

Mr Thom Kaczmarek

Senior Lecturer in Games Design, Moving Image Digital Arts Programme Wide

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Overview

Award-winning game developer & lecturer | Public Speaker | Women in Games Ambassador | Limit Break Mentor | UK & Ireland Regional Organiser for Global Game Jam | GIC.GD/ZTG Founder

I currently focus on delivering outstanding teaching in Game Design and C# programming at #2 Art & Design University (QS World University Rankings 2019-2023).

My motto has always been "with a passion for passion" and as such, I am known for creating spaces and mentoring that are inclusive and welcoming.

Experience

Academic Appointments

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| Senior Lecturer in Games Design, Moving Image and Digital Arts, University of the Arts London | 2022-present |
| Book Reviewer, CRC Press | 2021-present |
| External Examiner, ACM (Academy of Contemporary Music), Middlesex University | 2021-present |
| Advisor, Professional Advisory Committee, DigiPen Institute of Technology | 2020-2022 |
| External Validator, Academy of Contemporary Music | 2020 |
| External Validator, Wrexham Glyndŵr University | 2020 |
| Academic Lead in Games Design and Gamification - ACE-IT: ERDF Research Project, University of the Arts London | 2019-2022 |
| Visiting Practitioner, LCC - Visiting Practitioners, University of the Arts London | 2019-present |
| External Validator, Buckinghamshire New University | 2019 |
| Lecturer in Games Design, Moving Image and Digital Arts, University of the Arts London | 2018-2022 |

Non-Academic Employment

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| Managing Director, FANOTHERPG LTD | 2017-2021 |
| Store Manager, Salvation Army Trading Company LTD (Satcol) | 2016-2018 |
| Team Member, Cineworld Cinemas LTD | 2016 |
| Store Supervisor, Sainsbury's (United Kingdom) | 2016 |
| Nigh Manager, Hotel Du Vin | 2014-2016 |
| Night Auditor / Duty Manager, Daniesfield House Hotel & Spa | 2013-2014 |

Shop Manager / Senior IT Technician, ZS SUPPLIES (U.K.) LIMITED 2009-2013

Education

Degrees

Masters of Arts Academic Practice in Art, Design and Communication, University of the Arts London 2024-2025

Postgraduate Certificate Academic Practice in Art, Design and Communication, University of the Arts London 2020-2021

Masters of Art Digital Games: Theory & Design, Brunel University London. Thesis: "Potential benefits and deficits of implementing player to player social interaction system in digital board game conversions.", Supervisor: Parsler J 2012-2014

Bachelor of Science Digital Games Design, Buckinghamshire New University. Thesis: "Analysis of limited vision in video games as an acceptable challenge and emotional stimulus.", Supervisor: Sadler J 2009-2012

Certifications

British Academy of Film and Television Arts, BAFTA albert x AimHi Earth Climate Essentials Masterclass 2024

The Carbon Literacy Project, Carbon Literacy Project Certificate 2024

Safe in Our World, Mental Health First Aid Training for Community Managers 2022

Advance HE, Fellow (FHEA) 2021

Advance HE, Associate Fellow (AFHEA) 2021

Language Competencies

Can read, write, speak, understand spoken and peer review Polish

Can read, write, speak, understand spoken and peer review English

Memberships

Limit Break 2022-present

Women in Games 2022-present

Global Game Jam 2021-present

Game Industry Conference 2007-present

Games Research Association of Poland 2004-present

Distinctions

The Rookies 2023, *In the Top Global Creative Schools, 2023 Annual Rankings by The Rookies University of the Arts London has been listed as #26 in the Top 50 Creative Schools (2nd in the UK) and 7th in Production Excellence Immersive Media/Games (2nd in the UK).*- <https://www.therookies.co/schools/rankings/2023/production-excellence-immersive-games>, Guardian 2023

TIGA Games Industry Awards 2023, *Finalist Shortlist: - Commitment to ESG Award - Best Education Initiative - Best Educational Institution*, The Independent Games Developers Association 2023

TIGA Education Awards 2023, *BA (Hons) Game Arts and BA (Hons) Game Design won the Diversity Award for our diverse UAL Games Conference initiative, as well as for Diverse activities like Global Game Jam 2023. Letter Wars was shortlisted for Creativity Assembly Best Student game.*, The Independent Games Developers Association 2023

Best UK universities for animation and game design – league table 2023, *We are the best University in the UK to study Animation and Game Design. Plus we have a great mention in this article: <https://www.theguardian.com/education/2023/sep/09/university-of-the-arts-london-a-creative-champion-rising-up-the-rankings>*, Guardian 2023

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| Knowledge Exchange Excellence 2023, <i>Shortlisted for best Student Knowledge Exchange Initiatives of the year (UAL Games Conference, Letter Wars and Sonar on Nintendo Switch) as well as best Public and Community Engagement Award (Global Game Jam 2023).</i> , University of the Arts London | 2023 |
| Arts Awards 2023, <i>Recognised by UAL students in several categories: - Outstanding Teaching (nominated) - Making a Difference (shortlisted) - Outstanding Technical / Operation Support (Won) - Staff and Student Collaboration of the Year (Won with Anson Wong for our Local Global Game Jam 23 site)</i> , Arts Student's Union | 2023 |
| Best UK universities for animation and game design – league table 2022, <i>We are 4th best University in the UK to study Animation and Game Design.</i> , Guardian | 2022 |
| TIGA Games Education Awards 2022, <i>Won the Individual Diversity Award from TIGA UK Games Education Awards 2022 for my overall work and input in diversity in the GameDev Industry and Game Courses at the London College of Communication.</i> , The Independent Games Developers Association | 2022 |
| TIGA Games Industry Awards 2022, <i>We were shortlisted for Best Educational Institution and Best Education Initiative and Talent Development. Women in Games (for whom I was ambassador this year) have won Diversity Award in the same ceremony.</i> , The Independent Games Developers Association | 2022 |
| Arts Awards 2022, <i>The student body recognized my efforts and nominated me for several (Best Teacher) Arts Awards: - Student Experience Award - won for Collective with Zans Gurskis (only 1 staff member could be named due to system limitations) - Above & Beyond - nomination - Outstanding Teaching Award - nomination - Outstanding Online Learning & Teaching Award - nomination - Course Rep of the Year - nomination</i> , Arts Student's Union | 2022 |
| Grads in Games Awards 2022, <i>Shortlisted for Grads in Games Awards in the following categories: - Inclusivity Champion - Games Academic Award (HE) Additionally, my workplace was shortlisted for the following awards: - Industry Collaboration Award - for London College of Communication & FINIFIGU - Education Institution Award (HE) - for the London College of Communication</i> , Grads in Games | 2022 |
| TIGA Games Industry Awards 2021, <i>Shortlisted as a finalist in the TIGA Games Industry Awards 2021 in two categories: - Best Education and Talent Development Initiative 2021 - Best Educational Institution 2021</i> , The Independent Games Developers Association | 2021 |
| TIGA Education Awards 2021, <i>We had 4 shortlists at the TIGA Education Awards 2021: 1. Diversity Award (named directly to me, rather than College) for my PgCert project and student support 2. Excellence in University/Industry collaboration for LCC 3. Best Student Business - Wordplay Games 4. The Creative Assembly Best Student Games 2021 - Frog Island We managed to win an award for Best Student Business for Wordplay Games (Akshay Jain, Herman Ho, Amala Antony and Farhana Khan)</i> , The Independent Games Developers Association | 2021 |
| Arts Awards 2021, <i>The student's body recognised my efforts and nominated me for several (Best Teacher) Arts Awards: - Student Experience Award - nomination only - Diverse and Inclusive Education Award - nomination only - Outstanding Learning & Teaching Award - Shortlisted - Outstanding Online Learning & Teaching Award - Joint winner</i> , Arts Student's Union | 2021 |
| Game of the Month (GOTW #370), <i>ORP Burza is an Arcade game developed by Don_Sotto for which I assisted with some design changes and as quality assurance.</i> , The Daily Click | 2012 |
| London & Global Winner of IGDA Accessibility Challenge 2012, <i>International Game Developers Association (IGDA) organised Accessibility Challenge during the 2012 Global Game Jam. My project "Mini Freerunner" was able to score the maximum amount of points. "A game that I'm very pleased to be able to say broadened my own horizons regarding accessibility, despite me being a specialist with many years experience in the field. As a result, he won not only the London challenge but also placed first globally." - Ian Hamilton, IGDA London, CBeeBies</i> | 2012 |
| Game of the Month (GOTW #340), <i>GunGirl 2 is an action platformer developed by Blue66 for which I was a beta tester.</i> , The Daily Click | 2010 |

