

## Personal Data

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## Education

2004 – 2006	IT University of Copenhagen	Master of Science in Information Technology (Digital Design, Communication & Media)
1994 - 2004	University Of Southern Denmark/ Copenhagen University	Bachelor of Philosophy & Theory Of Science
1990 – 1993	Stenhus Gymnasium, Holbæk	Mathematical Student

## Experience with Game Design & Interaction Design

### INDUSTRY EXPERIENCE

#### The Ark – 3 Lives Left

I worked as a design consultant on 3 Lives Left's game "The Ark". I worked with the gamedesigner and gave him feedback on both the format for their design document and their design. The gamedesign document was used for an application for a government grant; the company received a grant of 600.000 Dkr.

#### Shadowrun "Shadows Of Europe"

2004

I wrote a chapter about Denmark in the anthology "Shadows Of Europe" for roleplayinggame Shadowrun, where I learned how to:

- Write fiction in English
- Develop and describe roleplaying settings so that they are varied and interesting
- Can co-ordinate fictional content with other writers so that it supports each other and doesn't contradict each other.

### STUDENT PROJECTS

#### Students Massively Multiplayer Online Game – SMMOG

SMMOG was a 100 man big student production of an massively multiplayer online game. I was assistant project manager and game designer on it.

- Design combat rules for a MMORPG, taking all the relevant issues of lag, synchronicity and technical restraints into account.
- Develop the rules for combat, integrate them with the magic system & balancing it
- Document the design so that a programmer could code it without further instructions

#### Game Design-course, Master level

The game design-course dealt with the topic of game design through a series of text and practical exercises. The course resulted in the development of 3 game prototypes: Christiania-spillet, Emergency & Igor (our course-project). Game design-wise I learned how to:

- Design 2d games and avoid the most common mistakes
- Document a game design
- Develop a game in the Gamemaker-editor

Christiania-spillet: <http://itu.dk/people/andersh/Gameportfolio/christiania.exe>

Emergency: <http://itu.dk/people/andersh/Gameportfolio/Emergency.exe>

Igor: <http://itu.dk/people/andersh/Gameportfolio/Igor.exe>

## **Spirits Of ITU**

The Spirits of ITU was a large concept-development-project, where I developed a multi-player augmented reality game (ARG) for the DELCA-platform. I learned how to:

- Develop a game concept for experimental multi-user socially-oriented digital experimental platform with specific focus on social interaction between the players
- Describe abstract game concepts in a easy-to-read text
- Use flowcharts to describe play-throughs
- Describe non-player characters & setting in an emotionally evocative way
- Use a test-to-speech-synthesizer to create the voices of the Spirits of the ITU
- Write dialog for the spirits

Spirits Of The ITU (paper, .pdf): <http://itu.dk/people/andersh/SpiritsOfITU.pdf>

DELCA-platform: <http://delca.itu.dk/> (website with audio)

## **G-mans Outtakes –project**

”G-Man’s outtakes” is movie made with Valve’s Faceposer-editor. It’s meant to be the outtakes from G-Man’s intro-speech to Halflife 2.

- I learned how to write dialog for cutscenes
- I know how to record dialog using Audacity and a laptop
- I can direct voice-actors
- I can voice-act (poorly, I might add)
- I know how to make animations with the Faceposer and screencapture them.
- Edit movies & synchronize audiotracks and movies

G-Man’s Outtakes: <http://itu.dk/people/andersh/GMansOuttakes239.wmv>

## **"Mindmerge - Innovation in online groups" – project, master level**

The goal for Project Mindmerge was to develop an online application that supported innovation in online, geographically separated groups. We focused on the early phase of the process where the groups are created and used games as a social lubricant.

