30
15

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	2

BRIEF

To develop a visual language for the
Winchester School of Art's BA Games Design
& Art in 2023.

DELIVERABLES

A2 Posters
Wall text
A-board - navigation
Einvite
Social media
Catalogue

ESCAPE
WITHDRAW
EVASION
RADIOACTIVE
RETRO

CONTEXT

A visual system that depicts how the ESC button has generated interconnecting ideals across a variety of outcomes by students on the BA Games Design & Art programme.
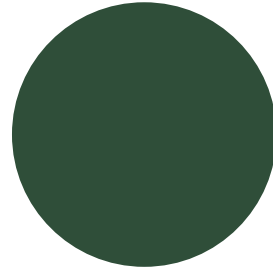
30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	5

COLOURS

2F4E39

91FF6C

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

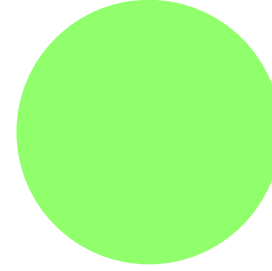| PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	6

REFERENCES
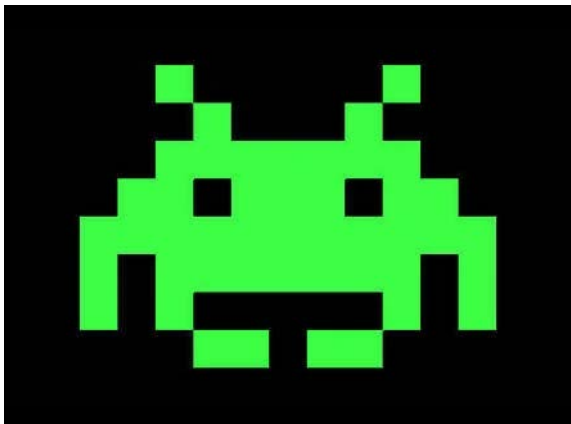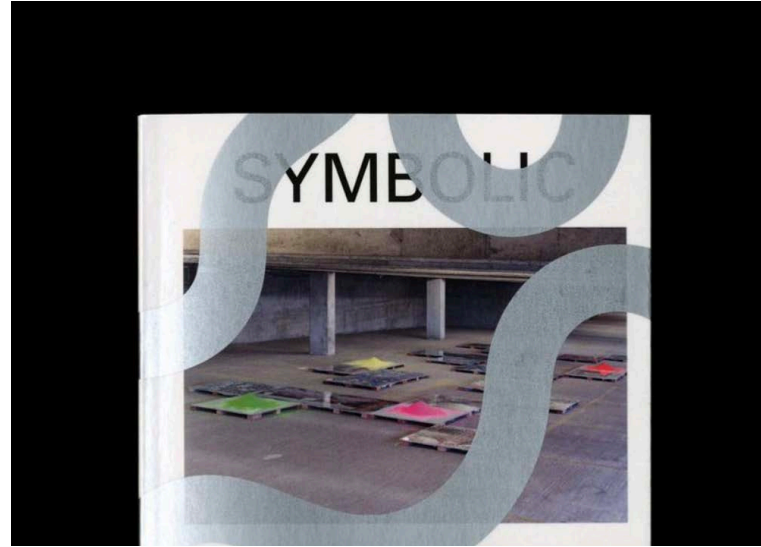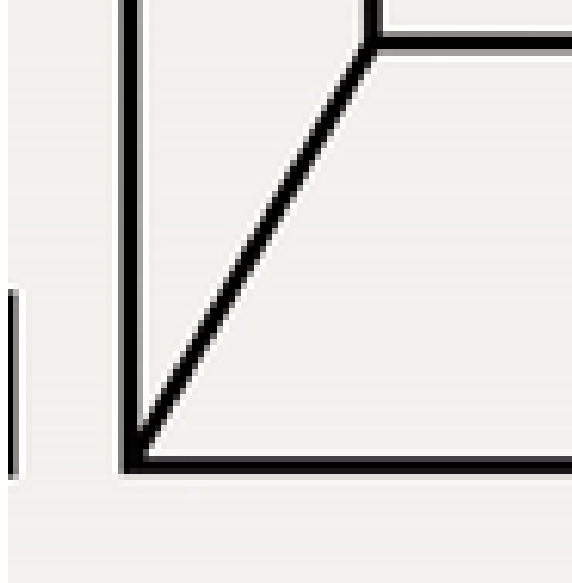
30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	7

BA GAMES DESIGN 2023

ANALO GROTESK - 1 WEIGHT/REGULAR

30
15

A SPACE BETWEEN EDUCATION AND PRACTICE SITUATED WITHIN WINCHESTER SCHOOL OF ART, UNIVERSITY OF SOUTHAMPTON.

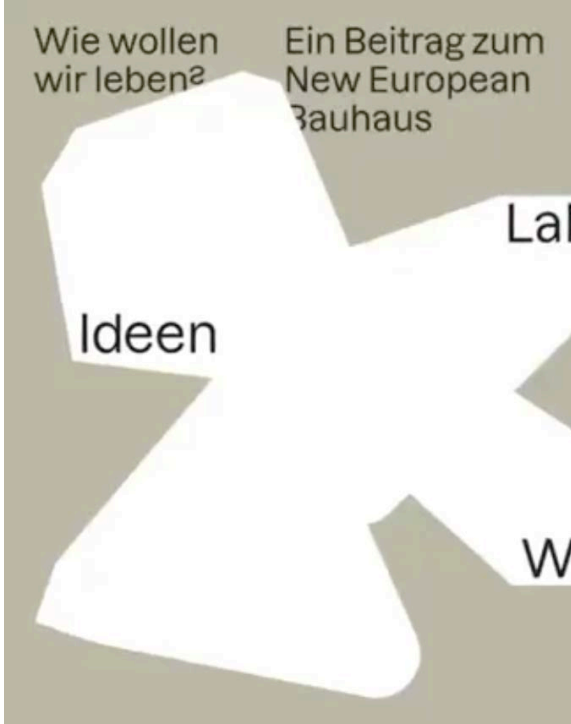|	PROJECT	CLIENT	DATE	SECTION	PAGE
	BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	8

University of Southampton

WINCHESTER SCHOOL OF ART
BA GAMES DESIGN AND ART

PRIVATE VIEW
THURSDAY 21 JUNE, 1800-2000

GAMESDESIGNART
WINCHESTER.GAMES

OPEN TO THE PUBLIC
FRIDAY 22 JUNE-SUNDAY 24 JUNE

LONDON SHOW, HOXTON ARCHES
ARCH 402, E2 8HD
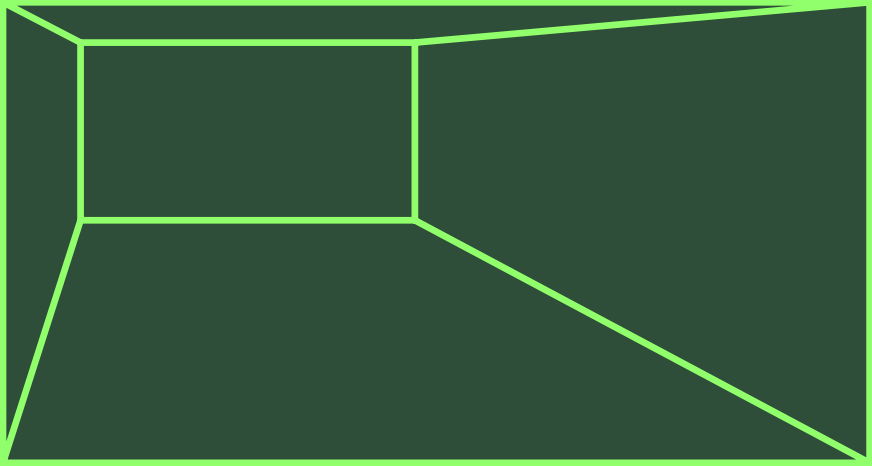
University of Southampton

