

**BCS Animation and Games Development SG
Chair's Letter
November 2016**

The Chairman, Ian Hughes, reported that the current Specialist Group membership is 402, with 82 (20.4%). And thanks the sponsors of the 9 meetings and activities, many as BCS Branches joint events. The Specialist Group also would like to thank the speakers, and for hosting these events, the Southampton Solent University, Greenwich University, and Glyndwr University. We would be delighted to hear from any organisations that are prepared to sponsor or hold joint events.

There have been 9 events, during 2015/2016

Month		Subject	
9 Oct	Organised by Glyndwr University in conjunction with Games Wales (North) and BCS Animation & Games Development SG.	Games Ice Breaker	1.
24 Oct	Organised by Glyndwr University in conjunction with Games Wales (North) and BCS Animation & Games Development SG.	InitGame show	2.
19 Nov	Dr Damon Daylamani-Zad , Joint with BCS Animation and Games Development SG and University of Greenwich	Games & Digital Media at Greenwich	3.
3 Dec	Ian Hughes , joint with SIGN, BCS Animation and Games Development SG and Southampton Solent University, following the AGD SG AGM	Variety is the spice of life. Helping and entertaining people with game technology	4.
29-31 Jan	Organised by Glyndwr University in conjunction with Games Wales (North) and BCS Animation & Games Development SG, at Wrexham	Global Game Jam 2016 @ Glyndwr University	5.
Thurs 11 Feb	Fotios Spyrodonis , Joint with BCS Animation and Games Development SG and University of Greenwich	Making video games accessible (and Fun) for all	6.
10 March	Ioannis Paraskevopoulos , Joint with BCS Animation and Games Development SG and University of Greenwich	Serious Games for Healthcare: Applications and implications	7.
18-20 March	Organised by Jersey IS , associated with with BCS Animation and Games Development SG, at Jersey	It's All Hack & Games - 2016 Jersey Hackathon	8.
26 July	Nick Whitelegg , Southampton Solent University, jointly with the BCS Hampshire Branch, BCS Animation and Games Development SG, SIGN and Southampton Solent University	Augmented Reality on Android	9.

Events to date in 2016/2017 are:

27 Sept 2016	Adam Burton and Arran Langlead , at Southampton Solent University, joint with SIGN, BCS Animation and Games Development SG and Southampton Solent University, at Southampton	A Commercial Game Built without Code: 'Bears Can't Drift!?'
13 Oct	Christian Bravery , Joint with BCS Animation and Games Development SG and University of Greenwich	Being an Artist in the Games Industry
Sat 22 Oct	Llio Wyn (BAFTA Cymru), Anton Faulconbridge (Director/Founder, Rantmedia Games), Ian Thomas (Frictional Games & TaleSpinners), Ralph Ferneyhough & Chris Payne (Quantum Soup), organised by Glyndwr University in conjunction with Games Wales (North) and BCS Animation & Games Development SG, at Wrexham	InitGame(2016); The Games Industry

Tues 1 Nov	Layla Gordon , Ordnance Survey, at Southampton Solent University, joint with SIGN, BCS Animation and Games Development SG and Southampton Solent University, at Southampton	Mars AR: A Venture Truly Out of this World , following the BCS AGD SG AGM
Wed 2 Nov	Jan-Pieter van Seventer , MD of the Dutch Game Garden (KeynoteSpeaker) at Southampton Solent University, joint with SIGN, BCS Animation and Games Development SG and Southampton Solent University, at Southampton	SIGN Conference - INDIE Developers Challenges and Support (afternoon)

These had attendance of 49, 64, 64, 22 and 198

The Animation and Games Development Specialist Group held the 2015/6 competition for students at universities, higher and further educational establishments. Entries were invited from individuals at all levels of study: postgraduate, undergraduate or in further education, whether in full-time or part-time study; open to BCS and non-BCS members, applications being especially welcomed from overseas as well as from the UK.

The Competition was for a one-minute video pitch, to be placed on YouTube, on the theme of "Making IT good for Society" or of "Ada Lovelace" (whose 200th anniversary of her birth was on 10 December 2015),

We are delighted to announce the winner of the 2015/2016 Student Competition, on the theme: Making IT good for Society

The winner was **Kun Qian**, with **Shuang Liu** as runner-up, both from Bournemouth University

Other events and further Student and Open Competitions are being planned

Also I have just released my second book, and the first is also available

<http://www.reconfigurebook.co.uk> **Reconfigure** is the debut science fiction novel by Epredator., some at 99p, and the follow up book at

<http://www.cont3xtbook.co.uk> **Cont3xt**, the follow up to the Sci-fi adventure [Reconfigure](#)

The Chair thanked the committee and the speakers for all their help and their support throughout the year,

Ian Hughes, (Chairman of BCS Animation and Games Development SG)