

EOI Gaming

Linking Leisure and non-leisure gaming linking the Arts and Computer Science

Instilling skills and creativity in the young
unemployed in the EU

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Gamification

- Leisure Games
- Serious Games
- Transition from one to another
- Learning and innovation
- Linking Art, Design and the sciences
- Developing creativity

Concept

The concept underpinning this project is designed to bring together companies experienced in developing games and leading academic researchers to create a knowledge base, toolkits, ecosystem maps, and evidence to support new market developments of non-leisure games.

Why?

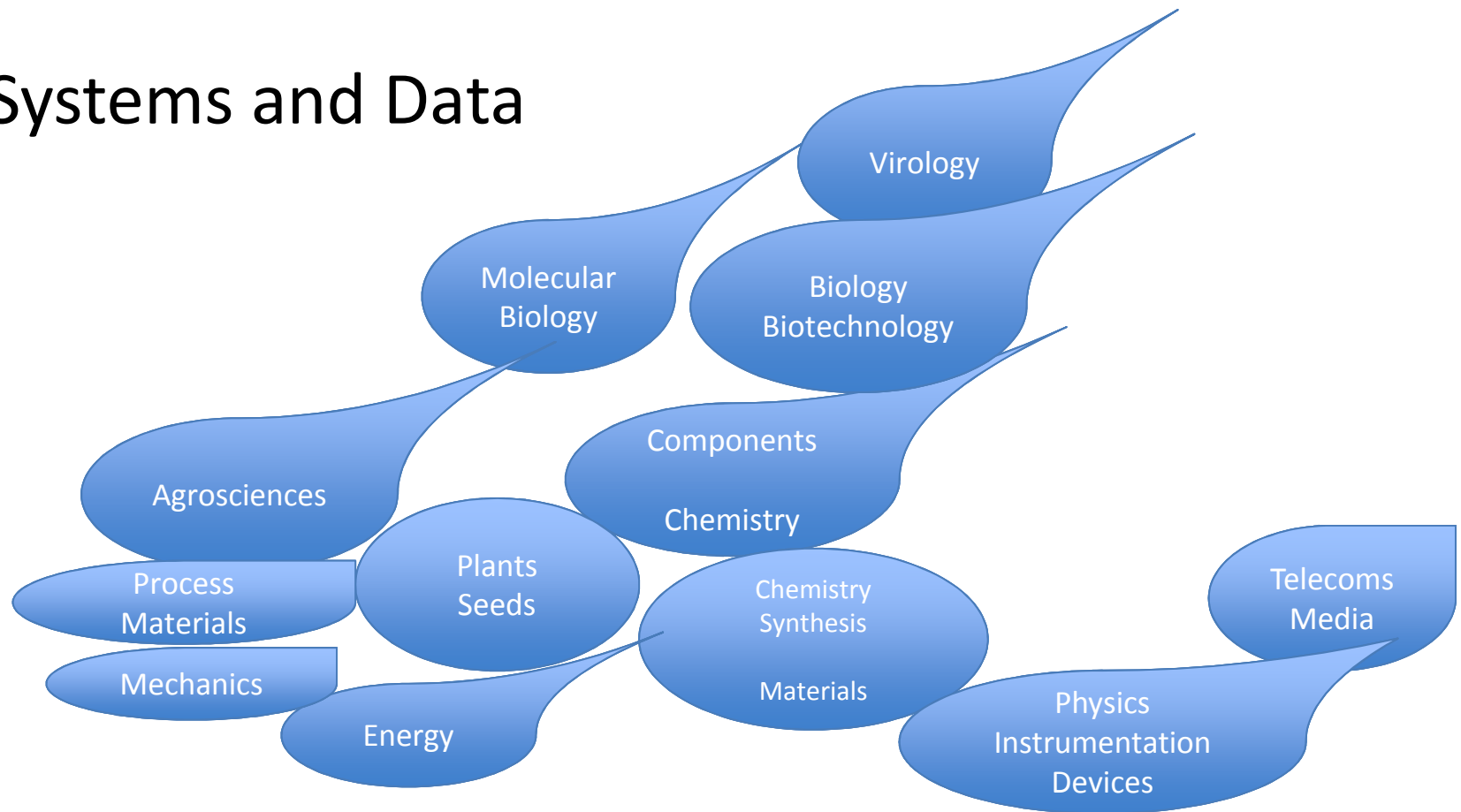
- Fostering Skills in the young unemployed by providing computational and design skills
- Develop and foster creativity in a completely new demographic sector
- Bring companies, universities and key social enterprises together.