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| Game of the Month 2010 (GOTW #333), <i>Duel Toys 2.5 is a fan-made beat-em-up developed by diefox for which I was a beta-tester.</i> , The Daily Click | 2010 |
| Game of the Month May 2009 (GOTW #321), <i>Zombie Hunterz is a beat-em-up developed by pent with which I helped as a balance designer.</i> , The Daily Click | 2009 |
| Game of the Week #311, <i>Booberbox is a puzzle game by climou on which I was working as a game tester.</i> , The Daily Click | 2009 |
| Game of the Week #310, <i>mini03 is a 2D platformer by climou, on which I was working as a designer.</i> , The Daily Click | 2009 |
| Game of the Week #308, <i>2d puzzle game developed by pikor, I was responsible for the partial translation to English and testing.</i> , The Daily Click | 2008 |
| Game of the Week #305, <i>Cade Tower: Eozsof is my dungeon crawler game.</i> , The Daily Click | 2008 |
| Game of the Week #281, <i>Cade Tower: Eozsof is my dungeon crawler game.</i> , The Daily Click | 2008 |
| Game of the Week #262, <i>I worked as a beta-tested for Hasslevania: The Quest for Shuteye by Del Duio which is a metroidvania game.</i> , The Daily Click | 2007 |
| Game of the Week #256, <i>Necropolis Rising is a cRPG title developed by Del Duio, which I have tested thoroughly post-release finding over 30 game-breaking bugs. Working with the developer we ensuring a release of a relatively bug-free version 4 of the game, that is a final one available which have won this award.</i> , The Daily Click | 2007 |
| Game of the Week #255, <i>I am responsible for the English translation of the Slime the Slimery puzzle platformer developed by Pozik, which allowed it to participate in this international competition.</i> , The Daily Click | 2007 |
| Game of the Week #243, <i>Dizzy Yolkfolk Adventures is a fan game developed by Kurak, where I assisted with translation and testing (uncredited)</i> , The Daily Click | 2007 |
| GameBuilder.info Game Menu Competition, <i>Drega Syia: Eozsof PA was a winner of International Game Jam for the best interactive menu at GameBuilder.info (No longer active)</i> , GameBuilder.info | 2007 |
| Game of the Week #216, <i>Winner of the weekly event at TDC for my top-down shooter Death Cage.</i> , The Daily Click | 2007 |

Teaching Activity

Courses taught

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| Insights Outreach (Spring, Summer, Winter) | 2019-present |
| BA (Hons) Games Design | 2018-present |

External Institutional Examinations

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| BA User Experience and Game Design | 2020-2022 |
| Bachelor of Fine Arts in Digital Art and Animation | 2020-2022 |
| BA (Hons) Games Development and Futures | 2020 |
| BA (Hons) Game Art | 2020 |
| BA (Hons) Games Development and Futures | 2020-present |
| BA (Hons) Independent Games Production | 2019 |

Professional Activity

Journal reviewing / refereeing

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| Anonymous peer review for International Journal of Performance Arts and Digital Media, Maria Chatzichristodoulou Editor-in-Chief | 2019-2020 |
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Consulting / Advisories

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| Reviewing of a proposal for an Industrial Secondments Programme for games lecturers, This is still on-going project: https://tiga.org/news/tiga-issues-proposals-for-the-governments-autumn-statement-to-boost-the-uk-games-industry , The Independent Games Developers Association, United Kingdom | 2022-present |
| Game Development course at LUT has a unit during which teams of students work on their respective games and every month, the least promising titles are being cancelled by external guests (like myself), authors of whom move to other projects. By the end of the Unit few major games are being developed that benefit from diverse experience of their members. | 2020-2021 |
| Our job is to advice and explain why certain projects and decisions made that let to their creation, have failed the authors and market realities, while others succeed., Lodz University of Technology, Poland | |
| Advising on student programme, teaching delivery methods, industry links etc., Titan School of Design & Visual Communication, Israel | 2018 |
| Game Design Curriculum White Paper 2.0, Games Research Association of Poland, Poland | 2017-2018 |
| Consulting local organisers on areas of growth and improvement of the event and upkeeping its foundational values. Promoting the event internationally., Poznań University of Technology, Poland | 2015-present |
| Presentation & Industry consultant for The Big Indie Pitch event., Krakow Technology Park, Poland | 2014 |
| Consulting Kazimierz Wielki University, Games Design course - Gamedec., Kazimierz Wielki University in Bydgoszcz, Poland | 2013-2017 |
| Consulting Lodz University of Technology, Games Design course., Lodz University of Technology, Poland | 2011-2013 |
| Consulting Jagiellonian University, Games Design course. | 2010-2011 |
| Collaborating with JU on 4th edition of ZTG/GIC in Kraków, with ideas of expanding the conference to indie games festival with the main prize being egg of a turkey (Indyk in Polish, is a wordplay on English term indie). This did not materialise, but was later reshaped into the Digital Dragons conference - https://digitaldragons.pl , Jagiellonian University, Poland | |
| Editorial Activities | |
| Editorial in Victory Games (Internet publication) | 2007-2013 |
| Editorial in Ślimaczek - GameDev E-zin (Internet publication) | 2006-2009 |
| Broadcast interviews | |
| Interviewed on "Teleskop", TVP Poznań | 2013-present |
| Interviewed on "be 4 fm", MyONTV | 2013-present |
| Interviewed on "What's on?", Radio Eska Łódź | 2011-present |
| Interviewed on "Gramy na Maxa", Gramy na Maxa, Lublin | 2011-present |
| Interviewed on "Gramy na Maxa", Gramy na Maxa, Lublin | 2010-present |
| Interviewed on "Gramy na Maxa", Gramy na Maxa, Lublin | 2010-present |
| Interviewed on "Gramy na Maxa", Gramy na Maxa, Lublin | 2010-present |
| Interviewed on "Evening News", TVN Warszawa | 2009-present |
| Non-research presentations | |
| Story x Story #171: Rules of The Automated Road (AI & Creative Industries), presented to mayamada podcastt, at mayamada | 2024 |
| Big Releases & Shakeups, presented to Do I Look Like a Gamer International Future Summit Livestream, at mayamada | 2023 |

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| Including lecturers in the videos and how this helps build a sense of community with students, presented to LCC - Educational Videos: Practice sharing, University of the Arts London, United Kingdom, at University of the Arts London, United Kingdom | 2023 |
| From early interventions to Secret Library, how Moodle, Panopto & Outlook can automate parts of in-person teaching., presented to Sonic Screen Podcast, at University of the Arts London, United Kingdom | 2023 |
| Industry Panel, presented to Uni Jam, at SAE Institute, United Kingdom | 2023 |
| From early interventions to Secret Library, how Moodle can support in-person teaching., presented to UAL Education Conference 2023 (ExEd2023), at University of the Arts London, United Kingdom | 2023 |
| Excellence in Diversity, presented to TIGA Best Practice in Games Education Conference, at TIGA, United Kingdom | 2023 |
| Ensemble Panel, presented to W.A.S.D. 2022, at W.A.S.D., United Kingdom | 2022 |
| Industry approach inspiring Student Business, presented to TIGA Best Practice in Games Education Conference, at TIGA, United Kingdom | 2022 |
| Art, design, development - what game course is right for you?, presented to Academic Lecture Series at Alice Smith School Malaysia, The Alice Smith School, Malaysia | 2021 |
| Panel 1 - Bachelorette and school / Panel 1 - Licencjacko-szkolny, presented to Universities and the Gaming Industry: Education and Cooperation Seminar, at GAMEHIGHED, Poland | 2021 |
| Panel 3 - Gamejams / Panel 3 - Gamejamowy, presented to Universities and the Gaming Industry: Education and Cooperation Seminar, at GAMEHIGHED, Poland | 2021 |
| Art, design, development - what game course is right for you?, presented to EGX Careers Zone 2021, Into Games, United Kingdom, at EGX, United Kingdom | 2021 |
| COVID Workshops: Asynchronous as core delivery, presented to Digital Learning Workshop, at Norwich University of the Arts, United Kingdom | 2021 |
| I in a Team: Asynchronous Activities As Core Learning, presented to Digital Learning Open Forum, at University of the Arts London, United Kingdom | 2021 |
| Lessons learnt from COVID: Asynchronous as core delivery using Moodle, presented to Training Week, at University of the Arts London, United Kingdom | 2021 |
| #IndieZoo in the 2020's Goldfish, Wombat and a Giraffe, presented to Slovenia Games Meetup, at Slovenia Games, Slovenia | 2020 |
| Moodle Activities and Workshops, presented to Digital Learning Team, at University of the Arts London, United Kingdom | 2020 |
| Blackboard Collaborate Ultra - As Teacher and Student, presented to Digital Learning Team, at University of the Arts London, United Kingdom | 2020 |
| Multifile Upload To Moodle, presented to Digital Learning Team, at University of the Arts London, United Kingdom | 2020 |
| Presentation of UAL LCC Screen School, presented to GIC 2019, at Poznań University of Technology, Poland | 2019 |
| Teaching Games Design, presented to International Larp Academy Conference 2018 (ILAC 2018), at IPM Business School, Belarus | 2018 |
| Presentation of UAL BA (Hons) Game Design, presented to GIC XI, at Poznań University of Technology, Poland | 2018 |
| Fluid Design, how alternative gameplay was born, presented to Game Academy, at Krakowski Park Technologiczny, Poland | 2018 |
| 10 Years Anniversary Talk, presented to GIC X, at Międzynarodowe Targi Poznańskie, Poland | 2017 |
| 20 years of Polish Indie Scene, presented to Guest lecture at Kazimierz Wielki University, at Kazimierz Wielki University in Bydgoszcz, Poland | 2017 |

