Game user research in industry
Jim Whitehead
Lab Update

- New room, BE 379, is now open
  - An adjoining conference room will be opened in a few weeks
  - Will only have wireless networking, and chairs and tables will be from storage, and hence not so pretty. Emphasis on functional.

- Accounts on machines
  - Cameron Alston is working on getting students accounts on machines
  - He should be working with you during his weekly group meetings to get forms signed, and determine which students are on which machines.
Team Meetings

- No team meetings today for
  - Pixture
  - Asterrogue

- Will be meeting
  - We’re Screwed 11am Thursday
  - Siegebreakers, 3:30pm, Friday
  - Lens, 4:30pm, Friday
Upcoming deadlines

- **Friday (Jan. 25): team status reporting**
  - Due by midnight
  - Report on team activities this week
  - Be sure to use team status reporting template
    - courses.soe.ucsc.edu/courses/cmps171/Winter13/01/pages/teamstatus-template

- **Thursday, January 31: End of Sprint 1**
  - 8 days left in Sprint 1

- **Friday, February 1**
  - Sprint 1 report due
  - Sprint 2 plan due
Upcoming events

- **Global Game Jam**
  - Jan. 25-27
  - Stone Librande talk on Friday 4-6pm, E2 180 (Simularium)
    - Open to all, not just game jam participants
  - [http://ggj.soe.ucsc.edu/](http://ggj.soe.ucsc.edu/)

- **Winter Job & Internship Fair**
  - Tuesday, February 5
  - Resume & cover letter workshop: Jan. 29, 2-3:30pm
    - See event calendar at Career Center
  - See [http://careers.ucsc.edu/](http://careers.ucsc.edu/) for more information
Lab Cleanup Schedule

- This week: Siegebreakers
- Next week: Tearable World

Team duties:
- Ensure overflowing trash cans are emptied to bin outside in 3rd floor courtyard (anytime during week)
- By 5pm Monday and 5pm Friday (unless things get out of control, then more often):
  - Pick up food containers, bottles, etc.
  - Pick up stray craft materials, pens, etc and return to drawers
  - Clean off tables in conference rooms and big circular table
  - Report any major soda/food spills to me, so we can call cleanup crews
  - Put controllers/game boxes/etc. away (tidy up game area)
  - Report any cleaning materials needed
Video: John Hopson

- Better games through better understanding: Researching games from inside the games industry
  - by John Hopson, Microsoft
  - Video of talk presented at 2010 Foundations of Digital Games Conference (FDG 2010)