

J. Tuomas Harviainen

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visit (09.12.2019 – 19.12.2019)

Plan of Activities

Date	Time	Place	Activity
9.12.2019	11.30	UKW Main Library (ML)	„How to” - basic logistics
10.12.2019	11.00	Collegium Maius	Meeting at UKW International Relations Office
10.12.2019	13.30	UKW Main Library (ML)	Discussing the Gamedec curriculum
10.12.2019	15.00	ML 1.45a	Observation – Introduction to Game Design course
10.12.2019	16.00-17.30	ML 2.38	Lecturing - Larp techniques for experience design
10.12.2019	17.30-18.15	ML 1.42	Staff meeting – Dr. Marta Tymińska, Anna Kwapiszewska MA
11.12.2019	7.30-10.00	ML room 2.38/2.6A (albo Pamięci do 9.30)	Lecturing – Service design for game monetization
11.12.2019	10.30	ML room 1.41	Meeting with director of the Institute of Communication and Media, prof. Radosław Sajna, and head of the Chair of Game Studies and Media Prosumption, prof. Piotr Siuda
11.12.2019	13.00+	Var (UKW)	GAMEHIGHED meeting + activities
12.12.2019	9.00-16.30	Var (UKW)	GAMEHIGHED meeting + activities
12.12.2019	20.00+	Bydgoszcz Old Town	GAMEHIGHED integration
13.12.2019	10.30-12.30	DAG Fabrik	Exploseum – DAG Fabrik (museum – field trip)
13.12.2019	13.30-16.30	ML	GAMEHIGHED meeting + activities
14.12.2019	10.00-13.00	tbe	Games Research Association of Poland regional meeting
16.12.2019	16.00-17.30	ML 1.45a	Lecturing – Service design for game monetization
17.12.2019	12.00-13.00	Museum of Diplomacy in Bydgoszcz	Visiting Museum of Diplomacy and Polish Diaspora
17.12.2019	16.00-19.00	ML	Lecturing - Larp techniques for experience design
18.12.2019	16.00-19.00	ML	Lecturing - Larp techniques for experience design
19.12.2019	11.00-13.30	ML 2.38	Lecturing – Service design for game monetization
19.12.2019	14.00-15.30	ML room 1.42	Visit summary, meeting with head of the department

Map of UKW buildings:

https://www.usosweb.ukw.edu.pl/kontroler.php?_action=katalog2/jednostki/budynkiJednostki&jed_org_kod=00000000