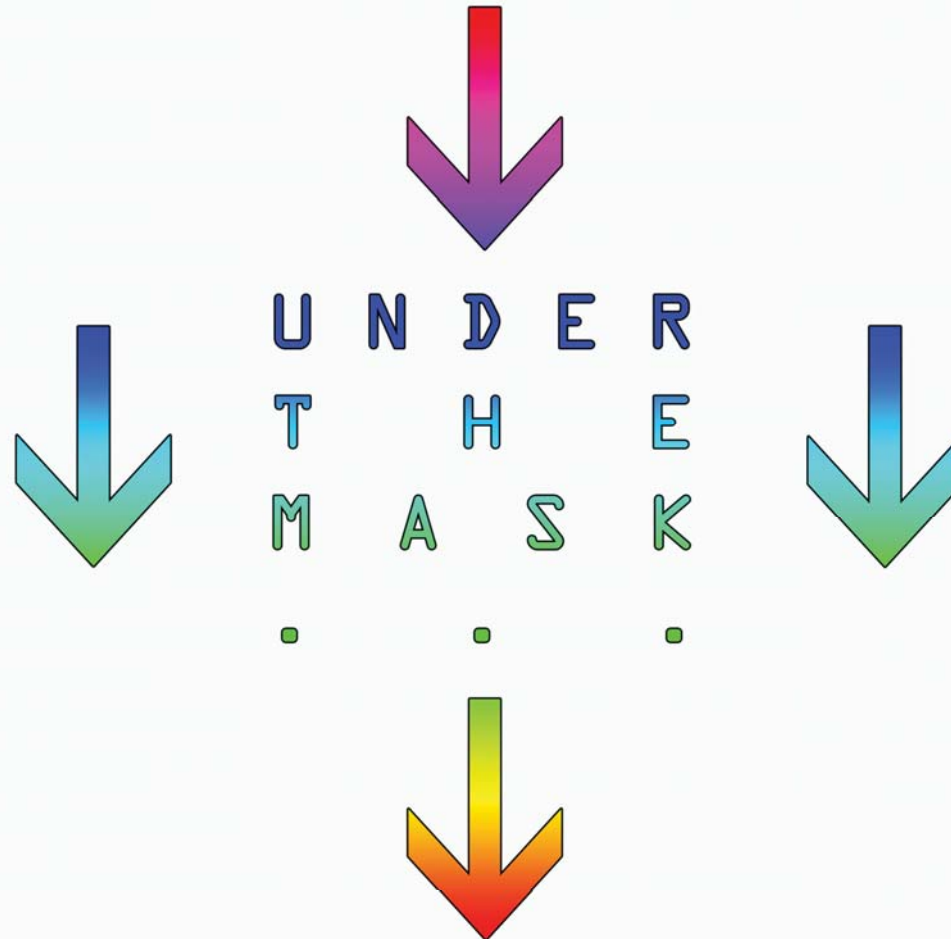
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**Games Highlights** June 2011 — May 2012

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June 2011 / Games Highlights / Learning & Events



**Under The Mask with Games  
Designer Tadhg Kelly**

.....  
**3 June 2011**

At the University of Bedfordshire, Luton, game designer and theorist Tadhg Kelly explained his view that games are an expressive art, but unlike the

arts we've known before. Whether it's the feeling experienced when playing a game, or the way it engages the player, Tadhg proposed a range of new terms

and ways of looking at the art form to re-invigorate conversations about what games are, and their artistic and cultural significance.



June 2011 / Games Highlights / Learning & Events



Picture: BAFTA/Adrien Carr

**Will Wright: A Life in Pixels**

.....  
**5 June 2011**

We officially launched our Games activity in the US with our first ever A Life in Pixels event, with legendary games designer Will Wright. The

interview and audience Q&A at the Raleigh Studios in LA was streamed live online and saw the man behind best-selling franchise The Sims – and BAFTA

Fellow – discuss his career to date and his unique philosophy behind video game design.



June 2011 / Games Highlights / Learning & Events



Picture: BAFTA/Jonathan Birch

**BAFTA Young Game Designers launch**

....

