



Nia WEARN

Senior Lecturer in Games Design, Staffordshire University

Stafford, UK

GAMER TYPE (*gamer type*)

Explorer (I think) I make my students do this every year and always forget myself.

Professional:

I run a degree programme in Computer Gameplay Design and Production, part of our wider provision of Games Design degrees at Staffordshire University. I run introduction classes on games design, documentation, short scale experimental projects and I also run our large group projects – where 250 2nd and 3rd years students work together in teams of 25 to make games. I also run our annual Global Game Jam site, which last year was the largest in Europe, and my own research is focussed around working practices in Game Jams.

Gamification:

I'm interested in Gamification in a wider scale – how you can change behaviours, but also how you can sustain engagement in something using its tools.

Interests:

How do you teach students to make games – and in a wider sense how do you get them to be better, more engaged students. I also collect cookbooks and comic books and I love Social Media

Gamer in me:

I'm a hard core strategy gamer (or puzzle gamer) with an otherwise tiny attention span for anything that bores me. I like party games and social games (but not online) and I co run a boardgame club in a local city.