WINCHESTER SCHOOL OF ART
BA GAMES DESIGN AND ART

PRIVATE VIEW
THURSDAY 21 JUNE, 1800-2000

GAMESDESIGNART
WINCHESTER.GAMES

OPEN TO THE PUBLIC
FRIDAY 22 JUNE-SUNDAY 24 JUNE

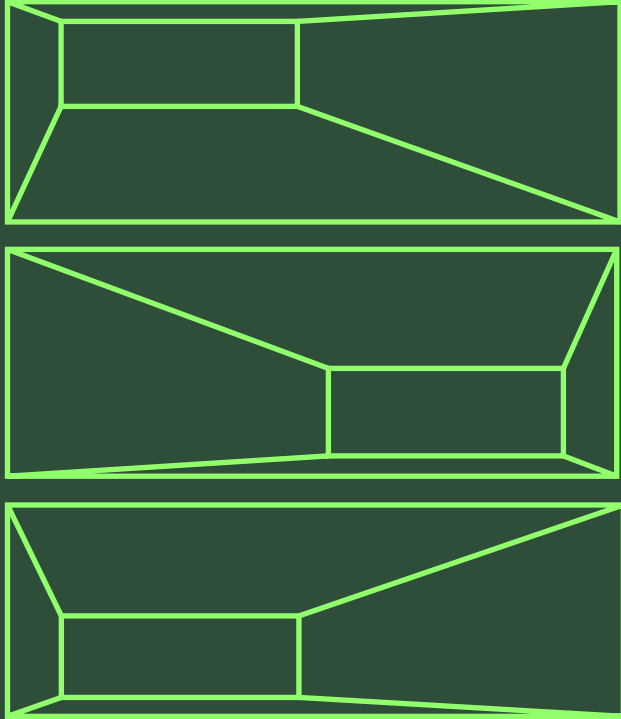WINCHESTER SCHOOL OF ART
PARK AVE, WINCHESTER, SO23 8DL

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

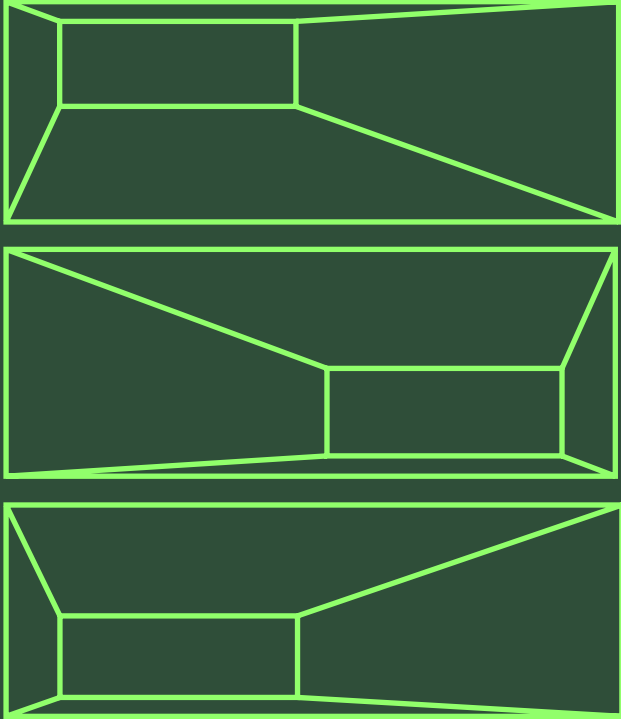| PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	9

University of **Southampton**

WINCHESTER SCHOOL OF ART
BA GAMES DESIGN AND ART

PRIVATE VIEW
THURSDAY 21 JUNE, 1800-2000

OPEN TO THE PUBLIC
FRIDAY 22 JUNE-SUNDAY 24 JUNE

GAMESDESIGNART
WINCHESTER.GAMES

LONDON SHOW, HOXTON ARCHES
ARCH 402, E2 8HD

University of **Southampton**

WINCHESTER SCHOOL OF ART
BA GAMES DESIGN AND ART

PRIVATE VIEW
THURSDAY 21 JUNE, 1800-2000

OPEN TO THE PUBLIC
FRIDAY 22 JUNE-SUNDAY 24 JUNE

GAMESDESIGNART
WINCHESTER.GAMES

WINCHESTER SCHOOL OF ART
PARK AVE, WINCHESTER, SO23 8DL

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	10

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	11

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	12

PUBLICATION MOCKUP

GREEN RING BIND TO MATCH NEON GREEN
SPOT COLOUR

30
15

A SPACE BETWEEN EDUCATION AND PRACTICE SITUATED WITHIN WINCHESTER SCHOOL OF ART, UNIVERSITY OF SOUTHAMPTON.	PROJECT	CLIENT	DATE	SECTION	PAGE
	BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	14

WINCHESTER SCHOOL OF ART
BA GAMES DESIGN AND ART

ESCAPE
GRADUATE SHOWCASE 2023
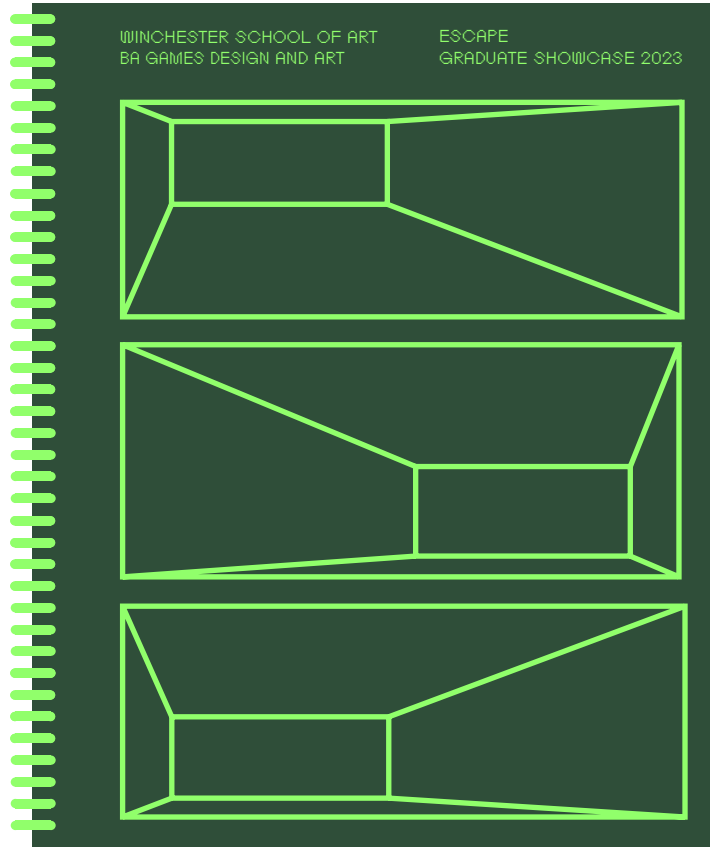
THIS CATALOGUE CELEBRATES THE GRADUATING COHORT FROM WINCHESTER SCHOOL OF ARTS 2023, BA HONS BA GAMES DESIGN AND ART PROGRAMME.

