

Parallel Worlds: Videogame Design and Culture

Friday 25 January 2019

10.30–17.30

Lydia & Manfred Gorvy Lecture Theatre

V&A



Registration from 10.00

10.30 Introduction

Session 1 – The Art and Engineering of Videogames

Session Chair: Kristian Volsing – Research Curator *Videogames*, V&A

10.35 Rex Crowle and Moo Yu – Foam Sword

11.05 Jacob Mikkelsen – Game Director, IO Interactive

11.35 Q&A with Kristian, Rex, Moo and Jacob

Session 2 – Immersive Arts

Session Chair: Marie Foulston – Curator of *Videogames*, V&A

- 11.55 Mink Ette – Game designer, Independent
- 12.25 Amanda Johnstone-Batt – CG Supervisor, Framestore
- 12.55 Q&A with Marie, Mink and Amanda
- 13.15 Lunch break

Session 3 – Making Gaming Accessible

Session Chair: Natalie Kane – Digital Design Curator, V&A

- 14.15 Kirsty McNaught – Technical Consultant, SpecialEffect
Becky Tyler – SpecialEffect Ambassador
- 14.45 Chris Kujawski – Principal Designer, Microsoft
- 15.15 Q&A with Natalie, Chris, Kirsty and Becky
- 15:35 **Coffee Break**

Session 4 – Experiments and Prototypes

Session Chair: Chella Ramanan – Games journalist and Designer

- 16.00 Jenny Jiao Hsia – Game Designer, Independent
- 16.30 Robin Baumgarten – Experimental Game Designer, Independent
- 17.00 Q&A with Chella, Jenny and Robin
- 17.25 **Closing Remarks**
- 17:30 **End**

Programme subject to change.