Game user research in industry
Jim Whitehead
Lab Update

- Accounts on new machines
  - Brandon is working on getting students accounts on machines
  - Moving towards having a Windows domain for all machines
  - Same account used for all machines
  - Will be Windows ID based, so can get a head start by signing up for one of those, if you don’t have one already
  - Lab machines (Windows) moving to Windows 8.1

- Add-ons for Unity, etc.
  - If there are plugins, add-ons, etc. you need for your project, please determine this
  - Want to do one big purchasing push
  - Will have thread on discussion board, add to this
Upcoming deadlines

- Friday (Jan. 31): team assessment reporting

- Friday, January 31: End of Sprint 1
  - 5 days left in Sprint 1

- Saturday, February 1: Game Crit session
  - 10am, Engineering Lecture Hall (Engineering 101)

- Monday, February 3
  - Sprint 1 report due
  - Sprint 2 plan due

- Monday, February 3
  - Sprint 2 begins
  - A two week long sprint!
Upcoming events

- Winter Job & Internship Fair
  - Tuesday, February 4
  - 10:30am-3pm, West Field House, College Eight
  - See [http://careers.ucsc.edu/](http://careers.ucsc.edu/) for more information

- Game Developer’s Conference
  - March 17-21, Moscone Center
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)