ESCAPE
HOXTON ARCHES, LONDON

ESCAPE
WINCHESTER SCHOOL OF ART

PRIVATE VIEW
THURSDAY 21 JUNE,
1800-2000

PRIVATE VIEW
THURSDAY 21 JUNE,
1800-2000

OPEN TO THE PUBLIC
FRIDAY 22 JUNE-
SUNDAY 24 JUNE

OPEN TO THE PUBLIC
FRIDAY 22 JUNE-
SUNDAY 24 JUNE

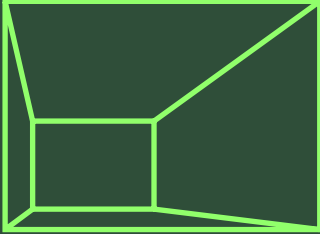HOXTON ARCHES
ARCH 402
E2 8HD

WINCHESTER SCHOOL OF ART
UNIVERSITY OF SOUTHAMPTON
PARK AVE, WINCHESTER, SO23 8DL

ADAM PROTCHER
PROGRAMME LEADER
ADAM.PROCTER.SOTON.AC.UK

FOLLOW OUR PROGRESS
ESCAPE
WSAGAMES2023

University of Southampton
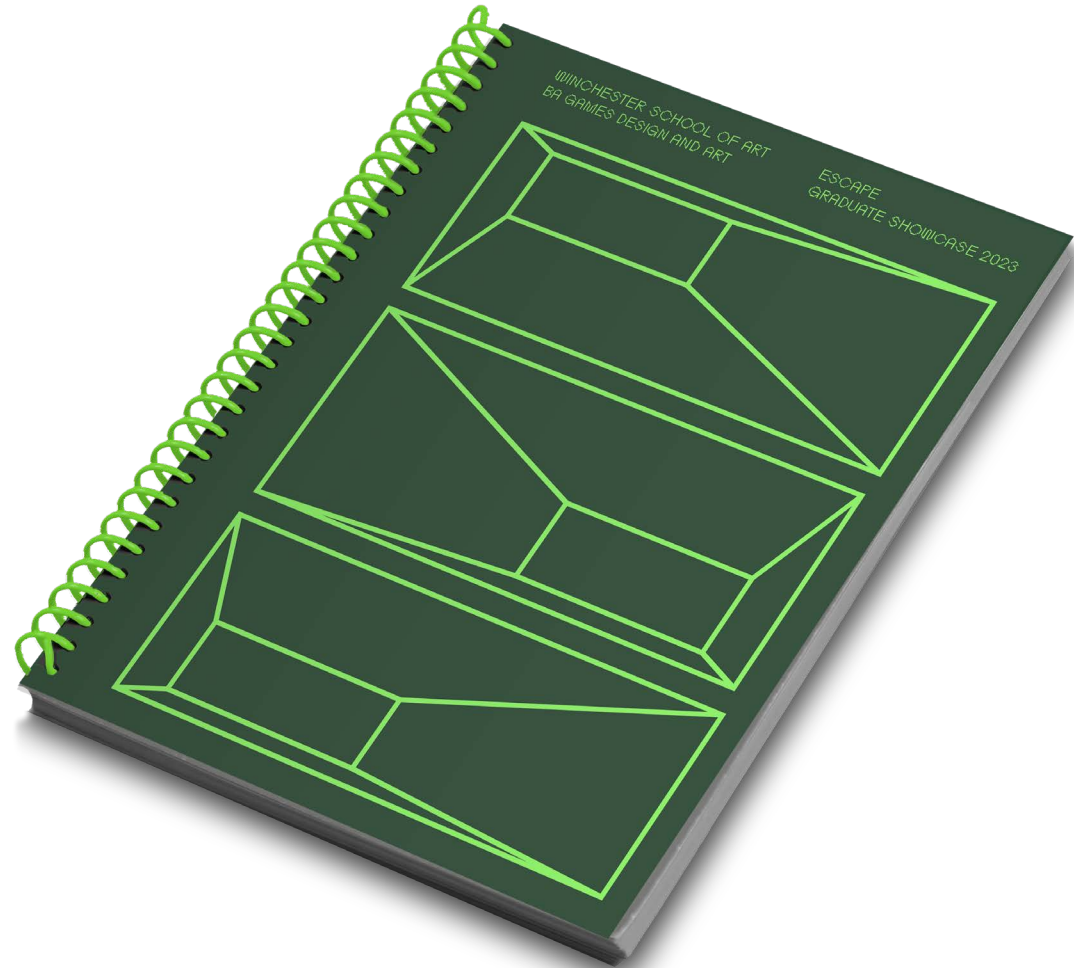
GAMESDESIGNART
WWW.WINCHESTER.GAMES

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	15

CONTENTS

	PROJECT	CLIENT	DATE	SECTION	PAGE
30 15	BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	16

A SPACE BETWEEN EDUCATION AND PRACTICE SITUATED WITHIN WINCHESTER SCHOOL OF ART, UNIVERSITY OF SOUTHAMPTON.

This exhibition showcases the thinking and ideas that have culminated during three years of study on BA Games Design and Art, at Winchester School of Art. The students have created a product which not only spoke to players, but which showcased a range of skills and ability in addition to communicating an idea and experience through great design.

This interplay between the cultural landscape of games and the process of making is something that we deeply embed in our programme. The industry as we know it is evolving and game designers will have roles within a host of organisations and businesses which dont even know they need game designers, be that via gamification, playful thinking and more.

5   INTRODUCTION

WORDS BY
ADAM PROCTER
PROGRAMME LEADER

As Programme Leader I am often asked to describe our Games Design and Art programme at Winchester School of Art. One unique piece of this puzzle is that the programme sits not only within an art school, but also within a Russell Group university, which pushes the programmes we develop to challenge the boundaries of each discipline.

I believe that the best way to describe our programme is " Design Thinking for Games" . Design Thinking" is often seen as a buzz word in the creative industries, but the underlining principles for us are to use a thoughtful, considered and methodical approach to deconstructing, building and critiquing the world of game making and the games we make during on the programme.This involves lots of cultural and contextual conversations, lots of prototyping, user testing and critiquing along with providing space to explore new ideas and themes which games have yet to tackle. This means that each final year" s projects are unique.

The students and the programme respond to the current world climate and the world of games culture through the production of a game artefact.

7   INTRODUCTION

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

We think of the games produced as cultural objects in themselves, offering not just a great experience but marking a moment in time. Over the following pages you will see a variety of projects that have been made by our students this year. They show the students" ability to work across disciplines within game" making. The support of students for one another in the studios has been vitally important in enabling them to tackle the mammoth task of making a complete game, not a portfolio piece or tech demo but a thoughtful game experience. The games showcased here are although often built as a team, with collaboration and co" creation at the heart of all the projects you will certainly see individual visions in terms of story, communication, and execution. At face value the projects could be seen as " just" indie games, but underneath they are using games as an art form. Our games this year touch on current themes such as environmentalism, mental health, isolation, loneliness, samurai culture, swarms and fashion.

　This publication showcases the thinking and ideas that have culminated in three years of study and the final year of research and production which went into creating complete games. The students have created a product which not only speaks to players, but which showcases a range of skills and abilities in addition to communicating an idea and
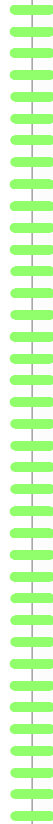
experience through great design. This interplay between the cultural landscape of games and the process of making is something we deeply embed in our programme. The industry as we know it is evolving and game designers will have roles within a host of organisations and businesses which don" t even know they need game designers, be that via gamification, playful thinking and much more. You can play all these projects in the comfort of your own home, I am confident the names listed here will soon be known for diversifying and enhancing the creative and gaming industries for years to come.

Adam Procter is a highly experienced educator, having taught design in higher education for more than 20 years. He keeps his practice current by working with organisations to help foster digital design solutions in the form of games, apps, and how to improve user experience as a designer, researcher, and practitioner.
　Adam leads the games programmes membership and contributions to the industry in areas that encourage diversity in games, WSA is a founding educational partner of Women in Games and UKIE" s Raise the Game initiative. Adam has recently completed a practice" based Web Science PhD making and using new approaches to digital tools and interfaces in the space of tools for thought specifically to facilitate networked multiplayer messy thinking within a design education studio environment.

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	19

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	20

GAMES

AIOLOS
BOSUM
COGSHEL
GETAWAY
GLIMPSE
GUERAD

LIFE IS BLITZ
MONSTER IN THE MAKING
REMINISCE
SOLUM
WAYWARD ARMS

GRADUATES

CALLUM WINFIELD
CHARISMA LIU
DANIELLA ATTERNARO
EMILIA POYIADGI
JACOB HAMMOND
KAI THOMAS

LIO ALLEN
MOLLY ALDBIRDGE
NERICE HOLDEN
PHILLIP MAURONICHOLAS
RAFAEL LIMA

PHILLIP MAVRONICHOLAS

GAME: WAYFINDER

My passion is level design, I am fascinated by the concept of iteration and forming a better and better game experience via adjusting the way the player has to interacts with the game and the way the game guides the player.

