Admissions Workshop

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Goals

• Helping you to apply to IGGI
  • Introduce IGGI
  • Developing a proposal
  • Approaching supervisors
  • Starting out on your trek
IGGI: Aims

“Train the next generation of researchers, designers, developers, leaders and entrepreneurs in games.”

• Intelligent games
• Games intelligence
IGGI: People

• 120+ PhD students: past, current and future
• Started in 2014
  • Recruited 84 so far!
• 30+ more to come
• 12 academic investigators
• A host of (potential) supervisors
What we’re looking for

• People who can join in!
  • Capable and motivated researchers, sense of enterprise
  • Innovative research
  • Ability to tough out a PhD
  • Enthusiasm for games: review Jamboard
Principle of Equivalence

• Need a supervisor
• We have all been here
• We know you don’t know how to do a PhD
• We’re just more experienced
Research Proposal outline

• Introduction: what’s your big idea?
• Research proposal: focused questions, some initial studies/plans. Plausible fiction!
• Motivation: who cares?
• Knowledge exchange: connection to industry
• Some references
Supervisor

- You can’t do this alone!
- Journey and a fellow voyager and guide
- Need to build a relationship with a supervisor
  - Two-way
  - Collaborate on proposal
Discovery: Finding a supervisor

• Start with research topic
• Explore supervisors
  • IGGI webpages but also ANY department in QM or York
• Google Scholar
• Personal webpages
First contact

• Send an email:
  • Inigo Montayo approach: who you are, what is the connection, what you want

• Quality over quantity

• Engage, take time
Research is exciting!

• Where no-one has gone before
• Start of your journey
• We can’t take you all
• PhD is about persistence