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| Game degrees at Brunel University in London, presented to Games-Ed International Seminar, at Kazimierz Wielki University in Bydgoszcz, Poland | 2017 |
| Potentials and challenges of higher-ed games education, presented to Games-Ed International Seminar, at Kazimierz Wielki University in Bydgoszcz, Poland | 2017 |
| Indie soup for corpo workers, presented to Ganymede Academy 2015, at Ganymede Sp. z o.o., Poland | 2015 |
| Introduction to Polish Gamedev, presented to Guest lecture at House of Polish Culture in Vilnius, at House of Polish Culture, Lithuania | 2015 |
| Indie thought about Sunday, and they took him into corpo on Friday..., presented to Guest Lecture at Kazimierz Wielki University, at Kazimierz Wielki University in Bydgoszcz, Poland | 2014 |
| Analysis of limited vision in video games as an acceptable challenge and emotional stimulus, presented to 10th International Academic Conference on the Culture-Generative Function of Games cycle, Entitled: Game-based learning / Game-biased learning, at Adam Mickiewicz University in Poznań, Poland | 2014 |
| E-SPORT in a distorting mirror – the perception of e-sports by non-gamers, presented to 10th International Academic Conference on the Culture-Generative Function of Games cycle, Entitled: Game-based learning / Game-biased learning, at Adam Mickiewicz University in Poznań, Poland | 2014 |
| Panel: What killed the indie games and what happens next?, presented to VII Zjazd Twórców Gier - 7th ZTG GameDev Convention, at Międzynarowe Targi Poznańskie, Poland | 2014 |
| Panel: How to teach game creation, presented to Game Industry Trends 2014, at No Noobs, Poland | 2014 |
| Today's peacock is tomorrow's... Why Indie is dead and becoming a celebrity – suicide, presented to Game Industry Trends 2014, at No Noobs, Poland | 2014 |
| GAMEDEC: Days of Past Future, presented to Cebulkon 2014, at Stowarzyszenie Klub Fantastyki Arkham, Poland | 2014 |
| Visual game development, alternative for traditional programming, presented to Guest lecture at Kazimierz Wielki University, at Kazimierz Wielki University in Bydgoszcz, Poland | 2014 |
| What can be qualified as proper usage of “comic form” in video games?, presented to Grakademia #3, at Łódzki Dom Kultury, Poland | 2013 |
| How unknown native indie conquered Poland and contributed to the game design studies in England, presented to Guest lecture at Kazimierz Wielki University, at Kazimierz Wielki University in Bydgoszcz, Poland | 2013 |
| Today's peacock is tomorrow's... In other words, whichever way you look at it Indie is dead., presented to VI Zjazd Twórców Gier - 6th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland | 2013 |
| What can be qualified as proper usage of “comic form” in video games?, presented to VI Zjazd Twórców Gier - 6th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland | 2013 |
| Panel: Do you want to make games? How to start?, presented to Poznan Game Arena 2013, at Międzynarodowe Targi Poznańskie, Poland | 2013 |
| Panel: Criticising games as evil altogether, presented to VI Zjazd Twórców Gier - 6th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland | 2013 |
| Visual Game Development at Brunel University London – study games at any level, presented to Pyrkon 2013, at Międzynarodowe Targi Poznańskie, Poland | 2013 |
| Adventures in Multimedia Fusion, presented to Adventure-X 2012 | 2012 |
| Seeing differently, senses toward imagination, presented to V Zjazd Twórców Gier – 5th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland | 2012 |

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| How much Indie is in Indie Game: The Movie?, presented to V Zjazd Twórców Gier – 5th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland | 2012 |
| Panel: Games of future, future of games, presented to V Zjazd Twórców Gier – 5th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland | 2012 |
| Clicks – Many platforms one code, presented to V Zjazd Twórców Gier – 5th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland | 2012 |
| Background and Creation of Sens3s: The Art of Understanding, presented to Adventure-X 2011, at Adventure-X, United Kingdom | 2011 |
| Panel: Indie Games Development, presented to Szczecin Gameshow 2011, at Szczecin Gameshow Expo, Poland | 2011 |
| 3D in Clicks? Ways of implementation of the 3rd dimension in Multimedia Fusion, presented to Guest lecture at Poznań University of Technology, at Poznań University of Technology, Poland | 2011 |
| How to design levels in a Jam environment, presented to Guest lecture at Jagiellonian University, at Jagiellonian University, Poland | 2011 |
| Multimedia Fusion 2 as a platform for simple and rapid game prototyping and development, presented to Guest lecture at Jagiellonian University, at Jagiellonian University, Poland | 2011 |
| Digital creation not for science minds o Sens3s: The Art of Understanding – Educational aspect, presented to 7th International Academic Conference on the Culture-Generative Function of Games cycle, entitled: Perspectives on the development of ludology, at Adam Mickiewicz University in Poznań, Poland | 2011 |
| Blasphemy, business or maybe an art?, presented to 7th International Academic Conference on the Culture-Generative Function of Games cycle, entitled: Perspectives on the development of ludology, at Adam Mickiewicz University in Poznań, Poland | 2011 |
| Indies – who we really are?, presented to 7th International Academic Conference on the Culture-Generative Function of Games cycle, entitled: Perspectives on the development of ludology, at Adam Mickiewicz University in Poznań, Poland | 2011 |
| Games as a science. That is the teaching of games in the world and in Poland, presented to 7th International Academic Conference on the Culture-Generative Function of Games cycle, entitled: Perspectives on the development of ludology, at Adam Mickiewicz University in Poznań, Poland | 2011 |
| Do you click? If not, come and learn how to create your own games, presented to IV Zjazd Twórców Gier – 4th ZTG GameDev Convention, at Lodz University of Technology, Poland | 2011 |
| Gamedev in Poland – Indies and AAAs about Gameducation, presented to IV Zjazd Twórców Gier – 4th ZTG GameDev Convention, at Lodz University of Technology, Poland | 2011 |
| Talk about morals in Sens3s: The Art of Understanding, presented to IV Zjazd Twórców Gier – 4th ZTG GameDev Convention, Lodz University of Technology, Poland, at Zjazd Twórców Gier (ZTG), Poland | 2011 |
| Sens3s: The Art of Understanding Chapter 1: Eyesight – game presentation as part of Developer Showcase, presented to WGK'2011 I National Conference on Computer Games Development, at Gdańsk University of Technology, Poland | 2011 |
| Gamedev in Poland – Indies and AAAs, presented to Polcon 2011, at Klub Fantastyki "Druga Era", Poland | 2011 |
| Panel: The future of the computer games market in Poland, presented to Polcon 2011, at Klub Fantastyki „Druga Era”, Poland | 2011 |
| Do You Click? If not, come and learn how to create your own games, presented to Polcon 2011, at Klub Fantastyki "Druga Era", Poland | 2011 |
| Sens3s: The Art of Understanding Chapter 1: Eyesight, presented to Polcon 2011, at Klub Fantastyki „Druga Era”, Poland | 2011 |

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| Panel: Do amateur groups have a chance to create a game in Poland, presented to Polcon 2011, at Klub Fantastyki „Druga Era”, Poland | 2011 |
| Technicalities behind Sens3s: The Art of Understanding, presented to Click Convention 2011, at Clickteam, England | 2011 |
| Games as a science. That is the teaching of games in the world and in Poland, presented to Polcon 2011, at Klub Fantastyki „Druga Era”, Poland | 2011 |
| Capabilities and applications of Multimedia Fusion 2 framework for prototyping and creating video games. A case study based on the creation of the pseudo-3D graphic, presented to Guest lecture at Jagiellonian University, at Jagiellonian University, Poland | 2011 |
| How to start in Indie Games Development, presented to Szczecin Gameshow 2011, at Szczecin Gameshow Expo, Poland | 2011 |
| The creative dilemma: pleasure and usability, and playability and technology, presented to 6th International Academic Conference on the Culture-Generative Function of Games cycle, entitled: Between pleasure and usefulness, at Games Research Association of Poland, Poland | 2010 |
| Workshop and ways of work of Independent Games Developers, presented to Guest lecture at Jagiellonian University, at Jagiellonian University, Poland | 2010 |
| Studying in the field of Games, presented to Szczecin Gameshow 2010, at Szczecin Gameshow Expo, Poland | 2010 |
| Rapid games development, presented to Szczecin Gameshow 2010, at Szczecin Gameshow Expo, Poland | 2010 |
| Studying in the field of Games (Design, Development, Assets), presented to III Zjazd Twórców Gier – 3rd ZTG GameDev Convention, at University of Gdańsk, Poland | 2010 |
| Retro is Alive, presented to III Zjazd Twórców Gier – 3rd ZTG GameDev Convention, at University of Gdańsk, Poland | 2010 |
| Comparison presentation of Multimedia Fusion 2, Game Maker and RPG Maker, presented to III Zjazd Twórców Gier – 3rd ZTG GameDev Convention, at University of Gdańsk, Poland | 2010 |
| Are Games Art or Daub, presented to III Zjazd Twórców Gier – 3rd ZTG GameDev Convention, at University of Gdańsk, Poland | 2010 |
| Commercial titles released and made with Multimedia Fusion 2, presented to (2nd) Zjazd Twórców Gier - 2nd ZTG GameDev Convention, at Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland | 2009 |
| Presentation of Sensou – work in progress Action Strategic Role Playing Game, presented to (2nd) Zjazd Twórców Gier - 2nd ZTG GameDev Convention, at Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland | 2009 |
| Banned or not appropriate Games made in Multimedia Fusion, presented to (2nd) Zjazd Twórców Gier - 2nd ZTG GameDev Convention, at Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland | 2009 |
| Presentation of Sensou – work in progress Action Strategic Role Playing Game, presented to Click Convention 2009, at Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland | 2009 |
| Commercial titles made and released in Multimedia Fusion 2, presented to Click Convention 2009, at Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland | 2009 |
| Games made in Japan, presented to Click Convention 2009, at Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland | 2009 |
| Clanarchy (Klanarchia) – RPG system for everyone, presented to Cebulkon 09', at Stowarzyszenie Klub Fantastyki Arkham, Poland | 2009 |
| Indie games development in Klik community, presented to I Zjazd Polskiej Sceny Klikowej - All-Poland Convention of Polish Click Community (ZTG 1), at AGH University of Science and Technology, Poland | 2008 |