Throughout university I have broadened the way I look at games and the designing process and realised it is a two" way process of both informing the players and player intuition within the game" world, both of which shouldn" t be left to chance and should have vigorous game testing behind them to make a well informed game.

www.pm3u19.wixsite.com" phillipmavroy3blog

Favourite Game"
Last of Us because it constantly helps build the players connection to game through amazing design!
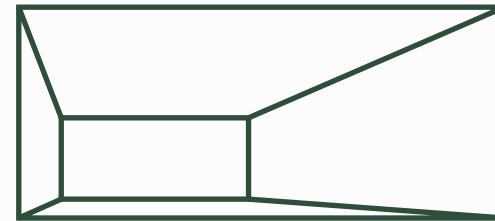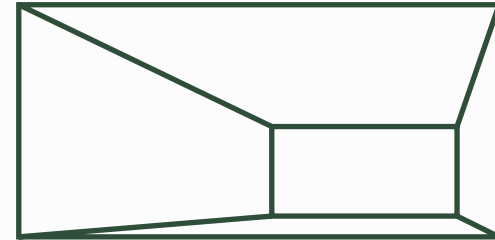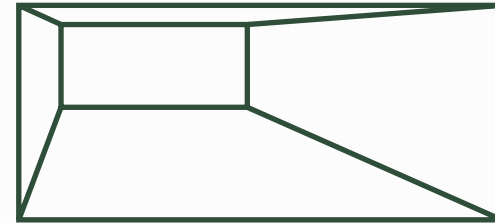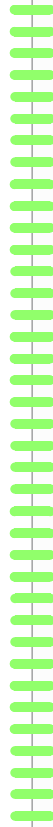
15   GRADUATES

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

Our class is composed of diverse and talented game designers, each with unique and compelling game ideas. However, we noticed a common thread among all of our games" the desire to escape something " uni? lol" . Max and Phil" s game involved escaping the planet, while Amy and Ali" s game focused on escaping an authoritarian regime. Ed, Alex, and Dylan focusing on escaping reality, Tims game escaping an exploding nuclear reactor, jakes escaping a simulation and so on.

Representing this varied topics of escapism, unique sequences have been designed by Studio 3015 to represent each project" student. Inspired by the ESC button on a keyboard, there is a synergy of this platform which has allowed our students, as a collective, to formulate themselves into a successfull graduating cohort.

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	24

WAYWARD ARMS   CALLUM WINFIELD

AIOLOS   LIO ALLEN

ESCAPING   38

39   ESCAPING

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.
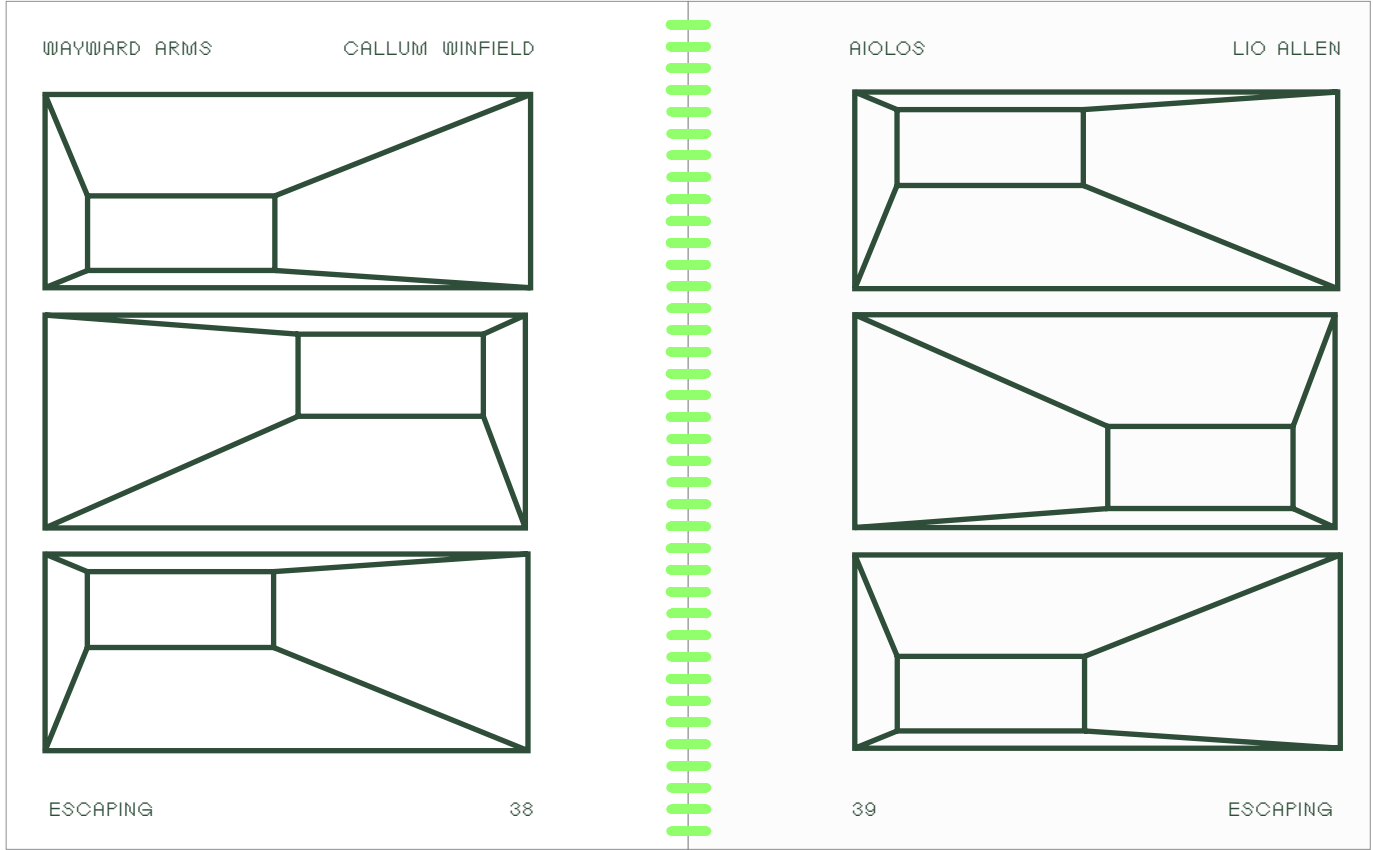
PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	25

BA Games Design and Art
Graduate Showcase 2023
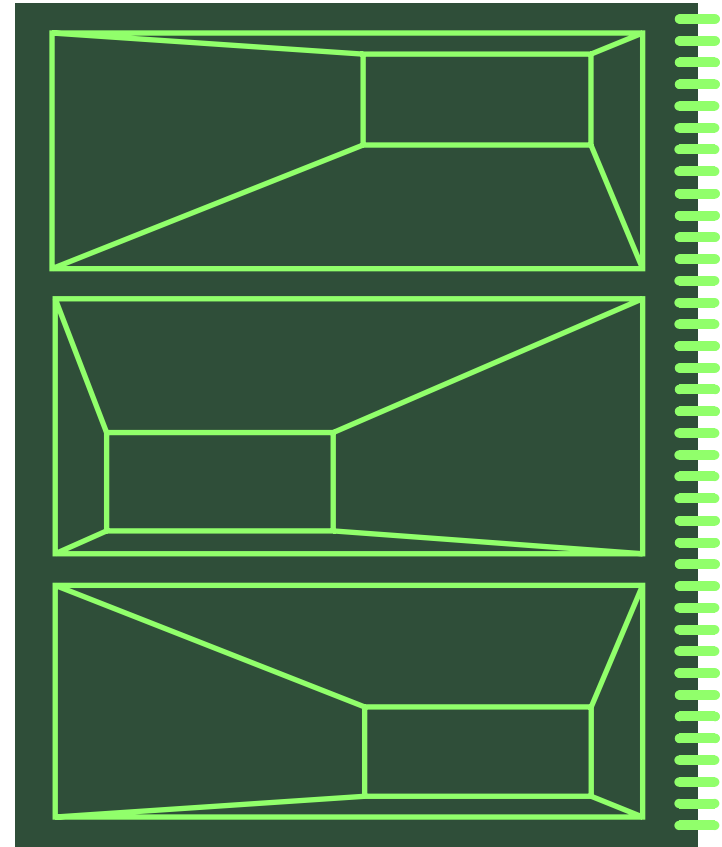Winchester School of Art

Design
Studio 3015

Print
Pureprint

Paperstock
Peregrina Majestic Real Silver 250gsm
Munken Design Kristall Smooth True White
170gsm

Binding
Caromar

Typeface
Analo Grotesk by Due Studio

University of
Southampton

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	26

CONCEPT 2

30
15

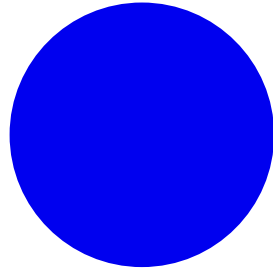|	PROJECT	CLIENT	DATE	SECTION	PAGE
A SPACE BETWEEN EDUCATION AND PRACTICE SITUATED WITHIN WINCHESTER SCHOOL OF ART, UNIVERSITY OF SOUTHAMPTON.	BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	27

CONTEXT

Inspired by themes of coding, machine and input, this visual system bridges the gap between key visual elements of code and design through the use of ASCii based design, and mono typeface. A colour scheme inspired by the bios screens further reinforces links between the journey of technology, programming, input and machine.