**28 June 2011**

Our BAFTA Young Game Designers ambassadors Hope and Millie Katana (Waterloo Road) and Tyger Drew-Honey (Outnumbered) joined us at London's Westfield to launch the second

year of the initiative. TV presenter Nigel Clarke hosted the event and speakers included Jon Kingsbury (NESTA). The competition, for 11-16 year olds, has attracted hundreds of entries from

across the UK since it began in 2010, encouraging young people to consider a career in games.



July 2011 / Games Highlights / Learning & Events



Picture: America 2049

**Transmedia Meetup**

.....  
**5 July 2011**

This networking event aimed to build relationships between the games, TV and film communities, exploring possibilities for collaboration. Andrea Phillips, co-designer and writer of America 2049 (a

transmedia project/Facebook game/ARG by human rights group Breakthrough - pictured), was the main speaker and joined us via Skype from New York. Other speakers included Alexis Kennedy

(Failbetter Games), Noam Sohachevsky (Picklive), Julian Phillips (BBC) and Matt Wieteska (Six to Start).



August 2011 / Games Highlights / Learning & Events



Picture: Namco Bandai Partners UK Ltd

**Playing Games with Cinema**

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**4 August 2011**

This event for Film4's Summer Screen saw celebrated musician and composer Nitin Sawhney – composer of the score for action-adventure platform game Enslaved: Odyssey to the West

(pictured) – join us at Somerset House on the Strand to examine the creative relationship between the billion-dollar industries of cinema and games. Supported by Nintendo, the

event also featured contributions from Tameem Antoniades and Tom Colvin of Cambridge games developer, Ninja Theory.

August 2011 / Games Highlights / Learning & Events



Picture: BAFTA/Alan Richardson

**BAFTA Young Game Designers  
workshops in Edinburgh and Dundee**  
.....  
**12-13 August 2011**

We held two Young Game Designers workshops in Scotland, where young people gained insights into the industry and received feedback on their ideas from gaming professionals. On 11 August,

at the Edinburgh Interactive Festival, they met Jo Twist (C4), Ian Livingstone (Eidos/Square Enix), Brian McNicoll (Dynamo Games) and Robert Lowe (Nintendo) and on 12 August, at Dare

ProtoPlay in Dundee, they met Brian Baglow (Revolver PR), David Hamilton (Digital Goldfish) and Tom Naylor (Abertay University).



August 2011 / Games Highlights / Awards



**BAFTA Ones To Watch nominees announced**

....

**14 August 2011**

Celebrating emerging games talent, the nominations for the BAFTA Ones To Watch Award were announced as Dreamweaver, Joust! and Tick Tock

Toys. These three winning teams from the Dare To Be Digital competition, hosted and run by The University of Abertay, would then develop their games

to compete for the title of BAFTA's Ones To Watch – announced at the GAME British Academy Video Games Awards in March.



September 2011 / Games Highlights / Learning & Events



**BAFTA Young Game Designers support package launched**

.....  
**13 September 2011**

New 'Games Unpacked' material, supporting future Young Game Designers, was revealed, to help young people explore game-making. It provided

useful advice on how to build a game in Unity3D (professional game development software) within a framework developed by our competition partners, Abertay

University, and users were also invited to upload creations to the official Young Game Designers site, where industry professionals could offer helpful advice.

September 2011 / Games Highlights / Learning & Events



Picture: BAFTA/Jamie Simonds

**BAFTA Young Game Designers workshops at Eurogamer**

.....  
**23–24 September 2011**

We held two Young Game Designers workshops at this year's Eurogamer Expo in London. The first involved school groups from as far afield as Midlothian in Scotland to Suffolk and Wiltshire

who heard from Robert Shaer (Bigbig Studios), Ian Mayor (Ubisoft Reflections) and Robert Lowe (Nintendo). The second workshop involved enthusiastic young members of the public who

met John Foster (Sony Computer Entertainment), Jonathan Burroughs (Relentless Software) and Ste Curran (Zoe Mode).



September 2011 / Games Highlights / Learning & Events



S P E E D

surgeries

### Speed Surgeries at Eurogamer

.....  
24 September 2011

Our ever-popular Speed Surgeries returned to the Gameindustry.biz Career Fair (as part of Eurogamer), which involved industry figures from different

backgrounds talking to several small groups of students about what they do. In five 15-minute sessions over the course of the afternoon, the experts

explained their current roles in the industry, general advice on how to apply for a role like that today, and spent time answering students' questions.



