China Programme, final report for projects 2014-2016
SUMMARY REPORT FOR PUBLICATION

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<th>Name of the project</th>
<th>DEGA - Devising Games Education Network</th>
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<td>Coordinating Institution</td>
<td>The University of Tampere</td>
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**Objectives of the project (as indicated in the project proposal)**

International game development is currently undergoing a performative turn, which will generate unforeseen game experiences in the form of open game environments, non-human characters and narrative elements of play. The turn can be described as a digital equivalent to the emergence and the aesthetically and technically challenging development of film production a hundred years ago. The Devising Games Education Network (DEGA) was set up to create an international education platform for game development that capitalizes on the current performative turn within the games industry. The project's main task has been to map out potential forms of collaboration between Chinese and Finnish partners to promote practise-based education and related research generated at the intersection of 3D animation and the performing arts.

**Achieved results and outcomes**

The project's results include:

1) An ongoing trilateral Summer School programme / structure between universities from SAR Hong Kong, mainland China and Finland for studying topical questions at the intersections between game and performance studies.

2) Establishment of an interdisciplinary educational network between SAR Hong Kong, mainland China and Finland to develop and study the wellbeing aspects of collaborations between game and performance studies – now operating in the CIMO funded project *Platinum*.

3) Preparedness to educate Chinese and Finnish students from game and performance design in the fields of 3D Motion Capture and artistic development of games at Mediapolis (Tampere Univ. of Applied Sciences) and the Univ. of Tampere.

**Activities carried out during the project**

In practice, and between 2015 and 2016, the project has aimed to construct a unique Sino-Finnish education platform for developing, studying and utilizing performance-based digital games and related virtual environments. The work has been carried out as follows:

Concept Design Seminar in Hong Kong (April 2015) concentrated on:

1) Mapping out collaboration with Chinese partners by setting up a Sino-Finnish education and research network for game design and performing arts education.

2) The partners agreed on creating a platform to develop practice-based research and learning generated at the intersections between 3D animation, the performing arts, and (later on) wellbeing contexts. Partners included the Univ. of Tampere, Tampere Univ. of Applied Sciences, Hong Kong Polytechnic Univ. and City Univ. of Hong Kong.
Signing of an ongoing trilateral Summer School agreement between the Hong Kong Polytechnic Univ., Communication Univ. of China and Univ. of Tampere in Hong Kong (November 2015). The signing was supported and witnessed by a delegation including: OKM - Ministry of Education and Culture (FI); The Embassy of Finland, Beijing; The Consulate General of Finland, Hong Kong and The President of The Academy of Finland.

Workshop on Performance And Direction: 3d Game Design In The Performing Arts in Tampere (November-December 2015). The workshop applied 3D game design/animation to real time mixed-reality performance in a Motion Capture studio at Mediapolis Tampere, together with the Nordic TNT – Theatre & New Technology project. Participating partners included: Univ. of Tampere, Communication Univ. of China, City Univ. of Hong Kong, Tampere Univ. of Technology.

Production Design Seminar: Games / Psychology / Media Education / Performance Studies. An online seminar between Tampere, Hong Kong and Beijing (May-June 2016). Conducted live via WeChat app, the seminar concentrated on developing design-orientated multidisciplinary production that combines 3D design, game studies, media education, psychology and performance studies. It was carried out in collaboration with the Platinum project. Participants included: the Univ. of Tampere, Communication Univ. of China and Hong Kong Polytechnic Univ.

Intercultural Production Workshops in Tampere (August 2016) and SAR Hong Kong (October 2016), carried out in collaboration with the Platinum project. The workshops included the launching of the Sino-Finnish education platform in practice-based learning: nature-based and wellbeing-oriented playful environments utilizing game design and performing arts principles. Participating partners included: Univ. of Tampere, Communication Univ. of China, City Univ. of Hong Kong and Hong Kong Polytechnic University.

Future developments

The established platform, the ongoing summer school agreement and the follow-up project Platinum (http://www.uta.fi/cmt/en/platinum/index.html) enable intensive future collaboration between Finnish and Chinese HEIs in providing design-oriented and evidence-based teaching to students who have their backgrounds in creative design, game studies, media education or performance studies. The collaboration thus supports the strategic priorities of the participating institutions - innovative impact on societal, well-being, industry and educational issues - from an untapped interdisciplinary perspective. It seeks to create unprecedented international study paths and may lead to commercially exploitable software and opportunities for Finnish games companies in the Hong Kong and Chinese markets, and vice versa.

Other remarks