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	28

GUIDELINES - COLOURS

0000EF   DCE0E8

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	29

CODING
COMPUTING
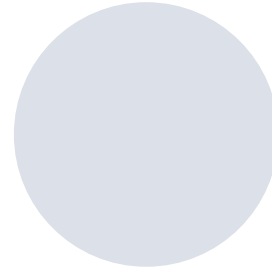# MACHINE
PROGRAMMING
INPUT

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

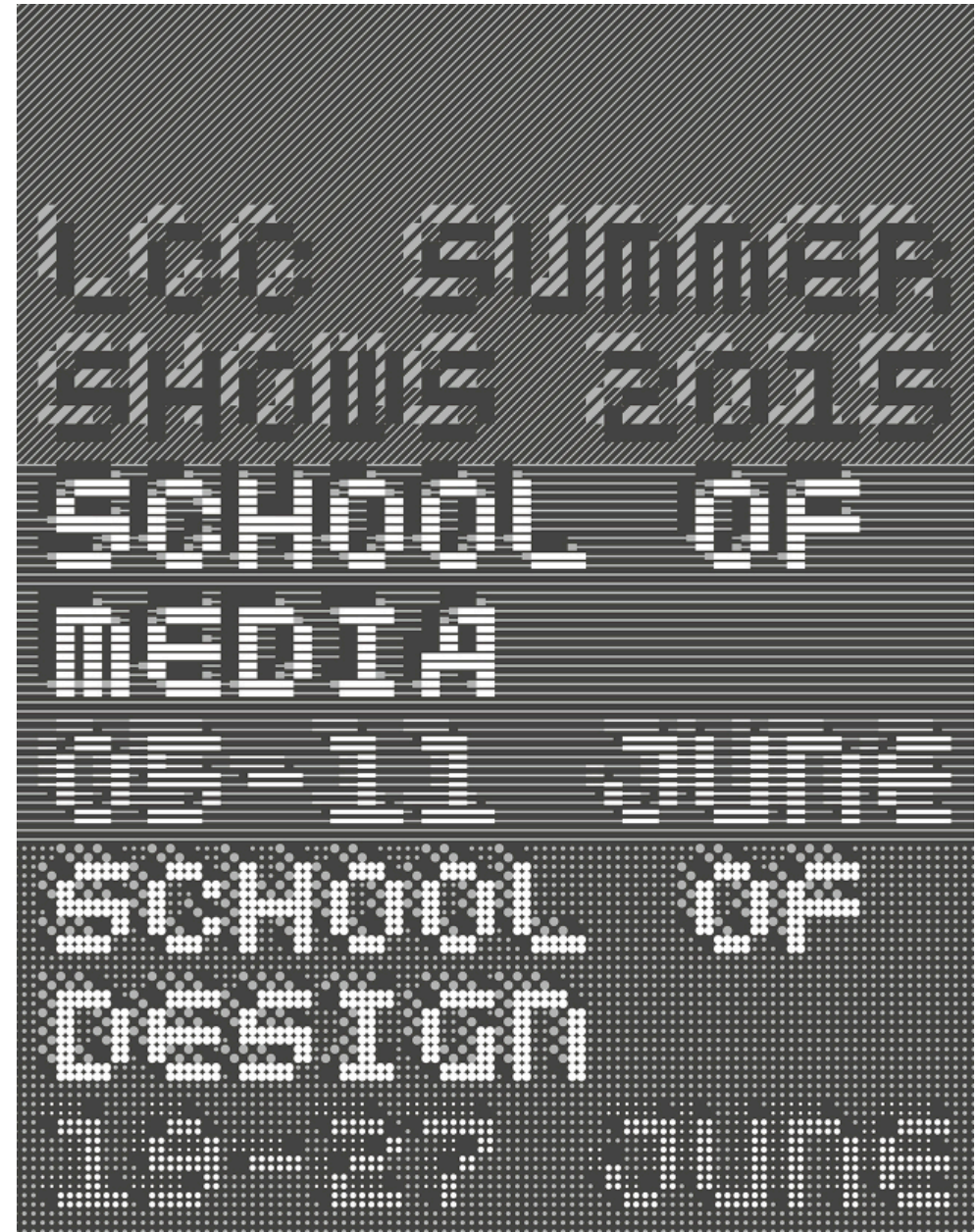| PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	30

CAPT

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	31

BA GAMES DESIGN AND ART 2023

BA GAMES DESIGN AND ART 2023

RELATIVE FAUX - BOOK - COLOPHON FOUNDRY
RELATIVE - BOOK - COLOPHON FOUNDRY
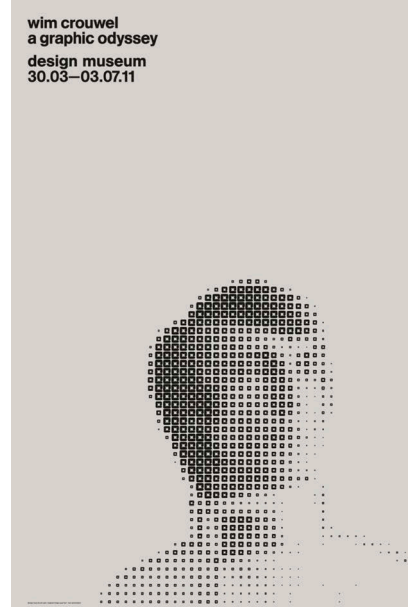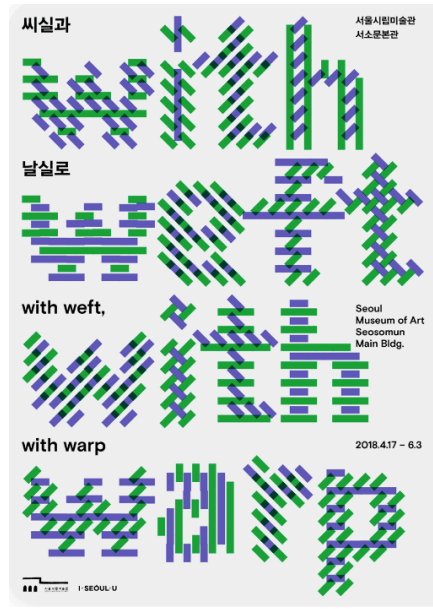
MAIN ASCII INSPIRED DESIGN