September 2011 / Games Highlights / Learning & Events



Picture: Rocksteady Studios

**Batman: Arkham City preview**

.....  
**30 September 2011**

Speakers from North London-based Rocksteady Studios, including Game Director Sefton Hill, Studio Director Jamie Walker, Art Director David Hego

and Technical Director Ben Wyatt, came to 195 Piccadilly to discuss the making of Batman: Arkham City, the follow-up to BAFTA-winning Batman: Arkham

Asylum. The game would go on to win two BAFTAs at our Games Awards in 2012, including the Performer award for Mark Hamill as the Joker.





October 2011 / Games Highlights / Learning & Events



Picture: Square Enix Europe Ltd.

**Games Writers Debate: Players vs Characters**

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**26 October 2011**

Continuing our work inspiring budding writers, this panel explored the narrative frameworks of games that put their protagonists' fates in the hands of the

gamers. Chaired by experienced game writer and director, Andrew Walsh, panellists Rhianna Pratchett (Heavenly Sword), Ed Stern (Brink) and Jim

Swallow (Deus Ex: Human Revolution) looked at how techniques can be adapted from film, TV and other media to make characters more engaging.



November 2011 / Games Highlights / Learning & Events



Picture: BAFTA/Jonathan Birch

**Annual Video Games Lecture given by BioWare**

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**15 November 2011**

BioWare co-founders Dr Ray Muzyka and Dr Greg Zeschuk delivered this year's Annual Games Lecture at BAFTA HQ. The brains behind the company that

created some of the most popular and critically-acclaimed games in the role-playing, strategy and MMO genres (Mass Effect series, Warhammer Online) talked

about their understanding of games as an art form – fitting in with Tolstoy's definition of what art does – and the idea of non-linear narrative in games.

November 2011 / Games Highlights / Awards



Picture: BAFTA/Brian Rirchie

**Nose Dive Studios win BAFTA Young Game Designers**

.....  
**27 November 2011**

In the culmination of our initiative that encourages young people aged 11-16 to consider a career in video games, the winning team of this year's Young Game

Designers competition – Nose Dive Studios – picked up their award at the British Academy Children's Awards at the London Hilton. The prize included

a work experience stint at EA's Criterion Games studio and a prototype of their winning game developed with Abertay University.



December 2011 / Games Highlights / Learning & Events



Picture: HandCircus

**Indie Game Development Masterclass  
with Simon Oliver**  
.....  
**7 December 2011**

Simon Oliver, Rolando creator and founder of games design studio HandCircus, gave our audience a masterclass on indie games development where he shared his experiences

developing the Rolando series for iPhone and new action-adventure game, Okabu, for PS3. Overcoming the challenges of limited resources, small budgets and minimal manpower, Oliver detailed the

highs and lows, revealed the pitfalls to be avoided and offered tips for those looking to create their own games.



January 2012 / Games Highlights / Learning & Events



Picture: BBC Cymru Wales

**Doctor Who Games Masterclass with Charles Cecil**

.....  
**26 January 2012**

Charles Cecil (best known for *Beneath a Steel Sky* and *Broken Sword*) discussed the making of the new *Doctor Who* adventure game at this Dare To Be

Digital event. Moving television brands into the gaming world can prove to be a difficult step, so this discussion helped illustrate how it was possible

for Cecil and BBC Cymru Wales to achieve just that, creating five new games complementing the TV series.