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| Social aspects in current Polish Klik community, presented to I Zjazd Polskiej Sceny Klikowej - All-Poland Convention of Polish Click Community (ZTG 1), at AGH University of Science and Technology, Poland | 2008 |
| Fallout Universe based on Fallout games and PnP RPG, presented to Cebulkon 08', at Stowarzyszenie Klub Fantastyki Arkham, Poland | 2008 |
| Event administration | |
| Event administrator of Networking event, London College of Communication, United Kingdom | 2024 |
| Event administrator of Networking event, Hub 175 | 2024 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2023 |
| Event administrator of Social event, University of the Arts London, United Kingdom | 2023 |
| Event administrator of Social event, University of the Arts London, United Kingdom | 2023 |
| Event administrator of Workshop, University of the Arts London, United Kingdom | 2023-2024 |
| Event administrator of Social event, University of the Arts London, United Kingdom | 2023 |
| Event administrator of Workshop, London College of Communication, United Kingdom | 2023 |
| Event administrator of Workshop, SAE Institute, United Kingdom | 2023 |
| Event administrator of Workshop, University of the Arts London, United Kingdom | 2023 |
| Event administrator of Workshop, University of the Arts London, United Kingdom | 2022-2023 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2022 |
| Event administrator of Conference, University of the Arts London, United Kingdom | 2022-2023 |
| Assistant of Networking event, Game Dev London | 2022 |
| Event administrator of Social event, London College of Communication, United Kingdom | 2022-present |
| Event administrator of Social event, University of the Arts London, United Kingdom | 2022 |
| Event administrator of Workshop, University of the Arts London, United Kingdom | 2021-2022 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2021 |
| Assistant of Conference, University of the Arts London, United Kingdom | 2021-2022 |
| Assistant of Consumer show, Fragers LTD, United Kingdom | 2021 |
| Event administrator of Workshop, London College of Communication, United Kingdom | 2021 |
| Event administrator of Workshop, University of the Arts London, United Kingdom | 2020-2021 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2020 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2020 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2020 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2020 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2020 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2020 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2020 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2020 |
| Event administrator of Workshop, University of the Arts London, United Kingdom | 2020 |
| Event administrator of Workshop, University of the Arts London, United Kingdom | 2019-2020 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2019 |
| Event administrator of Seminars, University of the Arts London, United Kingdom | 2019 |
| Assistant of Networking event, University of the Arts London, United Kingdom | 2019 |
| Event administrator of Consumer show, Multiplay, United Kingdom | 2019 |
| Workshop, IPM Business School, Belarus | 2019 |

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| Assistant of Seminars, University of the Arts London, United Kingdom | 2019 |
| Event administrator of Consumer show, Multiplay, United Kingdom | 2019 |
| Event administrator of Consumer show, Multiplay, United Kingdom | 2018 |
| Assistant of Consumer show, Fragers LTD, United Kingdom | 2018 |
| Event administrator of Consumer show, Multiplay, United Kingdom | 2018 |
| Assistant of Consumer show, Fragers LTD, United Kingdom | 2017 |
| Event administrator of Consumer show, Multiplay, United Kingdom | 2017 |
| Event administrator of Consumer show, Multiplay, United Kingdom | 2016 |
| Event administrator of Consumer show, Multiplay, United Kingdom | 2016 |
| Event administrator of Consumer show, Multiplay, United Kingdom | 2016 |
| Assistant of Consumer show, Multiplay, United Kingdom | 2015 |
| Event administrator of Conference, Poznan University of Technology, Poland | 2015 |
| Event administrator of Conference, Poznan University of Technology, Poland | 2014 |
| Event administrator of Conference, Poznan University of Technology, Poland | 2013 |
| Event administrator of Conference, Poznan University of Technology, Poland | 2012 |
| Event administrator of Conference, Politechnika Łódzka, Poland | 2011 |
| Event administrator of Conference, University of Gdańsk, Poland | 2010 |
| Event administrator of Conference, Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland | 2009 |
| Event administrator of Conference, Clickteam USA LLC, Poland | 2009 |
| Event administrator of Convention, Stowarzyszenie Klub Fantastyki Arkham, Kalisz, Poland | 2009 |
| Event administrator of Convention, AGH University of Science and Technology, Poland | 2008 |
| Event administrator of Convention, Stowarzyszenie Klub Fantastyki Arkham, Poland | 2008 |
| Event administrator of Networking event, Polska Scena Klikowa, Poland | 2007 |
| Event participations | |
| Participation in Product launch, The launch of the TIGA Manifesto 2024: Agenda for the UK Video Games Industry is an invitation-only event discussing the future of the British Games Industry | 2024 |
| Participation in Product launch, Side Event to London Games Festival, the opening of the Digital Creative Connection hub with a variety of industry speakers | 2024 |
| Participation in Trade show, WASD is an expo with a variety of networking opportunities set in Truman Brewery London | 2024 |
| Participation in Exhibition, HUB175 proudly presents Game Day X - London Games Festival Fringe event, a perfect mix of gaming festival and industry insights | 2024 |
| Participation in Plenary or general session, Hear from a panel of speakers from across the games industry ecosystem examine the issue of social mobility in games. Followed by networking | 2024 |
| Participation in Seminars, Antony Fisher shares his learning about securing publishers in the games industry | 2024 |
| Participation in Seminars, A chat opportunity with the speakers from the Game Day X - London Games Festival Fringe event conference | 2024 |
| Participation in Seminars, Into Games is hosting a live-streamed conversation with Yasmin Curren, a Technical Designer who previously worked with Creative Assembly, and the face behind the Youtube channel 'YagmanX' | 2024 |

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| Participation in Workshop, During this live session, Unity advocate Mike Geig provides an overview of key DOTS concepts before implementing them in a GameObject-based project. See the tech in action, and learn how and when to use different DOTS components so you can leverage them in a way that makes sense for your project | 2024 |
| Participation in Workshop, An official London Games Festival side event. Advice for experienced game developers for updating CVs and refreshing interview skills | 2024 |
| Participation in Workshop, An evening of rapid prototyping and playtesting, turning ideas into paper prototypes while sharing feedback | 2024 |
| Participation in Workshop, "Think Like a Game Designer" was a workshop delivered by Games for Change as part of National STEM Week | 2024 |
| Participation in Symposium, This virtual event focuses on cutting-edge and sustainable uses of Unreal Engine across multiple verticals; from game development to animation, visual effects to simulation, and more. Learn how to integrate Epic Games Ecosystem tools into your classroom, help students gain practical, interactive 3D skills and foster a seamless transition from academia to the professional world | 2024 |
| Participation in Conference, Grads In Games is an award-winning & studio-supported games industry initiative designed to help more graduates make the leap from student to professional. | 2024 |
| Award ceremony took place in Sheffield | |
| Participation in Product launch, IG50 is here to celebrate and spotlight the UK's undiscovered games industry talent | 2024 |
| Participation in Seminars, Globally renowned indie developer and founder of Vlambeer will discuss his work, what he wishes he knew earlier in his career and what others can do to prepare themselves for the world of indie game development | 2024 |
| Participation in Networking event, 5 management advice and pitfalls in the gaming industry with Atom Stars (Tanguy Dewavrin). | 2024 |
| Confident Game Development: How to integrate player insight throughout development with Gamesuserresearch.com (Steve Bromley) | |
| Participation in Seminars, I joined the Unity Team on the presentation of Megacity Metro, a live demo workshop that allowed me to experience multiplayer mechanics like interpolation, prediction and lag compensation in this 128+ player, cross-platform demo | 2024 |
| Participation in Seminars, This talk offers practical strategies for coping, rebuilding, and thriving amidst the challenges of coming to terms with redundancy | 2024 |
| Participation in Workshop, Unity hosted a four-week asynchronous program (with a few live interactions) to talk about integrating Unity into the classroom | 2024 |
| Participation in Networking event, Join us on March 22nd at the UsTwo offices to hang out with fellow members of the games community | 2024 |
| Participation in Networking event, A casual gathering of game developers and other professionals in games in Central London. This event is a great opportunity to network, share ideas, and connect with like-minded individuals in the gaming industry | 2024 |
| Participation in Networking event, This group is for students, grads and industry interested in all aspects of game development and design, PC, VR, mobile games, board games, you name it! | 2024 |
| Participation in Seminars, Dive into the topic of #religion in #games, together with Bram De Ridder, Rachel Wagner, and Lars de Wildt! | 2024 |
| Participation in Seminars, AAA Production Experts Benjamin Carcich & Aaron Smith talk about Game Production and share some of their tools, frameworks, and experiences | 2024 |
| Participation in Seminars, According to research by WonkHE and Pearson, students who feel valued by their peers are more likely to stay the course and are less likely to suffer imposter syndrome | 2024 |

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| Participation in Seminars, By Andrei Croitor, Creative Director in Brangin Agency QQVA.digital | 2024 |
| Participation in Workshop, Board game jam in association with the Science Museum's new exhibition 'Zimingzhong 凝时聚珍: Clockwork Treasures from China's Forbidden City' was led by Dr. Daniela De Angeli, researcher and co-director of Echo Games CIC and a lecturer in the department of Computer Science at the University of Bath | 2024 |
| Participation in Workshop, BAFTA albert and AimHi Earth delivered a fundamentals training masterclass going through core climate concepts, how they link together and how to talk about them with impact! | 2024 |
| Participation in Seminars, Meet our impressive panel of experts on neurodiversity: Pierre Escaich, Coty Craven, Lisanne Meinen, and Alan Jack! | 2024 |
| Participation in Workshop, Learn how company's are using Unity's visionOS support to create games, apps, and spatial experiences for Apple Vision Pro. Get behind-the- scenes insight on their teams' development journeys and discover how they took their projects to the next level | 2024 |
| Participation in Conference, The Faculty of History at the University of Gdansk (Poland), in collaboration with the Department of Computer Systems and Technologies at Simon Kuznets Kharkiv National University of Economics (Ukraine), have the honour to announce the academic hybrid (on-site + online) conference, "Games of War". | 2024 |
| This conference is dedicated to exploring the intricate narratives and historical reflections in Ukrainian video games that respond to the Russian 2014/2022 invasion of Ukraine | |
| Participation in Seminars, JAMM the Artist (Justin Metoyer Mullon) is an Illustrator, Fine Artist and Educator. In this talk he covered | 2024 |
| - The benefits of having both traditional and digital art in your tool box and challenges of transition | |
| - How to use both to tell that story of a thousand words in a picture and how introduction of AI impacts it | |
| Participation in Seminars, With many lay-offs on the horizon every day in the industry Ali Farha, gives advice on how to thrive and grow professionally | 2024 |
| Participation in Convention, Guildford.Games festival is the culmination of our 23/24 calendar of Guildford.Games community events. This year it welcomed over 4000 attendees in a single day – making this year's festival biggest event to date. | 2024 |
| Attended among others Playing 4 The Planet Alliance with speakers from the United Nations, ustwo Games and Sybo | |
| Participation in Networking event, Invite only networking event run and host by BAFTA @ 195 Piccadilly Circus | 2024 |
| Participation in Seminars, Kat Craig is gonna walk attendees through designing UX/UI elements with accessibility in mind. She has 15 years of UX design experience and 12 years of UI design | 2024 |
| Participation in Networking event, Game Localisation Panel Lineup | 2024 |
| Opening keynote speaker: Russ Clarke - CEO & Co-Founder, Payload Studios Mette Tingey - Director, Alpha Games (Moderator) Nana Sato-Rossberg - Professor in Translation Studies, Chair of SOAS Centre for Translation Studies Ikuyo Taniguchi - Localisation Editor, Guest Lecturer at SOAS Sai Wun Poon - Executive Producer, Payload Studios Sarah Burns - Head of Production & Operations, Marvelous Europe | |