POSTER DESIGN

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	34

E-INVITE

University of Southampton

WINCHESTER SCHOOL OF ART

BA GAMES DESIGN + ART
GRADUATE SHOWCASE 2023

17.05.23 - 19.05.23

LONDON SHOW
HOXTON ARCHES
ARCH 402
E2 8HD

PRIVATE VIEW
16.05.23
18:00 - 20:00

WWW.WINCHESTER.GAMES
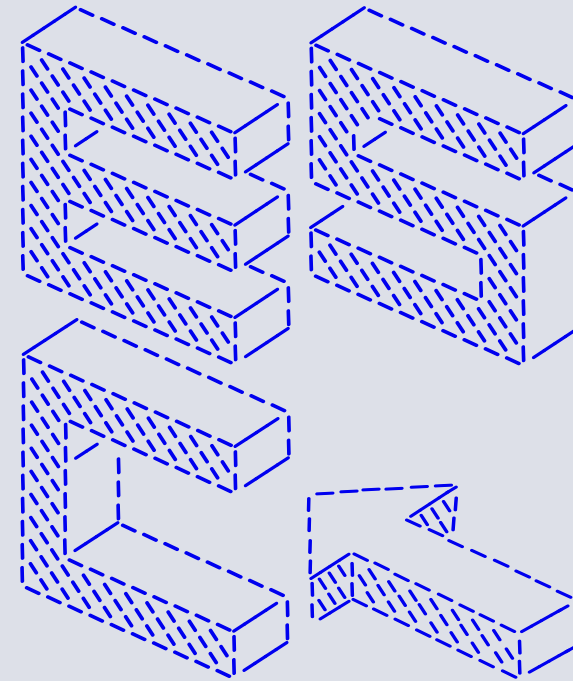
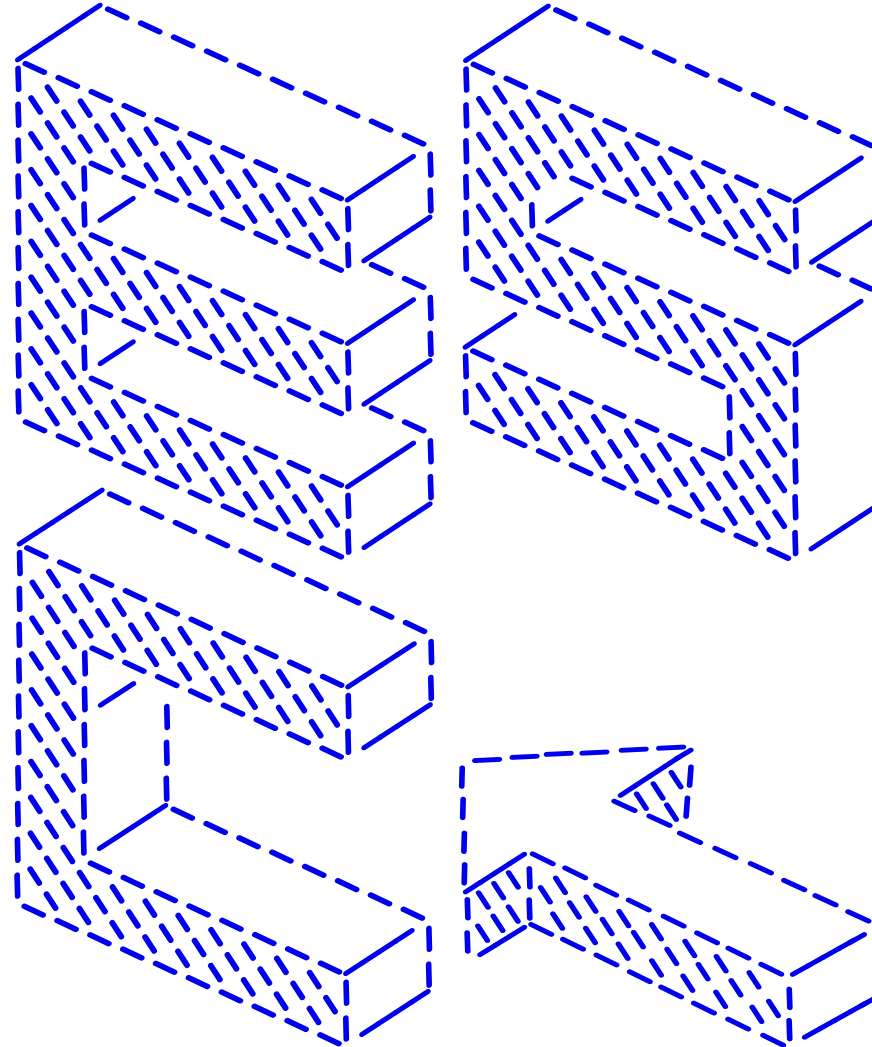| PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	35

SOCIAL MEDIA DESIGNS
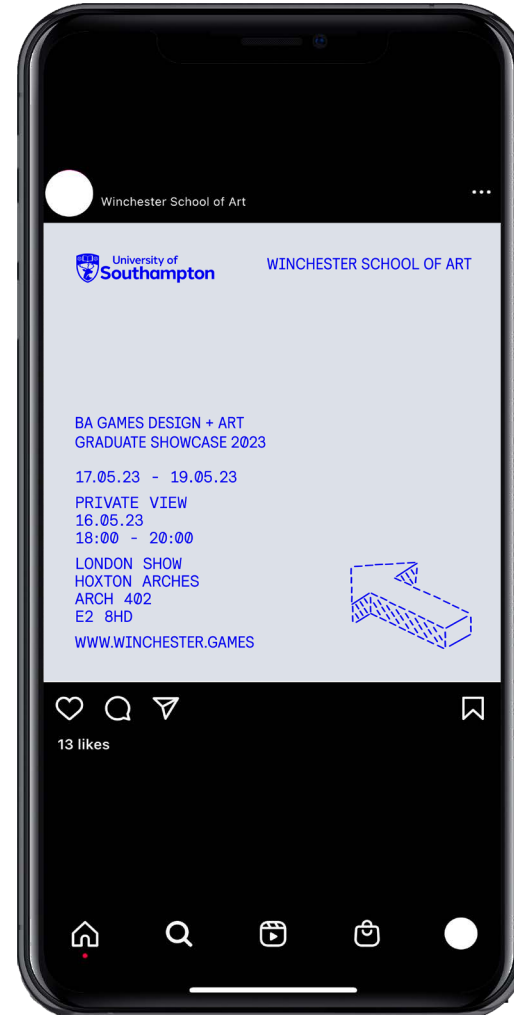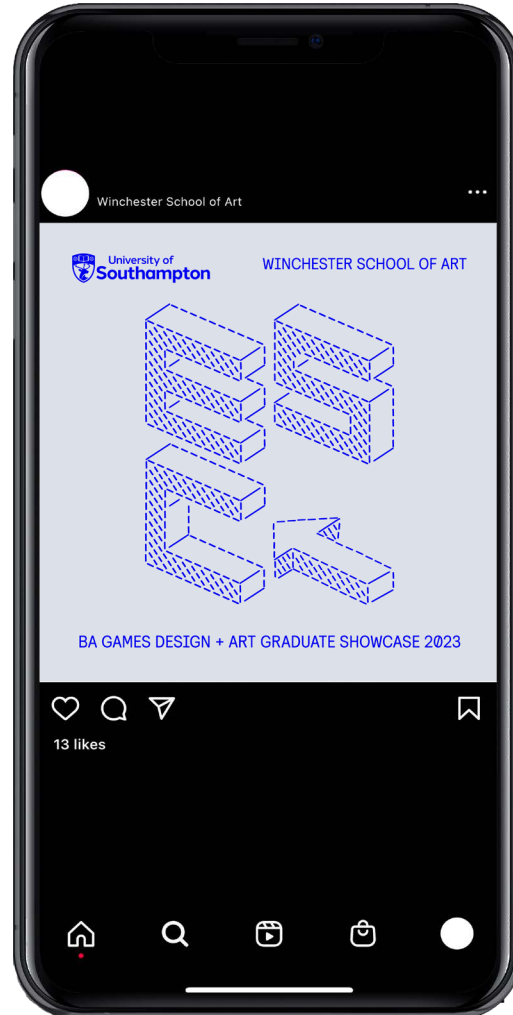
30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	36

WALL VINYL DESIGN 1

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

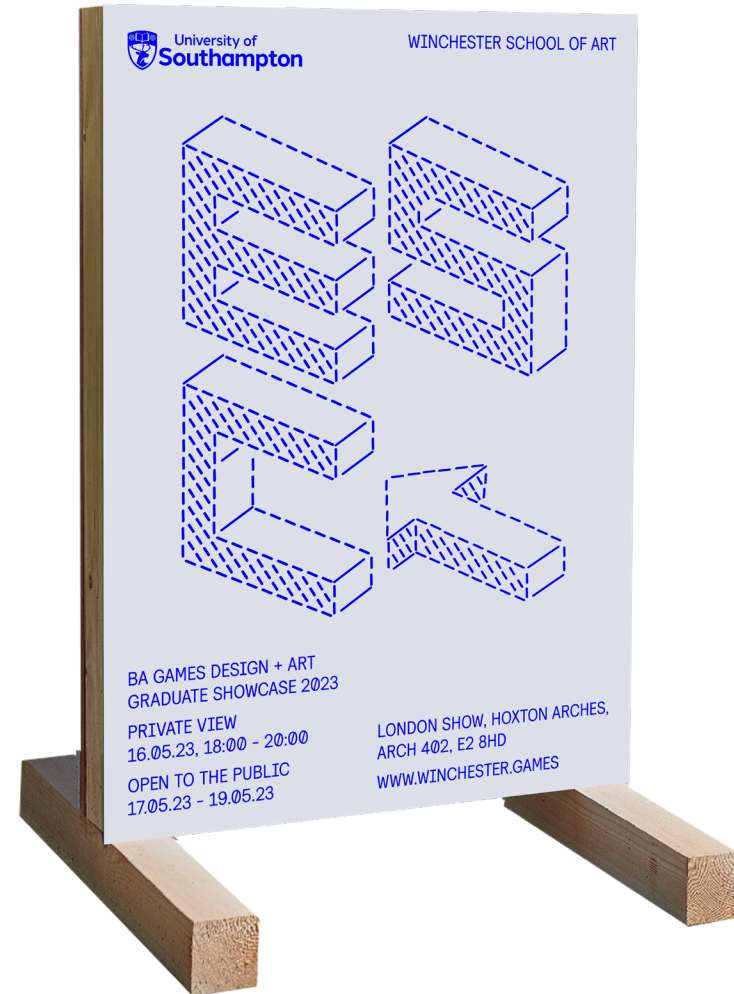| PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	37