February 2012 / Games Highlights / Learning & Events



Picture: Slant Six Games/CapCom

**Guardian Gamesblog Indie Social**

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**11 February 2012**

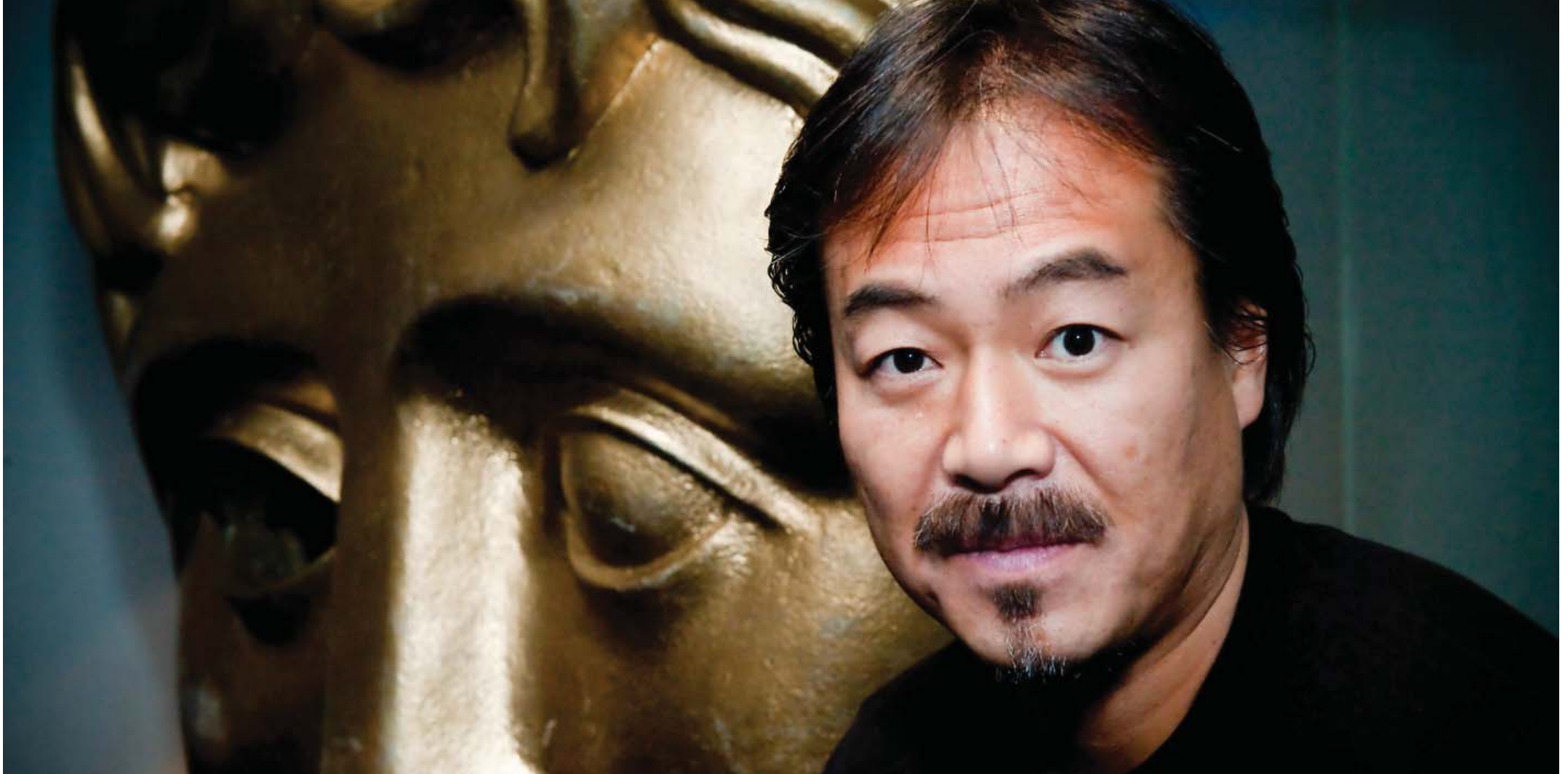
BAFTA and Gamesblog held their first Indie Gaming Social event at 195 Piccadilly, which was free to attend and allowed guests to meet a range of indie

developers, play their games and join a panel session on game design to hear where gaming is going in 2012. Guests also had the chance to play on the new

PlayStation Vita and get a sneak preview of Resident Evil: Operation Raccoon City.