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| Participation in Workshop, Talk with Soren Sogaard Jensen and Alina Potemska on global warming, loss of biodiversity, resource depletion, and how games based on real data and mechanisms offer a unique way to illustrate the consequences of specific choices, demonstrating how the world currently operates and how it could or should works | 2024 |
| Participation in Seminars, LinkedIn Audio event with ex-blizzard recruiter Justin Williams and ex-playstation recruiter Matt Barney | 2024 |
| Participation in Workshop, The Carbon Literacy Project | 2024 |
| Carbon Literacy®: “An awareness of the carbon costs and impacts of everyday activities, and the ability and motivation to reduce emissions, on an individual, community and organisational basis.” | |
| Participation in Networking event, Invited by Ukie Education to join their academic members, Digital Schoolhouse programme lead teachers and professionals from the video games, edtech industries and more for a unique networking event | 2024 |
| Participation in Seminars, Craig Hauser covered in this talk level and combat design that keeps players engaging and feeling empowered | 2024 |
| Participation in Seminars, Philip Charter discussed the language of stories and how to differentiate good from bad storytelling in games | 2024 |
| Participation in Seminars, This event was hosted by LinkedIn Top Voice and creator of Video Games Career Resources Amir Satvat, and Lizzie Mintus who is CEO of Here's Waldo Recruiting, a top game recruitment firm | 2024 |
| Participation in Seminars, Alejandro Sandoval covered - how to get in touch with the right people in the community. - how to stand out to those you wanna get in touch with. - how crucial networking is for your job seeking | 2024 |
| Participation in Seminars, Aida Figuerola shared her opinions on: - Connecting childhood dreams to getting into a dream job in the industry - Discovering your motivation skills and purpose - Work-life balance | 2023 |
| Participation in Seminars, Three-hour session on careers and job searching in the games industry | 2023 |
| Participation in Seminars, As global recruitment leader Jasmine provided insightful portfolio tips on their formats, layout, art styles and dos & don'ts across various disciplines | 2023 |
| Participation in Seminars, As creative director George shared his vision on - How to work with and learn from industry influential creators - How to find your source of inspiration - How to be bold and embrace the unknown | 2023 |
| Participation in Seminars, Mark Davis is Design Ops at Blizzard who shared his insights on: · The diversity of work done for games that aren't in games · Steering away from burnout (time management and creative refills via things like zines, streaming, etc) · Skills you need and don't learn at school: handoffs, documentation, organization, and agile processes | 2023 |
| Participation in Seminars, Global AI leader & entrepreneur, Luka Crnkovic-Friis shared his inspiring story, and opinion on: • The AI Revolution and its democratization • The Role of Good Tools in AI Early Adoption | 2023 |

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| Participation in Seminars, Producer, Buffy Rice shared her inspiring story, and opinion on: - What does a gameplay producer actually do, and what education and skills are helpful - How to balance creativity and morale with schedule constraints and focus to get work into industry | 2023 |
| Participation in Seminars, Art Director Jeff Parrott shared his inspiring journey and insights on : - Starting your art career and its evolution - Portfolio advise and branding for creatives | 2023 |
| Participation in Seminars, Elliot Callighan teaches game audio, based on his vast experience from film and games industries | 2023 |
| Participation in Seminars, A global art & visual development leader, Robert Mac Kenzie, helped participants elevate their careers through his inspiring creative life, and opinion on ADHD and being a Neurodivergent Manager | 2023 |
| Participation in Seminars, Learning about the state of worker empowerment initiatives and unionization efforts in the games industry from expert organizers across the globe. As attendee I gained insight into foundational aspects of unionization, become more knowledgeable about the importance of worker solidarity, and participated in an organizer training following the panel | 2023 |
| Participation in Conference, gamedev.world is the global game developer conference. Featuring 30+ speakers from all over the planet, all talks will be close-captioned and translate into Arabic, Brazilian-Portuguese, English, French, Hindi, Japanese, Simplified Chinese, and Spanish | 2023 |
| Participation in Seminars, Graham Smith has 12 years of experiences in industry and worked in studios like Red Storm and Epic Games | 2023 |
| Participation in Seminars, Rafael Barreto is a CEO of Fire Game Studios with 4 released titles | 2023 |
| Participation in Networking event, Was invited to Escape event by their Head of Education John Stopforth | 2023 |
| Participation in Networking event, evening of drinks and festivities at the Ukie office. Come along to network and meet friends old and new | 2023 |
| Participation in Networking event, K Games Studio Rare is hiring! Come meet some of the team and find out more about their new paid internships! | 2023 |
| Participation in Seminars, Andrea Saravia Pérez is an award-winning narrative designer and writer discussing: game narratives that can empower | 2023 |
| Participation in Workshop, An in-person roundtable to have open discussions around Mental Health and Wellbeing at UKIE HQ | 2023 |
| Participation in Seminars, Paco Martinez discussed "Leaping into the unknown: pushing yourself out of your comfort zone & seek innovation" | 2023 |
| Participation in Seminars, Helena Lorenzo is a global UX researcher who shared her inspiring story, and opinion on why UX is different in gaming as well as Diversity, Equity & Inclusion for the win in games | 2023 |
| Participation in Seminars, Panel from mobile gaming experts discussing Gaming Trends of 2024, Alternative Game Distribution, Subscription Gaming, The Future of User Acquisition (UA), Gaming Cycle - Where We Are Now and Cross-Platform Play | 2023 |
| Participation in Workshop, In-person careers focused gathering at Tentacle Zone's Co-working Space in London | 2023 |
| Participation in Seminars, Jaime Silva, discussed his career transitions and offered tips on networking, best practice and recruitment | 2023 |
| Participation in Exhibition, Queer Indies Showcase was a spotlighting of queer games alongside fun interactions between their creators and queer influencers, followed by a panel | 2023 |

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| Participation in Exhibition, The International Game Developers Association (IGDA) and Women in Games International (WIGI) are running a live stream event celebrating and amplifying women-led games, devs, and studios | 2023 |
| Participation in Workshop, Webinar was help as part of Women Empowerment Asia & Latin America in partnership with Google, Global Game Jam and IGDA | 2023 |
| Participation in Workshop, The Carbon Trust & P4P Alliance take a deep dive into their report on carbon emissions in the games industry, supported by Ukie | 2023 |
| Participation in Exhibition, Showcase of 11 games created at Gamedev Camp | 2023 |
| Participation in Seminars, Learn about UAL Incubator: Grow, a new free programme of support for South London-based tech and digital entrepreneurs | 2023 |
| Participation in Symposium, A series of talks for Sonic Screen Lab for curated by Friendred Peng | 2023 |
| Participation in Networking event, See out another year of Limit Break with our online gathering with amazing panel guests, and networking | 2023 |
| Participation in Seminars, A series of short talks interspersed with general networking over 3 days across Edinburgh, Dundee and Glasgow to encourage collaboration and communication between local games developers, and networking with visiting publishers and guests | 2023 |
| Participation in Conference, This conference firmly places a spotlight on the video game industry of the Global South where developers are creating games, launching success stories and building up the game industry in a way unseen in other parts of the world: Days 1 and 2 were for South and Central America, Day 3 was for South and South East Asia, Day 4 was for Africa | 2023 |
| Participation in Workshop, "High, lows and some things I've picked up along the way, but mostly character design" | 2023 |
| Participation in Exhibition, Unlock Your Game Career Journey at Women in Games Careers, Development and Network Expo | 2023 |
| Participation in Networking event, Miniclip is delighted to host the next BAME in Games (BIG) evening | 2023 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK | 2023 |
| Participation in Convention, AdventureX is the UK's only convention dedicated to narrative-driven gaming | 2023 |
| Participation in Networking event, Networking event for people dealing with narrative in games | 2023 |
| Participation in Exhibition, Experience the future of gaming, connect with industry leaders, and witness emerging talent at our Game Expo and Pitching Session | 2023 |
| Participation in Networking event, BAFTA members and per invite only networking event at Piccadilly 195 | 2023 |
| Participation in Exhibition, Indigeverse is an online showcase of art, writing, research, and scholarship in which many indigenous authors were invited to share their thoughts, ideas and work | 2023 |
| Participation in Seminars, A masterclass conversation delivered through two consecutive panels exploring the spectrum of creative and authentic Black hair and make-up representation in film, games and television | 2023 |
| Participation in Seminars, A veteran UI Artist, Edd made history in 2021 when he launched the Game UI Database. Now hosting more than 51,917 screenshots from over 1270 games and built with accessibility in mind, it is the world's biggest repository of UI knowledge | 2023 |