- Analyze the communication & interaction in a online group
- Support the interaction and innovation in a team that is spread around the world
- Design CSCW (computer supported co-operative work) applications for innovation

Mindmerge: <http://www.itu.dk/people/andersh/mindmerge.pdf>

## **“Interaction Design ” course, master level**

The course focused on the user experience of digital devices, with particular focus on the psychological & anthropological aspect. It gave a very good understanding of usability in a social context and was a brilliant eye-opener to interaction design:

- I know how to design electronic devices with user-interfaces
- I can analyze user-requirements for the electronic devices
- I know how to perform in-field studies of user experience
- I can structure and analyze user experiences of digital devices

## **HOBBY PROJECTS**

### **Nordic Game Jam 2007 – Tilejam**

Nordic Game Jam is an annual event where gamedevelopers from Scandinavia meets for a weekend and develops prototypes for games. I came up with the concept for our game “TileJam” and was game designer on it.

- I came up with the initial game-concept for a casual game
- I pitched it to a audience to get volunteers to make it
- I define & documented the game concept to make it possible for the team to develop the game

TileJam: <http://itu.dk/people/andersh/TileJam.zip>

## **Nordic Game Jam 08 – Together ForNever**

I developed the concept for the game "Together ForNever" and functioned as gamedesigner on it. Together ForNever is an artgame about relationship-issues.

Together ForNever: [http://www.nordicgamejam.org/09/files/ggj/ForneverGroup\\_TogetherFornever.zip](http://www.nordicgamejam.org/09/files/ggj/ForneverGroup_TogetherFornever.zip)

## **Pen & Paper Roleplaying**

I've played pen & paper roleplaying for the last two decades and my experience spans over more than 10 different rpg-systems (with a focus on Dungeons & Dragons, Shadowrun & Cyberpunk). I'm usually gamemaster and have taught classes in Roleplaying at Rødovre Ungdomsskole (voluntary youth-school) for the last 4 years. My roleplaying experiences have taught me how to:

- Describe abstract rules and situations intelligibly, so that players can act upon them
- Create compelling and challenging interactive stories/scenarios persistently on a bi-weekly basis
- Develop interesting non-player characters and communicate their personality to the players

## **Experience with Project Management, Event Management & Business Development**

### **INDUSTRY EXPERIENCE**

#### **Managing Strategic Innovation - innovationworkshop**

Managing Strategic Innovation was a workshop under the EU-project LaboraNova. I was producer on the workshop and responsible for the practical coordination of the two workshops at Novo Nordisk and at the Danish Broadcasting Corporation. I had no formal authority within the organizations so I had to rely on diplomacy and smooth-talking to make things happen. I was responsible for:

- Booking of catering, photographer, copy-shops, rooms, restaurant
- Purchasing of workshop-materials based on very specific specifications
- Budgetting and accounting
- Kommunikation with external supplies and participants at CEO-level
- Billing - including electronic billing for government institutions and internationally

#### **Rifgrin – outsourcing & IT-consultancy**

I started my own company Rifgrin in 2001-2002 where I worked as outsourcing-consultant for a series of Indian IT-development companies. I learned how to:

- work internationally and organize outsourcing projects;
- locate customers and negotiate international business deals
- pinpoint some of the major issues in outsourcing process

References: <http://www.kshema.com>, <http://www.majoris.com>, <http://www.iormyx.com>

### **HOBBY PROJECTS**

#### **Nordic Game Jam 10 - januar 2010**

My responsibilities at Nordic Game Jam 2010 was to coordinate speakers and VIPs. I invited Microsoft Game Europe's Creative Director Peter Molyneux as keynote speaker and the danish Minister of Culture Carina Christensen as opening speaker. I coordinated time, location & content with them, communicated with their assistants and assisted the minister of culture with content-related questions for her speech. I also coordinated press & interviews with more than 20 journalists. Nordic Game Jam had more than 300 participants.