WALL VINYL DESIGN 2
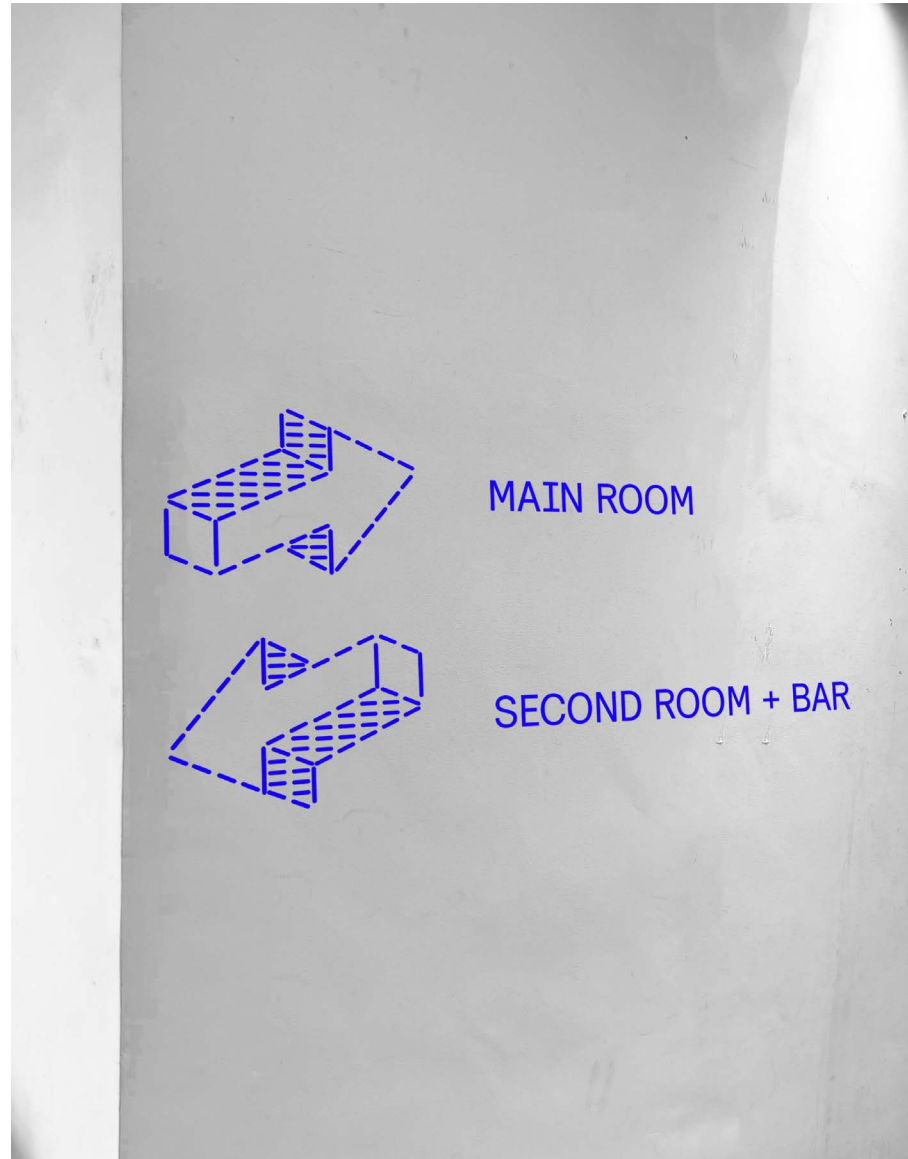
30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	38