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| Participation in Seminars, Chaired by James Batchelor, this panel with the makers of Viewfinder, Paper Trail, Five Dates discusses the rise in non-violent games. From wholesome live-action rom-coms, award-winning puzzle games and the game hailed as "the next Portal", the game developers will discuss why it's important to make non-violent games, who is the expansive audience for this genre and how to talk to the community of players about your games | 2023 |
| Participation in Seminars, The interplay of voice and performance brings together Samantha Béart, acclaimed actor, unites with GH Zonana, innovative performance director, teacher and innovative performance director, and Kirsty Gillmore, seasoned voice and performance director to pull back the curtain on the world of character creation in video games. The panel is chaired by Julia Bianco Scoeffling, writer of "The Art and Business of Acting for Video Games" and co-founder, COO and Casting Director of The Halp Network | 2023 |
| Participation in Seminars, Tracy will share top tricks and techniques, from working a room, to networking as an introvert, to networking online and coming up with a fool-proof 5 step technique that works in any networking situation | 2023 |
| Participation in Seminars, Dive into a dynamic panel discussion featuring People Makes Games, the IWGB games union, and the acclaimed Dlala Studios and Radical Forge. From understanding how to create a culture that wins the GamesIndustry.biz "Best Places to Work" award twice, to building the infrastructure for a diverse large-scale studio, we examine multiple ways to create a great game studio | 2023 |
| Participation in Seminars, Chaired by Silver Script Games's and BAFTA Breakthrough Alyx Jones, this panel looks at the career path that you can take to become a voice actor, from the training required to booking your first gig to how to build a network of support and how to make the best of opportunities as they present themselves | 2023 |
| Participation in Conference, Ukie at Staffordshire University hosted a free-to-attend conference to learn about careers in games directly from industry professionals | 2023 |
| Participation in Consumer show, EGX brings together gamers and exhibitors all under one roof to celebrate the world of gaming | 2023 |
| Participation in Conference, Organised on Ada Lovelace Day (first programmer ever) and World Mental Health day focusing on increasing inclusivity and diversity by asking important questions | 2023 |
| Participation in Networking event, BAFTA members and per invite only networking event at Piccadilly 195 | 2023 |
| Participation in Networking event, Unity organised networking event with talks for game developers | 2023 |
| Participation in Consumer show, Biggest game related festival in northern England. Supported UAL students with their exhibition as part of Tranzfuser 2023 | 2023 |
| Participation in Workshop, Online workshop discussing multi platform releases | 2023 |
| Participation in Networking event, BAFTA members and per invite only networking event at Piccadilly 195 | 2023 |
| Participation in Networking event, Join the Video Games Ambassador network for a casual hangout on the beach and cool off with some ice cream on us | 2023 |
| Participation in Networking event, BetaJester lunch at Develop to chat about ADHD and the UK Games Industry! | 2023 |
| Participation in Networking event, Charity event to support SpecialEffect and network with industry professionals | 2023 |
| Participation in Networking event, Grads in Games welcomes industry professionals, games students and educators to join us at Develop:Brighton | 2023 |
| Participation in Networking event, Networking event organised by Near Light and NDreams | 2023 |

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| Participation in Networking event, A charity event for Special Effect with drinks and games by the sea after your day at Develop:Brighton, hosted by Skillsearch and Glowmade! | 2023 |
| Participation in Business dinner, Dinner with Laurence Oldham and his Frontier Team, that was also joined by Jagex at VIP Brighton | 2023 |
| Participation in Conference, Main Games Development conference in United Kingdom | 2023 |
| Participation in Networking event, In-person meeting of GameMaker users | 2023 |
| Participation in Networking event, Game Dev Heroes is a celebration of the people behind the scenes of the games industry | 2023 |
| Participation in Networking event, IceBreaker in the Metropole Bar sponsored by Arctic7 | 2023 |
| Participation in Symposium, At those events Unity users connect with community members to share experiences and to inspire new collaborative partnerships | 2023 |
| Participation in Exhibition, Drop in to our 2023 BAFTA Young Game Designers Showcase where you will be able to play the finalists games and see the innovative concepts from young people aged 10-18. There will be facilitated YGD workshops so you can come up with your own game concept and receive feedback from an industry expert | 2023 |
| Participation in Exhibition, A games festival that is specifically aimed at further and higher education students and graduates that are looking for a career in the games industry. | 2023 |
| Featuring industry talks, and the opportunity to showcase your work and win over £5,000 of prizes! | |
| Participation in Conference, The First International Conference on Delivery and Policy of Degree and Higher Apprenticeships is taking place at Staffordshire University: https://www.staffs.ac.uk/events/dpdha-conference | 2023 |
| Participation in Exhibition, The CCI Graduate Showcase celebrates works from final year students on BSc (Hons), UAL Apple and UAL Creative Computing Diplomas | 2023 |
| Participation in Symposium, The National Videogame Museum and Leeds Trinity University want to know why video games matter to so many people | 2023 |
| Participation in Seminars, The games-focused session will feature actors David Menkin and Samantha Béart chatting one-to-one about LGBTQ+ content and talent in games | 2023 |
| Participation in Exhibition, Faculty of Creative and Cultural Industries Graduate Showcase 2023 | 2023 |
| Participation in Exhibition, Join us for an epic games showcase event, featuring our talented BSc Game Design and Animation students! | 2023 |
| Participation in Exhibition, Exhibition of work developed by ACM game students | 2023 |
| Participation in Networking event, The Hub Crawl is back with 'Developers Unite' - networking, knowledge sharing and celebrating success in UK games | 2023 |
| Participation in Exhibition, An Animation and Games industry invite-only event to celebrate talented graduating students | 2023 |
| Participation in Networking event, Regular meeting of London Indie Developers in North London | 2023 |
| Participation in Exhibition, Barclays Games and Creative Team invite you to join them for leading games industry expert panels and exhibitors from Creative UK, local games uni students, mobile games studios, Code Coven and much more. | 2023 |
| Joined talks on "What you need to know about AI, IP and the law" as well as "How to decarbonize your studio" | |
| Participation in Exhibition, Part of Digital Sharks Expo organised at University of Greenwich | 2023 |

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| Participation in Seminars, BAME in Games (BIG) organised alongside Sports Interactive a panel hosted discussing the importance of cultivating a culturally diverse work environment | 2023 |
| Participation in Symposium, Join the first ever UK Games Mental Health Summit for industry professionals held at 195 Piccadilly: an affordable open day full of keynotes, panels, workshops and round tables delivered by industry speakers and mental health clinical consultants | 2023 |
| Participation in Workshop, Game Jam organised by University of Greenwich | 2023 |
| Participation in Product launch, TIGA has hosted its Further Education (FE) Games Conference 2023, with speakers from industry and academia showcasing excellence and best practice in games education in Further Education (FE) colleges | 2023 |
| Participation in Conference, TIGA has hosted its Further Education (FE) Games Conference 2023, with speakers from industry and academia showcasing excellence and best practice in games education in Further Education (FE) colleges | 2023 |
| Participation in Networking event, Powered by Keywords Studios. Global, Online @ WIG Hopin Platform allowing to network with vast range of WIG ambassadors and allies | 2023 |
| Participation in Seminars, Webinar on Unity Workforce Grant that applies Real-time 3D (RT3D) technology which is transforming the way we work, learn, and socialize | 2023 |
| Participation in Social event, As part of the London Games Festival: Open Studios, Payload Studios and the Tentacle Zone Co-working space are opening up their doors! | 2023 |
| Participation in Social event, As part of the London Games Festival: Open Studios, Hutch Games talked about their history: 'Top Drives: 5 Years In The Making' as well as permanent 4 day a week work model | 2023 |
| Participation in Exhibition, A Festival of Experimental Game Design | 2023 |
| Participation in Networking event, In-person meeting of GameMaker users | 2023 |
| Participation in Consumer show, W.A.S.D is the number one video games event in the UK for players, developers and students alike | 2023 |
| Participation in Exhibition, GDLX featured a variety of indie games, which were available to play, giving attendees the opportunity to discover new and exciting games, and learn more about the developers behind them | 2023 |
| Participation in Seminars, UK Games Studio Rare is hiring! Come meet some of the team and find out more about their new paid engineering and art internships! | 2022 |
| Participation in Networking event, The Ukie offices was open to members and non-members alike for an informal festive networking event for the games industry | 2022 |
| Participation in Exhibition, On Saturday 26 November 2022, IWM will present War Games Live, a half day festival bringing together leading designers, podcasters, musicians and gaming enthusiasts for a series of talks, panels and music – all exploring the phenomenon of conflict-based video games | 2022 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK | 2022 |
| Participation in Seminars, Focussing on short content, this session will look at how you can produce your short in a sustainable and affordable way, giving practical tips and advice on suppliers, training opportunities and resources which will all help you reduce your carbon footprint, but won't break the bank | 2022 |
| Participation in Seminars, What goes into designing multiplayer games for millions of concurrent players? Where do we even begin, and what does it involve? Join us in this session to see what it takes to build infrastructures that can handle multiplayer designs and communities on a grand scale | 2022 |
| Participation in Seminars, Continuing our theme of helping you create a strategic career progression plan, this session focuses on the behaviors and attitudes which will set you up for success | 2022 |