Current base

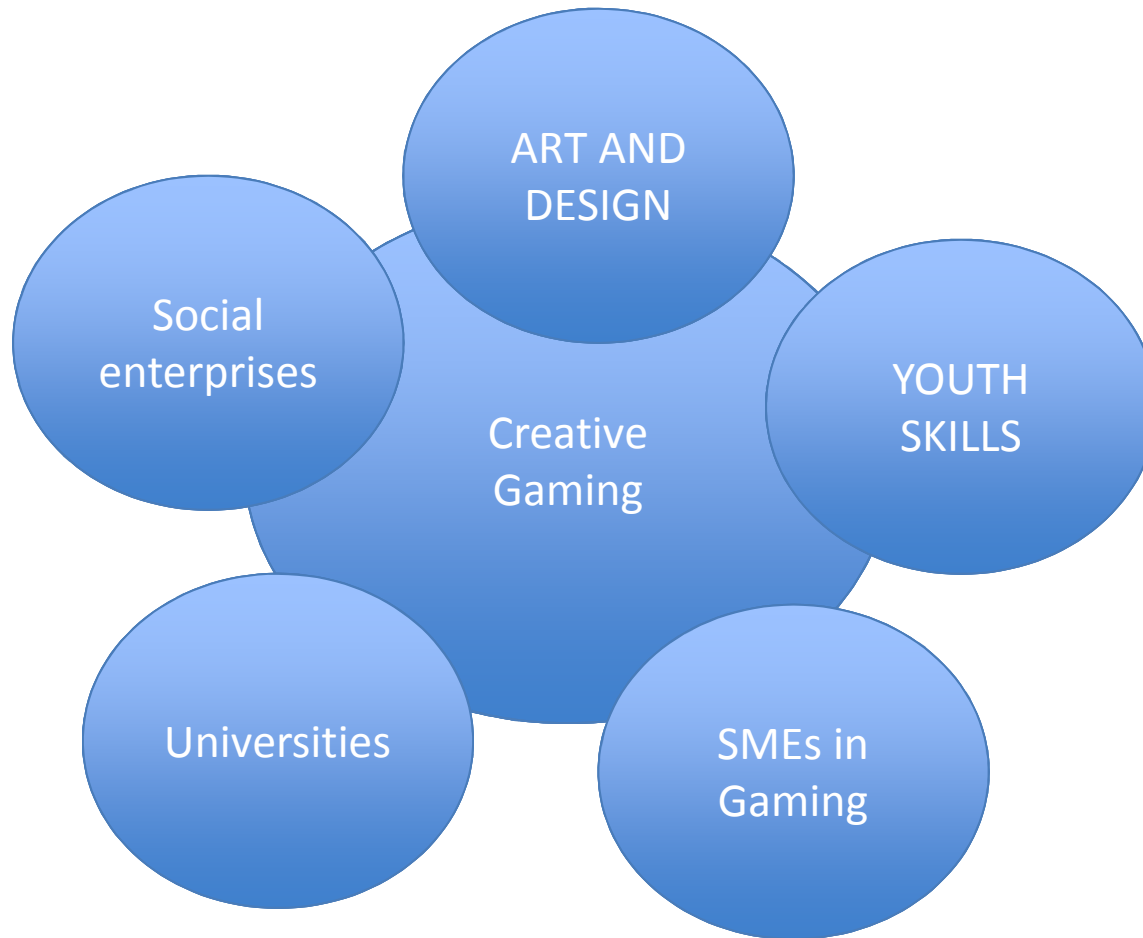
- Good links at the University of Southampton between the School of Computing (some key faculty-Sir Tim Berners Lee, Sir Nigel Shadbolt and Dame Wendy Hall) and The Winchester School of Art.
- We have some partners but are looking for more creative SMEs, especially in gaming
- Key social enterprises

New Paradigms in Innovation

- Systems and Data



Summary





Any Questions?