

BCS Animation and Games Development SG
Annual General Meeting
To be held at remotely
At 5.30 for 6.00pm,
Wednesday 28 October 2020

Agenda

Apologies

1. Minutes of the 2018/19 AGM on Monday 21 October 2019
2. Matters arising from the 2018/19 AGM
3. Membership Secretary's Report (Margaret Ross)
4. Treasurer's Report (Margaret Ross)
5. Chairman's Report (Ian Hughes)
6. Election of Officers
7. Future Events
8. Any Other Business

3. Secretary's Report

The current Specialist Group membership is 312. These are mainly based in the UK, - but approximately 18% are from outside the UK.

The Specialist Group thanks the sponsors of the meetings, webinars and activities, many as BCS Branches joint events. These consisted of presentations and 2 competitions.

The Specialist Group also would like to thank the speakers, and especially Solent, and Bournemouth Universities for hosting various 2019/20 events, prior to the "Lockdown". We would be delighted to hear from any organisations that are prepared to sponsor or hold joint events.

The AGD SG held an Extraordinary General Meeting on Monday 29 May 2019 in order to align the AGD SG constitution concerning compulsory BCS membership for all committee members, to the current BCS requirement that only those holding certain roles need to be a BCS member

If you are not a current member of BCS but would still like to hear about future conferences and activities we are organising, you can subscribe to our mailing list by sending a blank email to [**anigamnonmem-join@lists.bcs.org.uk**](mailto:anigamnonmem-join@lists.bcs.org.uk)
Margaret Ross (Secretary)

4. Treasurer's Report (2019/2020)

The allocation for 2019/2020 was £1,255, to include prizes

There was only approximately £500 spend this year, together with about £200 on prizes

The allocation for 2020/2021 is £882.36 plus cost of prizes

Margaret Ross, AGD SG Treasurer

5. Chairman's Report 2019/20

I would like to thank the members of the National Committee,

There have been a number of events and competitions during 2019/20

The Winners 2020 artifact competition, with the 202 them of **How IT can support Our Diverse Planet**, both from **Jiangsu and Rural Construction College, in China** were

Winner - CAI Ying. – comments from judging - An interesting approach to take elements of the natural world and sense or scan them to both educate and level up the player. Using IoT and smart tech but engaging with the physical world and people gives a nicely formed game idea that brings in all sorts of activities and locations.

Runner-Up – KONG Xiwen – comments from judging - A game called Sea Shepherd, fishing junk form the ocean. A game screen visual with a timer a score and the mechanics of the hooking trash on display. Remining people the ocean needs to be looked after.

The Winners 2020 Esports Commentary Competition are not yet available

2019/2020 activities:

Esports and the Future on 21/10/2019 by **Tom Dore, the Head of Education for the British Esports Association**, jointly with Hampshire Branch

Application research on Virtual Fitting by **Dr. Xiaohui Tan**, Associate Professor, Capital Normal University of China and **Dr Xiaosong Yang** is currently an Associate Professor at the National Centre

for Computer Animation, Bournemouth University. At Bournemouth University on 13/1/2020 jointly with Hampshire and Dorset Branches

Ubisoft Campus visit, at Glyndwr University, Wrexham, on Feb 2020.

InitGame at Wrexham, featured SEGA, Team 17, Ubisoft and the Oliver Twins. Re-Branded to Level Up Conference, as face-2-face for 130, on 22/2/2020

Level Up Wales 2020 , organised via Glyndwr University, Wrexham, remote, on 22/5 and 23/5/2020

Cultural enrichment: 15 ways to use IT to stay sociable, webinar, by **Dr Ian Hughes** details at <https://www.bcs.org/content-hub/webinar-cultural-enrichment-15-ways-to-use-it-to-stay-sociable/> on 2/6/2020, remote, as part of the BCS vITal Workers series

Some of these events were held as joint events with the BCS Hampshire and Dorset Branches, Solent University, and Glyndwr University, Wrexham,