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| Participation in Seminars, Recent years have shone a spotlight on some of the bad behaviour which has at times gone unchecked in the film, games and television industries. Although changes have been made and the culture is changing, there are still far too many incidents of bullying and harassment | 2022 |
| Participation in Seminars, You've started your own studio, made a game and you want to get it out there...now what? In this panel we focus on the different stages of getting a game to release and the practicalities of sustaining the longevity of your studio | 2022 |
| Participation in Conference, This conference firmly places a spotlight on the video game industry of the Global South where developers are creating games, launching success stories and building up the game industry in a way unseen in other parts of the world | 2022 |
| Participation in Convention, AdventureX is the UK's only convention dedicated to narrative-driven gaming | 2022 |
| Participation in Networking event, BAFTA members and per invite only networking event at Piccadilly 195 | 2022 |
| Participation in Seminars, This session looks at our Game Programmer Apprenticeship, partnered with The Games Assembly. Discover the benefits to your company | 2022 |
| Participation in Networking event, IRL is an informal industry get-together, where anyone working in or connected to video game creation is welcome | 2022 |
| Participation in Seminars, A decade of ups and downs in game dev with Anna Högberg Jenelius | 2022 |
| Participation in Social event, LUCIA LA REZZA, video game music artist performing live | 2022 |
| Participation in Business dinner, Dinner after BAFTA Game Masterclass: Returnal | 2022 |
| Participation in Workshop, BAFTA presents a headline masterclass on last year's Best Game winner: Returnal | 2022 |
| Participation in Networking event, In-person meeting of GameMaker users | 2022 |
| Participation in Consumer show, Main Digital Games consumer expo in the UK | 2022 |
| Participation in Conference, Industry Conference organised by Women in Games, with series of talks and community engagements | 2022 |
| Participation in Fair, Series of events and talks organised by Women In Games | 2022 |
| Participation in Consumer show, Insomnia is largest game festival in North of England | 2022 |
| Participation in Networking event, Skillsearch organised networking event during Develop 2022 | 2022 |
| Participation in Business dinner, Dinner with Oliver Twins (Richcast) and Gary Penn (ex-DMA Design) | 2022 |
| Participation in Conference, Main Games Development conference in United Kingdom | 2022 |
| Participation in Networking event, GameMaker community meeting in London | 2022 |
| Participation in Exhibition, Exhibition of BAFTA YGD Finalist with several industry talks | 2022 |
| Participation in Exhibition, The Games Frenzy events are an opportunity to share interesting industry updates and inspirational stories. The event also creates an opportunity for their games and e-sports partners, indie developers and games industry bodies to showcase their work, make introductions and network | 2022 |
| Participation in Networking event, GameMaker community meeting in London | 2022 |
| Participation in Exhibition, 4-day online careers festival to help students to get hired in video games | 2022 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK | 2022 |
| Participation in Networking event, Bringing together Individual, corporate and education programmes | 2022 |

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| Participation in Exhibition, Largest digital narrative games festival | 2022 |
| Participation in Exhibition, Ukie and Barclays partnered in creating an opportunity for UK Games developers to showcase their games | 2022 |
| Participation in Fair, Games Job Fair Spring 2022 is a recruitment, career-building, and networking event bringing together Industry Speakers and 1000+ Talents from around the world! | 2022 |
| Participation in Conference, Some of the biggest games universities and studios gathered to network and debate the hot topics in games education and recruitment | 2022 |
| Participation in Consumer show, Insomnia is biggest gaming festival in North of England | 2022 |
| Participation in Exhibition, A Festival of Experimental Game Design | 2022 |
| Participation in Consumer show, W.A.S.D Live is Consumer Show held in Tobacco Docks | 2022 |
| Participation in Fair, London Games Festival is the world's biggest celebration of video games and interactive entertainment | 2022 |
| Participation in Seminars, A look into the growing trend of peaceful video games that place a greater focus on storytelling, building and exploration | 2022 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK | 2022 |
| Participation in Networking event, Platform for women to share their experiences and insights into their worlds of work | 2022 |
| Participation in Fair, 4-day online careers festival to help students get hired in video games industry | 2022 |
| Participation in Product launch, Town Hall meeting is invitation for organizations and individuals who want to collaborate with Games Careers Week Festival | 2022 |
| Participation in Seminars, Online chat with Game Designer and Author Fawzi Mesmar | 2022 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the South of England | 2022 |
| Participation in Seminars, A light-hearted and insightful conversation between level designers at all levels of experience, focusing on the beginning of their career and the craft of level design | 2021 |
| Participation in Exhibition, An exhibition of the best speakers, panelists, and indie games in the Game Dev London community | 2021 |
| Participation in Seminars, Event by The Equity Gaming Project discussing number of topics focused around levelling up and inclusion | 2021 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK | 2021 |
| Participation in Exhibition, Online Careers & Networking Expo run by Women in Games | 2021 |
| Participation in Conference, Main Games Development conference in United Kingdom | 2021 |
| Participation in Conference, Main Digital Games conference in Central and East Europe | 2021 |
| Participation in Consumer show, Main Digital Games consumer expo in the UK | 2021 |
| Participation in Networking event, The monthly indie pub night is relaxing social with other indie game devs in London | 2021 |
| Participation in Networking event, The monthly indie pub night is relaxing social with other indie game devs in London | 2021 |
| Participation in Networking event, Online meeting of Game Dev London members | 2021 |
| Participation in Conference, Online conference for teachers, discussing benefits of utilization of games and gamification in education | 2021 |
| Participation in Networking event, UKIE & Into Games event connecting Educators and Industry, followed up next day with one about Volunteering | 2021 |

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| Participation in Workshop, Ukie and Into Games, working on behalf of the games sector, has successfully become a gateway partner in the Government's Kickstart Scheme which provides funding to companies taking on young people out of work as a result of the pandemic | 2021 |
| Participation in Seminars, Game Academy interviews Dr Richard Bartle - a leading expert in the Massively Multiplayer Online Gaming industry | 2021 |
| Participation in Workshop, GitHub and Azure - Effective usage in development process workshop by Microsoft Poland | 2021 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK | 2021 |
| Participation in Exhibition, Online showcase by Abertay University | 2021 |
| Participation in Seminars, Grad Jobs Live is an event aimed at graduates and those looking for their first role within the games industry | 2021 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK | 2021 |
| Participation in Seminars, An Into Games event discussing how best to nurture equality, diversity, and inclusion in the video games industry | 2021 |
| Participation in Exhibition, Barclays Games and Creative Team invite you to join them for leading games industry expert panels focusing on Growth and Innovation in the Games and Esports industries | 2021 |
| Participation in Seminars, Event by UKIE with a walk through of the Video Game Ambassadors, a free digital platform for connecting educational institutions with the UK games industry | 2021 |
| Participation in Exhibition, A Festival of Experimental Game Design | 2021 |
| Participation in Seminars, Event by UKIE focusing on raising profile of small and independent developers | 2021 |
| Participation in Seminars, Event organized by Games Jobs Live hosting some of the UK's most acclaimed studios, including: Creative Assembly, Ubisoft, Tonic Games, Sumo Digital, Lucid Games, Splash Damage, and Sumo Digital as well as from BAFTA Guru and Tranzfuser | 2021 |
| Participation in Workshop, Master of Game Design Series by XReality Los Angeles. Where UX Strategist/Author Celia Hodent was in a chat with NYFA's Scott Rogers as they discussed Hodent's career in gaming and games education | 2021 |
| Participation in Seminars, Part of Elevate online talks series by Game Anglia | 2021 |
| Participation in Product launch, Introductory event to launch of Tranzfuser 2021 - https://tranzfuser.com - in form of group interview where all interested institutions could ask questions freely to former hosts and event organizers UK Games Fund | 2021 |
| Participation in Seminars, Part of Elevate online talks series by Game Anglia | 2021 |
| Participation in Symposium, A celebration of games careers with diversity at its heart involving nationwide events from over 120 organisations aimed at young people, parents, learners, teachers, and job-seekers | 2021 |
| Participation in Seminars, Part of Elevate online talks series by Game Anglia | 2021 |
| Participation in Seminars, Part of Elevate online talks series by Game Anglia | 2021 |
| Participation in Workshop, Digital Dragons Conference organised an online workshop on Narrative Design through Zoom platform | 2021 |
| Participation in Symposium, Speakers included Barclays, Sugar, Wiggin, S-Tech Insurance, Absolutely Games and Arrogant Pixel | 2021 |
| Participation in Workshop, Digital Dragons (2nd major GameDev Conference in Poland) organised an online workshop on Games Design through Zoom platform | 2021 |
| Participation in Seminars, Black Game Pros Mixer - Industry speakers offer their advice for the next generation of Black videogame professionals | 2020 |