February 2012 / Games Highlights / Learning & Events



Picture: Nintendo PR

**Developer Q&A: Hironobu Sakaguchi**  
.....  
**16 February 2012**

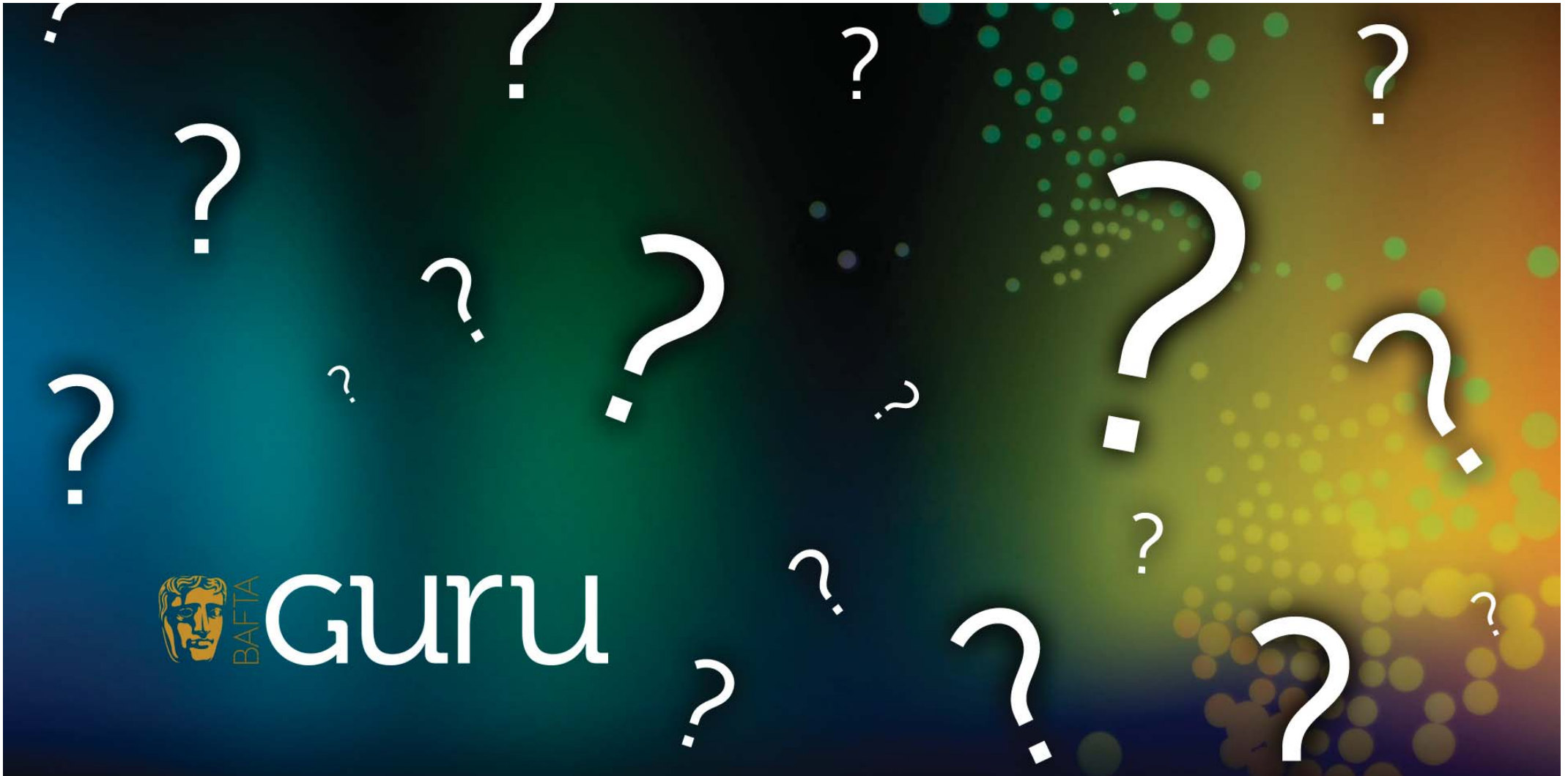
World-renowned video game developer, director and producer Hironobu Sakaguchi took to the stage at 195 Piccadilly to discuss his illustrious career

as creator of critically acclaimed games series Final Fantasy, his work in film and his subsequent return to game creation with The Last Story. Guests were invited

to pose questions about his career and the games that have sold hundreds of millions over nearly three decades.