IMAGE TREATMENT

PUBLICATION MOCKUP
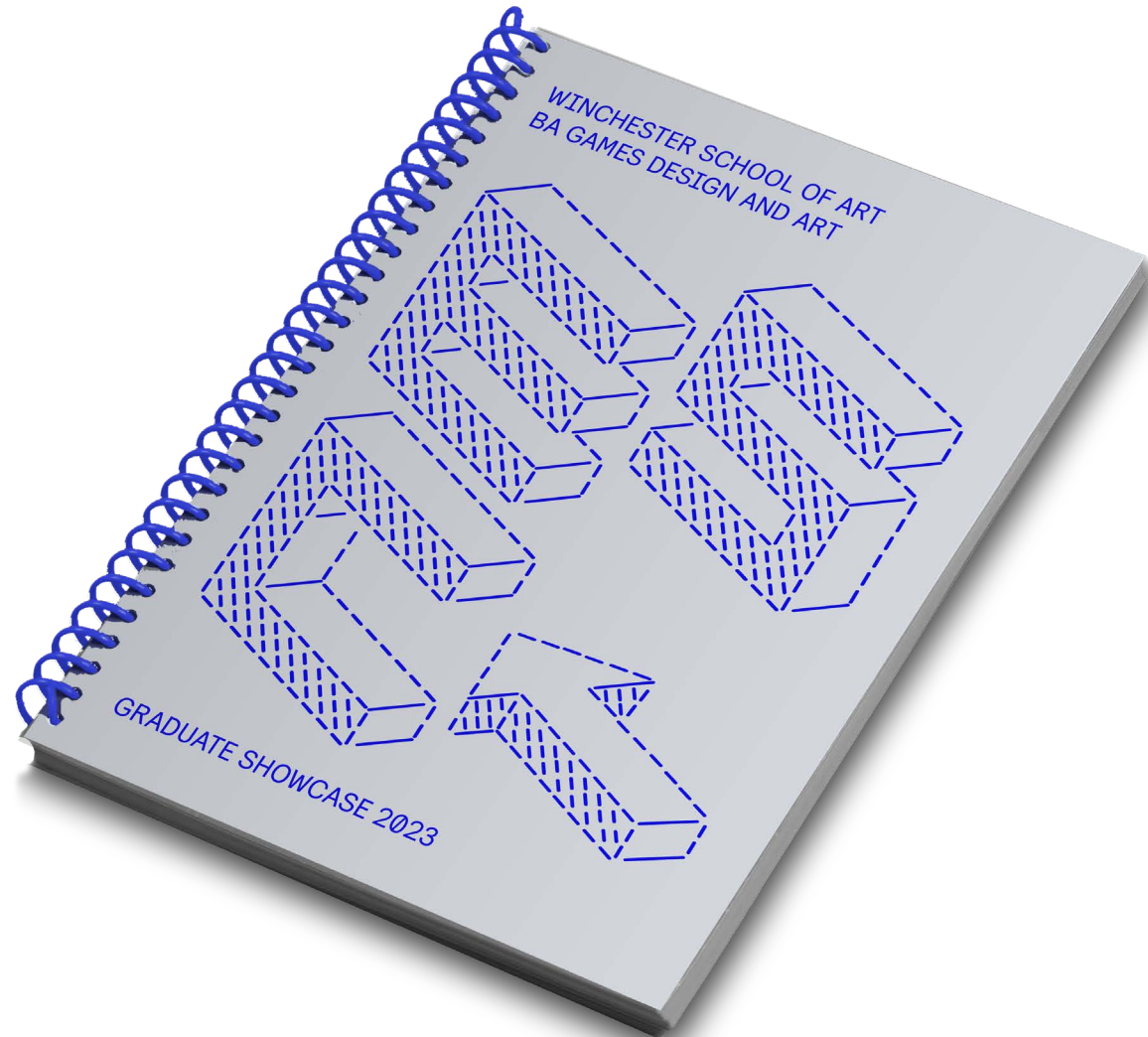
BLUE RING BIND TO MATCH NEON BLUE
SPOT COLOUR

PUBLICATION SPREADS

WINCHESTER SCHOOL OF ART
BA GAMES DESIGN AND ART

GRADUATE SHOWCASE 2023
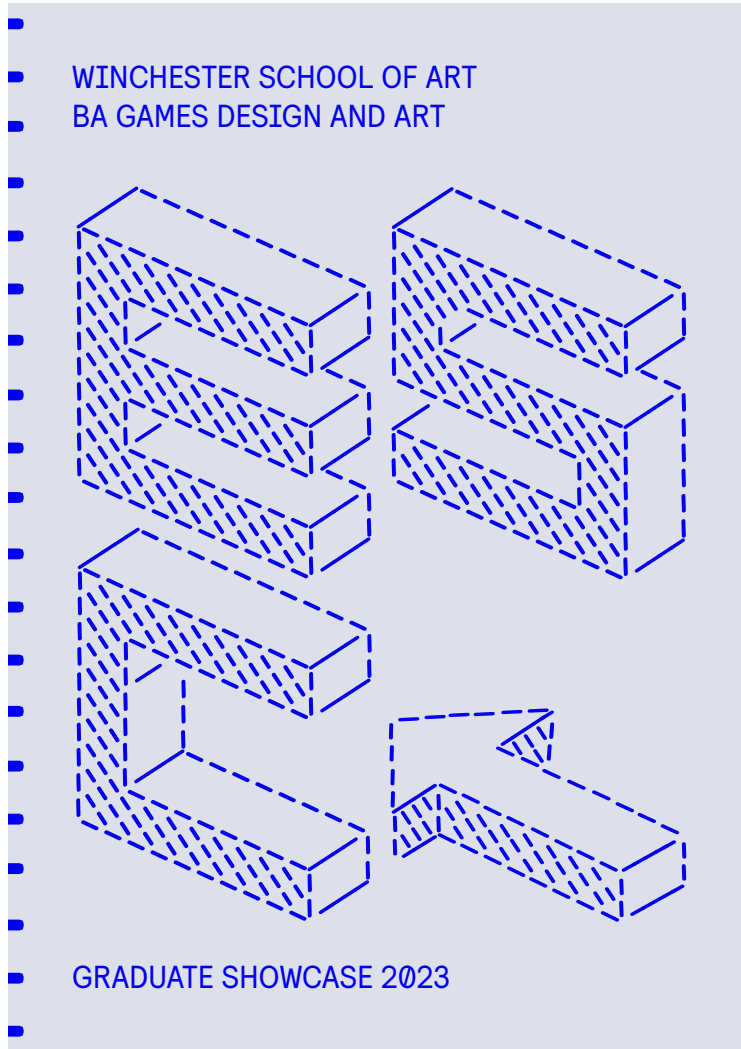
This catalogue celebrates the graduating cohort from Winchester School of Art 2022, BA Hons Games Design and Arts programme.

ESC
Graduate Showcase
6th July — 7th July 2022

6th July 18:00 — 21:00
7th July 11:00 — 21:00

Hoxton Arches, London
Arch 402 Cremer Street,
London, E2 8HD

WSA Degree Show
16th June — 19th June 2022

16th June 18:00 — 20:00
17th & 18th June 11:00 — 18:00
19th June 11:00 — 16:00

University of Southampton
Park Avenue
Winchester, SO23 8DL

For more information contact:
Adam Procter
Programme Leader

adam.procter@soton.ac.uk

Follow our progress:
#wsagames

@gamesdesignart
www.winchester.games

PUBLICATION SPREADS

01INTRO

WORDS FROM PROGRAMME LEADER ADAM PROCTER

BA GAMES DESIGN + ART

GRADUATE SHOWCASE 2023

Adam Procter is a highly experienced educator, having taught design in higher education for more than 20 years. He keeps his practice current by working with organisations to help foster digital design solutions in the form of games, apps, and how to improve user experience as a designer, researcher, and practitioner. Adam leads the games programmes membership and contributions to the industry in areas that encourage diversity in games, WSA is a founding educational partner of Women in Games and UKIE's Raise the Game initiative. Adam has recently completed a practice-based Web Science PhD making and using new approaches to digital tools and interfaces in the space of tools for thought specifically to facilitate networked multiplayer messy thinking within a design education studio environment.

Adam Procter

6

7

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	42

PUBLICATION SPREADS

BA GAMES DESIGN + ART

'Interplay between the cultural landscape of games and the process of making is something we deeply embed in our programme.'

8

GRADUATE SHOWCASE 2023

As Programme Leader I am often asked to describe our Games Design and Art programme at Winchester School of Art. One unique piece of this puzzle is that the programme sits not only within an art school, but also within a Russell Group university, which pushes the programmes we develop to challenge the boundaries of each discipline.

I believe that the best way to describe our programme is "Design Thinking for Games". Design Thinking' is often seen as a buzz word in the creative industries, but the underlining principles for us are to use a thoughtful, considered and methodical approach to deconstructing, building and critiquing the world of game making and the games we make during on the programme.

This involves lots of cultural and contextual conversations, lots of prototyping, user testing and critiquing along with providing space to explore new ideas and themes which games have yet to tackle. This means that each final year's projects are unique. The students and the programme respond to the current world climate and the world of games culture through the production of a game artefact.

We think of the games produced as cultural objects in themselves, offering not just a great experience but marking a moment in time. Over the following pages you will see a variety of projects that have been made by our students this year.

They show the students' ability to work across disciplines within game-making. The support of students for one another in the studios has been vitally important in enabling them to tackle the mammoth task of making a complete game, not a portfolio piece or tech demo but a thoughtful game experience. Tackle the mammoth task of making a complete game, not a portfolio piece.

9

02GAMES

AIOLOS
REMINISCE
COGSHEL
GETAWAY
GUERADEN
GLIMPSE
BOSUN

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	43

PUBLICATION SPREADS

BA GAMES DESIGN + ART

GRADUATE SHOWCASE 2023

AIOLOS
Patrick Nguyen

www.lumzalum.itch.io/aiolos

Genre;
Action

Key Themes;
Storyline
Multiplayer
Immersive
Alternate reality
Action
Open World
Exploration

Target Audience;
20-30 Y/O

Playtime;
20mins Per-Round

It's always exhilarating seeing your favourite character pop up on screen in a series or a video game that you love. Even when they are beaten you still feel that sense of awe as you witness their struggles and hard-earned steps forward. Or in some cases a satisfying descent into a jaded metamorphism of their original self. Or even a twisted depraved antagonist you can't help but fall for. It is because of my love of such an experience that I seek to create my own characters, imbued with my own ideas, style and perspective. To weld the vague airy ideas and concepts into a tangible form-that has been my updraft of wind that has pushed me forward in my works. As such, in Aiolos I created a character and game that would take the next step into materialising those ideas and concepts into actions. Playing as an android whose desire is to escape their hard-wired life to find their own footing in the world. Utilising your control over the heavenly currents with an array of jackets, find gentle winds guiding you to that Blue Marble.

12

13

30
15

A SPACE BETWEEN EDUCATION
AND PRACTICE SITUATED
WITHIN WINCHESTER SCHOOL
OF ART, UNIVERSITY OF
SOUTHAMPTON.

PROJECT	CLIENT	DATE	SECTION	PAGE
BA GAMES DESIGN SUMMER SHOW 2023	BA GAMES DESIGN AND ART	00 MARCH 2023	-	44

PUBLICATION SPREADS

03GRADUATES

CHARISMA LIU
FLORA BARRATT
KAI THOMAS
KAJA SOLSTAD
KIERA WALTON
LIO ALLEN
RAFAEL LIMA

PUBLICATION SPREADS

BA GAMES DESIGN + ART

This publication is licensed under a Creative Commons Attribution- ShareALike 4.0 International License. Text and images should be attributed with the respective students and a link to this publication at winchester.games.

Elevate
BA Games Design & Art
Graduate Showcase 2023
Winchester School of Art

Designed By:
Studio 3015

Printed By:
Pureprint Group

Paper Stock:
Peregrina Majestic
Real Silver
250gsm

Munken Design
Kristall Smooth
True White
170gsm

Bookbinder:
Caromar

Typography:
Relative by Colophon Foundry
Relative Faux by Colophon Foundry

University of Southampton