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| Participation in Conference, CGC DAPP - Cutting-edge Games Conference | 2020 |
| Participation in Seminars, Pow(her)ful Women Webinar 2: Meet Industry Leaders Nicole Pike, Christie St. Martin and Lori Bajorek | 2020 |
| Participation in Seminars, Niantic Office Hours: My Journey into AR | 2020 |
| Participation in Conference, Games For Impact | 2020 |
| Participation in Conference, Ukie Student Conference: Virtual Edition | 2020 |
| Participation in Seminars, Video Game Ambassadors - Connecting Educators with the UK Games Industry | 2020 |
| Participation in Seminars, Learn the art of esports hosting and presenting from Jess Brohard, Rachel Quirico-Seltzer and Rosemary "Nekkra" Kelley by WIGJ | 2020 |
| Participation in Conference, Game Industry Conference 2020 | 2020 |
| Participation in Seminars, How to get into the Games Industry; advice from industry experts | 2020 |
| Participation in Exhibition, Games industry recruitment showcase, focused on jobs in and around the UK | 2020 |
| Participation in Seminars, Stop Calling Me Murzyn: Blackness and Anti-Racist Action in Poland | 2020 |
| Participation in Seminars, Barclays Games and Creative Team invite you to join them for leading games industry expert panels | 2020 |
| Participation in Seminars, Digital Dragons Academy: Wstęp do branży gier (Eng: Entry to Games Industry) | 2020 |
| Participation in Exhibition, About The Event The Africa Games + Esports Careers Day is a free virtual event focused on educating and exciting Africa's youth about the global games industry | 2020 |
| Participation in Conference, Develop: Brighton - the most important conference of the British Games Industry | 2020 |
| Participation in Seminars, Rethinking PG Games Pricing - how sustainable pricing be fair for #PGGamers? by Fundamentally Games | 2020 |
| Participation in Conference, UK University Diversity in Esports Conference 2020 Event by Women in Games WIGJ | 2020 |
| Participation in Seminars, What Worlds World Worlds: Building New Narratives by Supra Systems Studio - Panel discussion on creative practice, narratives, and worlds, with Annie Goh, David King, and Deborah Tchoudjinoff; hosted by Tobias Revell | 2020 |
| Participation in Seminars, Join Brenda Romero at 12pm on Tues 15th of Sept to Launch Future Tuesdays by Future Screens NI - Future Tuesdays are back on 15th of September with Brenda Romero to start the new series speaking on "The hidden history of women in tech" | 2020 |
| Participation in Seminars, Access to Finance by Ukie - United Kingdom Association for Interactive Entertainment - Come along and learn from industry veterans and finance professionals about access to finance. Discover new ways to finance your games | 2020 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around UK | 2020 |
| Participation in Seminars, International Publishers and New Business Models by Payload Studios - Meet 4 exciting international game publishers and learn what new business models excite them? Discover new ways to reach game markets | 2020 |
| Participation in Seminars, Understanding The Next Generation Of Gamers by Payload Studios - Key insights in how the next generation of games (10-16 year olds) play games and consume media | 2020 |
| Participation in Conference, Game Developers Conference is the biggest game dev industry gathering of professionals from all around the world | 2020 |

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| Participation in Seminars, Funding Your Game Through The UK Games Fund by Payload Studios - Learn about the UK Games Fund and get valuable insights from two studios who got funded in the past 5 years! | 2020 |
| Participation in Seminars, Niantic Office Hours: How to Succeed at Remote Game Development by Niantic Inc. - Remote game development is going mainstream. Join industry pros to discover the processes and principles you need to thrive in this new age | 2020 |
| Participation in Seminars, What is LiveOps Anyway? by Fundamentally Games - Getting your game to launch is only the start; this webinar will show what game developers need to consider to manage their game once live | 2020 |
| Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK | 2020 |
| Participation in Seminars, LUDICIOUS X is the digital version of LUDICIOUS – Zürich Game Festival | 2020 |
| Participation in Conference, Digital Games Conference (DGC Dubai) is a leading Games Industry Conference in the MENA Region | 2020 |
| Participation in Seminars, Monetization in More than Mobile by PayLoad Studios | 2020 |
| Participation in Seminars, Designing a game with modding in mind - Online talk organised by Payload Studios | 2020 |
| Participation in Exhibition, A Festival of Experimental Game Design | 2020 |
| Participation in Seminars, Publishing Your Game in 2020 and Beyond | 2020 |
| Participation in Seminars, Event by Payload Studios focused on Publishing games for industry new comers | 2020 |
| Participation in Conference, Level Up Conference (2020); The Games Industry Insider Event | 2020 |
| Participation in Conference, The conference, is one of several major annual industry events in Wales organised by the award-winning games programme team from Wrexham Glyndwr University | 2020 |
| Participation in Networking event, Dev Quest - GameDev networking event hosted by Space Ape | 2020 |
| Participation in Networking event, Games For Good - GameDev networking event organised by Space Ape Games | 2020 |
| Participation in Seminars, What Video Games Teach Dr Richard Bartle and The Philosophy Foundation - A seminar/networking evening organised by Games Academy | 2019 |
| Participation in Conference, Game Industry Conference 2019 is one of the biggest Game orientated conferences in Europe, a must-attend event for anybody involved in game-related business or academia in Eastern and Southern Europe. Representing UAL | 2019 |
| Participation in Consumer show, EGX 2019 - One of the biggest game expos in the UK | 2019 |
| Participation in Conference, Develop Conference 2019 - The most important business and academic conference in Games in the UK. Representing UAL | 2019 |
| Participation in Conference, Main Games Development conference in United Kingdom | 2019 |
| Participation in Exhibition, A Festival of Experimental Game Design | 2019 |
| Participation in Consumer show, EGX Rezzed 2019 - One of the biggest game consumers expos in the UK. Representing UAL | 2019 |
| Participation in Social event, Games First London 2019 - Industry only social event. Attended as CEO of Fanotherpg LTD and Games Design lecturer from UAL | 2019 |
| Participation in Social event, Global Game Jam 2019 at Goldsmiths - Make a Game in 48h | 2019 |
| Participation in Seminars, The BAFTA award-winning game designer and entrepreneur, Brenda Romero, explores games as a powerful tool in teaching difficult subject matters | 2019 |

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| Participation in Conference, GIC 2018 - Representing UAL at biggest gaming conference in Central and Eastern Europe | 2018 |
| Participation in Exhibition, A Festival of Experimental Game Design | 2018 |
| Participation in Exhibition, A Festival of Experimental Game Design | 2017 |
| Participation in Conference, Game Industry Conference IX - Biggest Game-related events in Central and Eastern Europe | 2016 |
| Participation in Exhibition, A Festival of Experimental Game Design | 2016 |
| Participation in Conference, VIII Zjazd Twórców Gier - 8th ZTG GameDev Convention in 2015 is the first edition that has been renamed Game Industry Conference. This reflected events constant growth and required a change of leadership, which put me in a consultancy position | 2015 |
| Participation in Exhibition, A Festival of Experimental Game Design | 2015 |
| Participation in Social event, At Nordic Game Jam 2015 it was announced that the ZTG (Zjazd Twórców Gier) will be renamed to GIC (Game Industry Conference). | 2015 |
| Assisting Little Nando (Tough Coded fame) with his presentation "Video game Jockeying Micro-Seminar" and his live VGJ Session. http://www.littlenando.com/ | |
| Participation in Workshop, Global Game Jam 2015 at Google Campus London, due to personal circumstances had to withdraw from competition halfway through and lost the prototype of space economic game I worked on, on my way back | 2015 |
| Participation in Workshop, 0h Game Jam, during DST hour shift, we shift clocks backwards, so there's actually 1 hour between 2:00 am and 2:00 am, and on this occasion, we were working on a tram making a 1h journey around the city | 2014 |
| Participation in Workshop, Global Game Jam 2014 at Brunel University London, within 48h I have developed a prototype for my final Major Practical - Sjirkles which was remarked as "the best project at this level, I have ever seen" by Justin Parsler then Course Leader of MA Digital Games Theory & Design | 2014 |
| Participation in Conference, Game Industry Trends 2012 - Conference in Warsaw about Game Industry Business in Poland and Globally | 2012 |
| Participation in Workshop, Global Game Jam 2012 at Qantm College/SAE London, within 48h I have developed or assisted in the development of 5 different games. One of which: Mini Freerunner has won London and Global IGDA Accessibility Challenge with a perfect score | 2012 |
| Text interviews | |
| Interviewed by "Online Interview" | 2013 |
| Interviewed by "1ndie World - Online Interview" | 2013 |
| Interviewed by "Gram.pl" | 2010 |
| Interviewed by "Komputer Świat Ekspert 05/08" | 2008 |
| Community services | |
| Education / Training, Misk Foundation, Saudi Arabia: Part of a diverse jury body focused on mentoring and judging games for an in-person game jam as part of #gamers8 event in Riyadh, Saudi Arabia | 2023 |
| Disability services, SpecialEffect: Learning about fun and inclusion in the lives of physically disabled people by helping them to play video games is an eye-opening experience, that impacts my personal and professional practice | 2022-present |
| Education / Training, Game Dev London: I was supporting Game Dev London in running events in South East London, as well as in creating collaboration between 2024 GDL x Goldsmiths x Uni Jam collab site that was the largest in-person and hybrid site in the world during 2024 Global Game Jam | 2021-2024 |

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| Education / Training, Unreal Bahrain organized community based Game Jam promoting Game Development for Female and BAME developers from around the world but focusing on the Middle East. My duties as chair are around the administration of the Jury panel that rated the games | 2020-2021 |
| Education / Training, London Game Festival, United Kingdom: London Games Festival 2017 - I decided to volunteer and be a steward at two separate events being part of LGF17: - Game Culture Summit at Regents Street Cinema - Dear Esther Live at St John's Church in Hackney | 2017 |
| Child / Adolescent services, Oxfam, United Kingdom: Supported local Oxfam Charity shop in High Wycombe and their Manager on Sundays | 2016-2019 |
| Alcohol / Drug abuse, Salvation Army Trading Company LTD (SATCoL), United Kingdom: Providing extra support to the Organisations targets as a Volunteer. | 2016-2018 |
| Providing support as a volunteer to the East Counties area from Oxfordshire to Essex | |
| Education / Training, Clickteam USA LCC: "Czwarta Globalna Wojna PSK" I was a judge, co-organiser and promoter of this nation-wide game jam for the Polish game dev community | 2015 |
| Education / Training, CD Projekt Red, Poland: "Trzecia Globalna Wojna PSK" I was a judge, co-organiser and promoter of this nation-wide game jam for the Polish game dev community | 2009 |
| Education / Training, Clickteam USA LCC: "Druga Globalna Wojna PSK" I was a judge, co-organiser and promoter of this nation-wide game jam for the Polish game dev community | 2007 |
| Education / Training, Clickteam USA LCC: "Pierwsza Globalna Wojna PSK" I was a judge, co-organiser and promoter of this nation-wide game jam for the Polish game dev community | 2006 |
| Knowledge Exchange Activities | |
| ACE-IT: ERDF Research Project | 2019 |