I would like to thank 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

6. Election of Officers

Current Committee standing for 2020/2021

Chair: Ian Hughes FBCS

Treasurer/Secretary/Inclusion Officer: Margaret Ross FBCS

Other Committee members: Kostas Dokos SIGN representative, Prins Butt (Solent University), Damon Daylamani-Zad FBCS(Brunel University), Richard (Rich) Hebblewhite (Glyndwr University), Xiaosong Yang (Bournemouth University)

No other nomination received for new committee members

7. Future Events include those past in the BCS 2020/2021 year:

Transform your e-learning with playful design and gamification on 5/10 , presented from Greece by **Dr Stylianos Mystakidis**, University of Patras, Greece, jointly with Hampshire Branch and e-learning SG

A serious game to improve designers' engagement with web accessibility guidelines, on 28/10 by **Dr Damon Daylamani-Zad**, jointly with Hampshire Branch

Student-staff Co-creation of Virtual and AR Learning Resources, on 30/11 presented from Tokyo, jointly with Hampshire Branch and e-learning SG

Games Advances from 2020 (despite it all), on 3/3/21 by Ian Hughes, jointly with Hampshire Branch

The **AGD e-sports commentary 2021** competition for Further Education or Higher Education students, in full-time or part-time education in academic year 2019-2020 or 2020-2021, submission by **Tuesday 1st December 2020** via point of contact from the appropriate educational establishment – entries from outside the UL welcomed – full details at <https://www.bcs.org/membership/member-communities/animation-and-games-development-specialist-group/competitions/esports-commentary-competition-2020/>

The **AGD artifact 2021 competition**, with similar rules to the 2020 competition, will have the theme **“Games to make us Happier”, with submission 1 June 2021.**

We all enjoy video games, we can escape from the world or hang out with friends playing them. Many games adjust to the skill of the player to make it enjoyable but not impossible but still some can be frustrating. What if the game could detect a player's frustration, see a smile or a frown, spot boredom or unhappiness? A game such as this could be built to help keep the player in what is called flow, when you have mastery of a game (or anything), but it's still a challenge no matter what your skill level. Can you design a game to make players feel the best that they can? A game to help balance our mental health, re-enforce positive ideas and who knows... save the world for real.

The **AGD e-sports commentary 2021** competition, with similar rules to the 2020 competition

Other events are being planned - Future AGD SG events at <https://www.bcs.org/membership/member-communities/animation-and-games-development-specialist-group/>

If you are not yet a BCS member, see <https://www.bcs.org/category/19343>, but if you would like to receive for free, emails about the BCS AGD SG activities, send a blank email to enrol to anigamnonmem-join@lists.bcs.org.uk

Following this AGM, there will be a presentation

A serious game to improve designers' engagement with web accessibility guidelines

Speaker: Damon Daylamani-Zad, Brunel University

Designers are often faced with the challenge of following web accessibility guidelines that are complex and ambiguous, and therefore hard to use. This is evidenced by the low percentage of public websites that comply fully with web accessibility standards worldwide. Lack of engagement among designers to follow established web accessibility guidelines is often accounted for this issue.

In this presentation, we address designers' lack of engagement through a serious game called GATE which is based on the Web Content Accessibility Guidelines (WCAG). We followed a User-Centred approach by identifying user types of designers through an online survey. We then mapped these user types and the WCAG to relevant game mechanics. The resulting game was evaluated with designers for its perceived effectiveness, user engagement, and user satisfaction using a mixed methods approach. Our results demonstrate the potential of GATE which offers designers an innovative and engaging solution towards the wider adoption of web accessibility guidelines.

Dr. Damon Daylamani-Zad is a Senior Lecturer in AI and Games in the Digital Media Division, College of Engineering, Design and Physical Sciences, Brunel University London. He is a Fellow of the British Computing Society and holds a BSc in Software Engineering from University of Tehran, an MSc in Multimedia Computing and a PhD in Electronic and Computer Engineering both from Brunel University London, where he has also been an EPSRC Research Fellow.

Damon's research interests focus on applications of Artificial Intelligence and Machine Learning in Games, Collaborative Games, Serious Gaming, and Player Modelling and Personalisation especially in MMOGs (Massively Multiplayer Online Games).

He has worked on use of gamification for accessibility design and serious games for reading interventions in Dyslexia.

8. Any Other Business