February 2012 / Games Highlights / Learning & Events



**Games Question Time**

.....  
**20 February 2012**

Live streamed online, this event gave a public audience the chance to ask questions on the major issues affecting today's rapidly-evolving games industry

such as whether mobile games are a bubble waiting to burst and if games are too reliant on shooter mechanics. The panel, chaired by our Games Committee

member and Gamesindustry.biz commentator Johnny Minkley, included industry stalwarts David Braben, Mark Gerhard, Jason Kingsley and Jo Twist.



March 2012 / Games Highlights / Learning & Events



**What's App? How to create a successful mobile app**

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**12 March 2012**

To help uncover the secrets behind successful app creation, we welcomed Stuart Dredge, freelance journalist and editor specialising in mobile apps

and mobile content, and three award-winning app developers to share their experience. Focusing on three case studies, they demonstrated a variety of

fun apps, discussed the process behind developing a successful app and how they can promote and enrich the lifespan of a story.



March 2012 / Games Highlights / Learning & Events



**Pitching a Prototype**

.....

**15 March 2012**

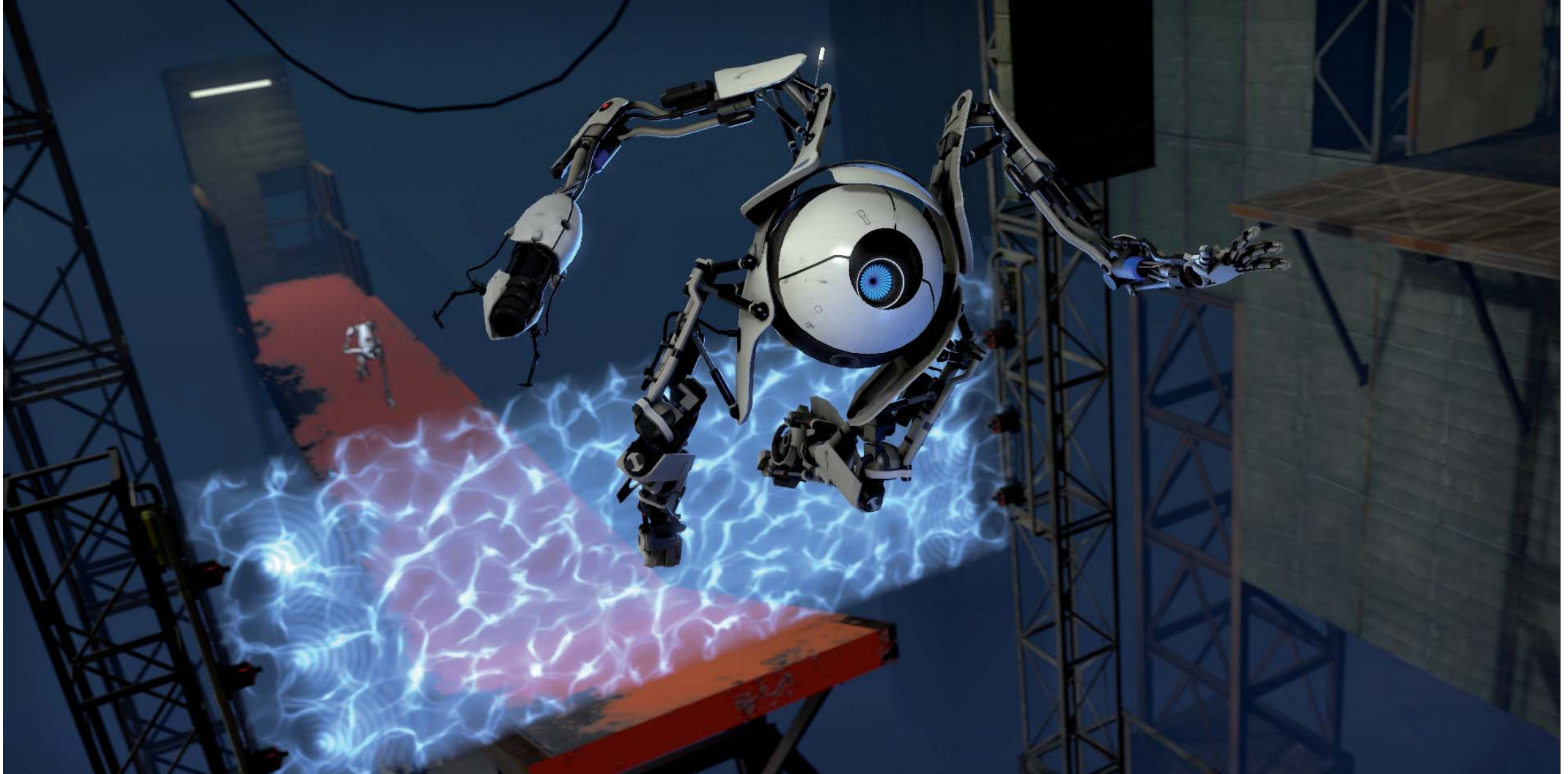
This year's Dare To Be Digital finalists, also BAFTA's Ones To Watch nominees, pitched their winning game prototypes and receive feedback from a panel of