#### **Nordic Game Jam 2009/Global Game Jam 2009**

I'm one of the organizers of the Nordic Game Jam 2009. Nordic Game Jam have inspired a global initiative where people from all over the world copy the NGJ concept and create the same kind of gamejams under the umbrella of the Global Game Jam (<http://www.globalgamejam.com>). Tasks so far have been:

- Writing promotional material for the NGJ
- Writing fact-sheets for sponsors and partners
- Fundraising
- Writing a manual for making gamejams for the Global Game Jam Organization

## **Nordic Game Jam 2008**

I was the event coordinator of Nordic Game Jam 08. At Nordic Game Jam 150 game developers meet at the ITU for a weekend to create prototypes for games. My primary responsibility was to make sure that all the practical stuff was in order:

- Coordinate food, bar, sponsors, IT-equipment & manpower for 150 game developers for a weekend.
- Update last year's participant-folder with graphics, content & translating it from Danish to English. Printing it and assembling the folder.
- Executing the event; serving food, cleaning up afterwards, handling IT-issues, brewing coffee
- Wrapping up the event; dealing with suppliers, clearing the premises, writing evaluations afterwards
- Doing an online-survey among the participants to get feedback on the event

**Nordic Game Jam:** [http://www.diginet.org/o.o.i.s?id=1040&news\\_item=775](http://www.diginet.org/o.o.i.s?id=1040&news_item=775)

## **STUDENT PROJECTS**

### **Students Massively Multiplayer Online Game- SMMOG**

SMMOG was a 100 man big student production of an massively multiplayer online game. I was assistant project manager and game designer on it. As project manager I:

- I know how to analyze projects and locate issues in management and staff
- I know how to solve personal conflicts in the team in a constructive way (in this case: by using an external consultant).

### **Game Design – course, master level**

The game design-course dealt with the topic of game design through a series of text and practical exercises. The course resulted in the development of 3 game prototypes: Christiania-spillet, Emergency & Igor (our course-project). Project management-wise I learned how to:

- Define and prioritize features (“need-to-have”, “nice-to-have”)
- Analyze skills in a team & assign tasks accordingly
- Coordinate a 4 man development team with a very tight deadline

### **POPADI – IT-project management course, master level**

The course focused on hands-on IT-project management and the pitfalls. We learned how to:

- Develop, document & analyse IT-product descriptions/specifications
- Use the product requirement to break the development of IT-products into tasks
- Assess development requirements and resources for a IT-project
- Analyze the dependencies between the various task in the task-list and create a GANNT-diagram that shows the most time-critical string of task in the project
- Analyze which development methods that are most effective for a given project
- Analyze stakeholders in the project
- Estimate risks and the most likely causes for failure.

### **Innovation & start of new productions, Copenhagen Business School-course, master level**

The course focused on theoretical & practical approaches to innovation-management with a focus on the social mechanism behind knowledge-based innovation in teams. Our case was a Fiberboard-company in dire straits. I can now:

- Can manage innovative teams in knowledge-based innovation processes according to the KUBUS-method
- Can guide teams to innovative ideas
- Help business development by analyzing existing business practices and innovate on the basis of them

## **Innovation & Entrepreneurship, Bachelor's course**

The course focused on the challenges and pitfalls in starting up a new company, among these how to write a good compelling business plan. I used the course to develop the business-plan for Rifgrin, including:

- Define & analyze products with regards to unique selling points.
- Define & analyze markets, including competitors-analysis
- Estimate development costs, including development period & staff
- Defining expense budgets with break-even
- Asses investment needs for new companies
- Do SWOT-analysis on business ideas

### **Experience with Quality Assurance on games – ALL INDUSTRY EXPERIENCE**

#### **Agent Hugo: Lemoon Crisis (NDS)**

**September 2007 – November 2007**

Agent Hugo: Lemoon Crisis is the last instalment in the hugely popular Hugo-franchise for kids. The game was released on Sony Playstation 2, Windows PC & Nintendo Wii. I was QA Assistant at the production, which was released for the Christmas sale 2007.

- I tested the game on Sony Playstation 2, Nintendo Wii & Windows PC
- I edited the GameManual according to Nintendo Specifications

NDS website: <http://nds.com/>

#### **Global Conflicts: Palestine (Serious Games Interactive)**

**December 2006 – March 2007**

Global Conflicts: Palestine is an adventure game where the player takes on the role as a foreign reporter that is covering the Israeli-Palestinian conflict in the Middle East. I was Quality Assurance Lead on the project.

