

iGGi

Your future in  
games research

# Admissions Workshop

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# Goals

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

# IGGI: Aims

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

- Intelligent games
- Games intelligence

# IGGI: People

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- 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

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- 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

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- 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

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- 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

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- 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

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

# First contact

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- 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!

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