

ERASMUS report, University of Plymouth, winter semester 2018/19

My name is Wei Xuejie and I study at the HfK in Bremen. I took part in ERASMUS from September 8, 2018 to January 19, 2019 and am studying game arts design at the University of Plymouth UK. Game Arts Design opened two years ago at the University. Each course has a professor and one or two tutors.

The three modules I am studying are:

The first module is Board Game Prototype. There were two professors who explained the development and history of the game to us. There is also a two-week workshop about Photoshop and Illustrator.

Board Game Prototype is the basic course of the first semester. The study programme mainly uses card games so that students can figure out the logic and develop their own card games, create rules, design chessboard and chess pieces. Students receive free support for 3D printing and colour printing technology during this process.

In this course I will learn how to deal with the problems that can arise in the team, especially when a team member wants to score and doesn't want to work.

The second course is the Immersive Experience, which focuses on the use of Unity, C## and Maya. This study programme is also the basic course of Game Arts Design, so we use coding relatively simply, the character perspective is the first perspective. Since I also took the advanced course of the second semester, it seems to me that these two semesters will train and explain about Unity in a great way, which is very useful for us to understand our own style and experience in game development. Professor and tutor are always happy to answer question, and you can even communicate with them by email after the course.

Before I learned Maya, I thought it was a very complicated software and that it would be difficult to learn by myself. Maya is really as hard as I had expected. The learning process is tedious and needs patience, but I am very happy that our teachers always provide support.

The third course is Advance Creative Coding, we learn JavaScript and Three.js for web design. The study programme shows me how to design game and creative visual animation on websites.

During my studies in the modules I also took English courses and language café. There were special teachers who taught us essay and expression. When I left the UK my English had improved. ERASMUS gave me a very good opportunity to get to know foreign countries. I come from China and Inner Mongolia. I learned two languages and cultures, the new adventure that took me from Germany to Great Britain has become a very fond memory. I miss Plymouth and the seagulls that often knocked on my window.