



IT University Travel Report

Dear Student, this is a template – the aim is to inspire other students who may wish to follow in your footsteps. You are free to give your report the shape you want and to go beyond the questions, as long as you cover the information asked for below. You are also very welcome to include pictures and contact information – but you need not. Remember that the report will be made available on the intranet.

Host University:

Study Programme at IT University : MSc Games

Activity Abroad: Attending Conference

~~Exchange~~ **Period:** semester (autumn/spring) spring / 2022 July 6-12

Your stay abroad

Please describe your stay abroad:

My stay consisted of attending presentations, keynote speeches and discussions around game studies. In the evening I also had the opportunity to participate in events organised by DIGRA where people from the conference could chat and spend time together in a freer format including but restricted to boardgame night, visiting an exhibition and having supper together.

What was your initial motivation for going abroad and did your stay meet your expectations?

The motivation behind the research stemmed from a personal project of mine, in which, with fellow developers we undertook the challenge of transforming dissociative identity disorder (DID) into a game mechanic. The research paper that I presented at the conference examines three playable figure-switching mechanics in three different games with a formal framework to identify common traits and patterns of its usage which will be our game's core mechanic.

I was hoping that these discussions would identify problems and mistakes in my research that could be fixed for a cleaner, more coherent and logically sound version to be sent to publication.

I also wanted to experience a conference situation, in which I present my work to peers, and researchers, make work related connections and friends.

My stay not just met my expectations but was an incredible experience: got positive and constructive feedback on my research with tips on where I could continue, made friends, and could listen to some of the greatest minds who research games.

Please describe what you got out of your stay, both personally and academically, and how do you expect it to contribute to your further studies?

The research paper that was presented at the conference will be published in the foreseeable future.

Arranging your stay

Please give a short description of the process involved in arranging your stay:

DIGRA's conference offered rooms in the hosting uni's student accommodation but by the time the travel was organized they were already filled, so as an alternative I ended up finding a flat on AirBnB.

What resources did you find helpful in planning your stay and which people did you use (if any)?

AirBnB

How did you arrange practicalities such as accommodation?

AirBnB

Expenses and Financing

Please comment on expenses connected to your stay abroad

My expenses well exceeded of what travel pool is meant to cover. When I got my letter of acceptance to the conference, I expected that the university would cover most of my expenses since this event is closely tied to the academic field and the research paper was an output of one of the classes held at ITU. In it's current format the travel pool covered ~24% of my overall expenses (travel fees, conference entry fee, accommodation) from which it covered ~45% of my travel fees.

I would be glad to see that ITU reconsiders the travel pool and expands it to other expenses as well, such as conference entry fees and accommodation.

Did you apply for scholarships, and would you recommend any ones in particular?

I applied for a scholarship at a Hungarian-Polish foundation but got rejected. Otherwise, every scholarship I found was only available to PhD students.

Recommendations for other students:

If one would like to travel to a conference, should try to get accommodation at the hosting university's student housing well in advance, I could not because I was way too late.

A handwritten signature in black ink, appearing to read 'Suzanne R. ...', written in a cursive style.