industry experts at BAFTA headquarters, 195 Piccadilly. Riccardo Lenzi and Matt Samsam, both highly experienced game producers, shared with the audience their

insights into what publishers are looking for in a game and discussed the lessons learned by the Dare To Be Digital teams.



March 2012 / Games Highlights / Awards



Picture: Valve

**GAME British Academy Video Games Awards**

.....

**16 March 2012**

Dara O'Briain hosted the ceremony at the London Hilton, which saw puzzle game Portal 2 take home three BAFTAs, including Best Game. Mark Hamill won

the Performer award for his Joker voiceover in Batman: Arkham City, and Markus Persson – mastermind behind addictive building game, Minecraft – received the

Special Award for his outstanding creative contribution to the industry. Swallowtail won the BAFTA Ones To Watch Award, for their iPad game, Tick Tock Toys.



April 2012 / Games Highlights / Learning & Events



Picture: SPOV

**Mastering Your Craft: Motion Graphics with SPOV**

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**4 April 2012**

Founder and Managing Director of SPOV, Allen Leitch presented a selection of his company's motion graphics work and discussed how a consistent focus on

creative quality and innovation had led to a five year association with the biggest games brand on the planet: Call of Duty. The presentation at 195 Piccadilly was

followed by a Q&A session with the audience.



April 2012 / Games Highlights / Learning & Events



Picture: Projekt RED

**Developer Q&A: The Witcher 2:  
Assassins of Kings**

....

**11 April 2012**

CD Projekt's Marek Ziemak (Level Artist) and Bartek Ocham (Quality Assurance lead) shared their artistic vision and took the BAFTA audience through the intricate design and

development process in bringing their critically acclaimed RPG franchise, Witcher, to the Xbox 360. Over the course of the evening, they showed key areas of the gameplay through live demos

and trailers, which was followed by a Q&A session and hands-on time with the game.



April 2012 / Games Highlights / Learning & Events



Picture: Red Storm Entertainment/Little Minx

**Developer Q&A: Ghost Recon**  
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**24 April 2012**

An exclusive Q&A with the team behind Tom Clancy's Ghost Recon: Alpha took place at BAFTA, which shared insider knowledge on the making of the popular

high-tech squad-based shooter. Speakers on the night included the game's creative director, Jean-Marc Geffroy, Ubisoft's IP Development Director, Adrian Lacey, and

the director of the game's accompanying live action short film, François Alaux.



May 2012 / Games Highlights / Learning & Events



Picture: BAFTA/Jamie Simonds

**BAFTA Young Game Designers launch at the Science Museum**

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**1 May 2012**

We launched the 2012 Young Game Designers competition at the Science Museum, where pupils from the Chelsea, Hammersmith and Paddington Academies joined actress Anna Shaffer

and Newsround's Ore Obuda for workshops on how commercial games are made. This year, young people have two ways to enter: the Concept Award, for those with ideas for a game; and the

Game-making Award, for those wanting to make a game using software and programming languages.

May 2012 / Games Highlights / Learning & Events



Picture: BAFTA/Ed Miller

**BAFTA Young Game Designers  
workshop – Live from Bradford**

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**17 May 2012**

Teachers and pupils all around the country tuned in to a live-streamed workshop aimed at helping educate young people about game-making and

inspiring them to make a game of their own. Taking place at Bradford's National Media Museum, the workshop is one of many we stage throughout the year – and

make available online – for our Young Game Designers competition that aims to inspire the game designers and makers of the future.