- I structured and ran a testing program with in-house and outhouse testers, including:
  - Recruit, organize & communicate with more then 50+ outhouse testers around the world
  - Recruits, structure & perform in-house testing with volunteer testers
  - Structure and perform content-oriented testing with target audience (highschool-classes and teachers).
  - Structure feedback for the development team

Serious Games Interactive website: <http://www.seriousgames.dk/>

Global Conflicts: Palestine website: <http://www.globalconflicts.eu/>

#### **Chilli Con Carnage (Deadline Games) 2004 - 2007**

Chilli Con Carnage is a Sony Playstation Portable-remake of Total Overdose. I was QA Assistant on the production.

- I know how to work with Playstation Portable developer kits in QA

Deadline Games website: <http://www.deadline.dk>

Chilli Con Carnage website: <http://www.chilliconcarnage.com>

#### **Total Overdose (Deadline Games)**

**2004 – 2007**

Total Overdose is a third person action shooter for Xbox, Playstation 2 & PC. You play Ramiro Cruz, who is on a action filled rampage to revenge his father's death. I was QA assistant on the production:

- I worked with Perforce (versioning-control-system)
- I reported bugs with Jira (bugtracking program)
- I learned how to use Sony Playstation 2, Microsoft Xbox & Sony Playstation Portable developer kits for testing
- I got an inside glimpse of the issues involved in making AAA-games

Deadline Games website: <http://www.deadline.dk/>

Total Overdose website: <http://www.totaloverdose.com/>

Our Master's thesis examined whether it is possible to test computer game concepts with quick and cheap analog tests and develop a series of analog tests for AAA-computer game concepts for use by game designers during the earliest concept-phase of game development. The thesis is based on empirical as well as theoretical studies.

The first empirical part of the thesis is grounded in interviews with 5 different game designers concerning their concept-documentation and the game development process. We developed a series of analog tests for computer game concepts based on these interviews and theoretical game studies, using techniques such as pen and paper roleplaying games, Lego-mockups of level design & stress test of concept art. These tests were compiled in a Test Catalogue which functions as a manual for the tests.

The second empirical study was an comparative analysis of the analog tests of the design document for Surreal Studio's game *The Suffering* and a series of playtests of *The Suffering* with subsequent interviews of the playtesters. The comparative analysis of these two empirical studies revealed that the tests were capable of predicting the conceptual problems in the finished game purely by testing the design document.

**Master Thesis:** [http://www.gamecareerguide.com/features/254/masters\\_thesis\\_big\\_game\\_.php](http://www.gamecareerguide.com/features/254/masters_thesis_big_game_.php)

### Other stuff

**Assistant teacher in the course** "Concept Development for Multimedia" September 2005 – January 2006

- Make old games function on legacy hardware/operating systems
- Coach creative teams of students to create good concepts for multimedia-products
- Created and maintained a webpage for the course - <http://www.itu.dk/courses/KMP/E2005/produktion.htm>
- Participate actively in the discussion during classes with my knowledge on games & game design

### IT skills

#### Extensive Knowledge

- MS Windows 95/98/2000/ME/XP/Vista
- MS Word
- MS PowerPoint
- Open Office Writer
- Open Office Calc
- YoYo Games' Gamemaker

#### Basic Knowledge

- Valve Hammer Faceposer
- Crytek CryEd
- MS Excel
- Audacity audio editor
- HTML + CSS
- Jira
- FogBugz
- Perforce
- Mac OS

### Hobbies

- Politics

I have a interest in social and political issues in general and Human Rights & Game Industry in specific. I'm active in a political party and, is a volunteer jury member. Politics are a passion and a hobby for me.

- Games

I have a passion for games that goes beyond purely professional interest. I study games by playing them, reading about them (in popular magazines as well as academic journals), talk games & game-industry with anybody who are interested and I relentlessly hunt down all kinds of demos, indie-games, prototypes on the net. Games are my passion, art form and profession.