

Press release: Wednesday 12 January 2022

Yorkshire Games Festival 2022 announces full programme of events, including Let's Play family weekend



The National Science and Media Museum is pleased to announce the full programme for this year's Yorkshire Games Festival, from **12 to 18 February 2022**, with a packed lineup of Game Talks, masterclasses, Q&As and the return of the popular Let's Play weekend.

The festival is returning for its sixth edition and will kick off on **Saturday 12 February** with the popular **Let's Play** family weekend, followed by an impressive lineup of **Games Talks** on **17 and 18 February**.

To mark the start of Yorkshire Games Festival, the **Let's Play** family weekend will take over the museum on **Saturday 12 and Sunday 13 February**. Younger visitors will be able to experience games on the big screen, play the latest board games and analogue experiences with friends and beta-test new projects from Northern developers.

On **Thursday, 17 February**, Game Talks will return with a unique programme of talks, masterclasses and Q&A events featuring high-profile industry guests. Speakers will include **David**

Shepherd from **Ubisoft Leamington** who will be leading a talk on the role of UX in gaming. **Dr James Cook** will be joined by Composers, **Adam J. Sporka** and **Jan Valta** for a talk on open-world game music and demonstrating a composition from scratch. **Director and Producer at Those Eyes, Trine Laier** will reveal secret knowledge on how to develop and design an authentic game. **Acid Nerve Co-Director David Fenn** will take us through the development journey of *Death's Door*, focussing on how the studio made everything work with a small team. **Bobby Thandi, CEO of XR Games** will reveal the do's and don'ts of raising investment for games studio. **Will Doyle of Supermassive Games** will explore the design process behind crafting interactive horror games in the Dark Pictures Anthology.

On **Friday, 18 February**, visitors will be able to hear talks from **Sean Gorman**, Level Designer from **Rocksteady** who will explore the design fundamentals needed to create meaningful and satisfying spaces in games. **Team17's Joshua Garrity and Jasper Barnes** will give their top tips for the perfect game pitch. **Women in Games Ambassador, Bex Betton**, will be exploring the prospects of work experiences and unpaid opportunities in the gaming industry. **Senior Character Artist, Nele Steenput** will discuss best practices for character art in VR.

Running alongside Game Talks will be a range of fringe events where visitors will be able to experience different games or network and gain career advice from industry leading experts. Yorkshire-based developers, **Team17** will be hosting their **Usability Lab** where gamers can get first-hand experience in game testing with the opportunity to give feedback.

Festival Director, Kathryn Penny, commented: "We are delighted to see the return of the Yorkshire Games Festival for its sixth year with an impressive programme of talks, events and activities, including the return of the popular Let's Play weekend. This year's festival will not only welcome a host of inspiring speakers who are working at the forefront of the UK's fast-growing games industry but also offer younger gamers and their families opportunities for free gameplay and unique experiences.

"Our Game Talks sessions will encourage gaming fans of all levels to take the leap into this exciting and fast-moving industry by providing attendees with invaluable insight to boost their knowledge and skills to develop a successful career in gaming.

"We are also thrilled to announce the full programme details for our Let's Play weekend that will give younger gamers and their families the chance to explore the latest boundary pushing videogames as well as hearing about amazing opportunities available in the industry."

Details of the full Game Talks programme and activities for Let's Play weekend can be found via the [Yorkshire Games Festival](#) website. Passes for the Yorkshire Games Festival: Game Talks 2022 are now available and can be booked via the [Yorkshire Games Festival](#) website.

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For more details, please contact:

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Editors Notes:

The **National Science and Media Museum** in Bradford, West Yorkshire, opened in 1983, and has since become one of the most visited UK museums outside London. It draws on more than three million objects from its national collection to explore the science and culture of image and sound technologies, and their impact on our lives.

The Museum creates special exhibitions, interactive galleries and activities for families and adults, and is home to three cinemas, including Europe's first IMAX cinema screen and the world's only public Cinerama screen outside the USA. Entry to the Museum is free.

www.scienceandmediamuseum.org.uk

The **Yorkshire Games Festival** showcases some of the greatest talent and titles from across the videogames spectrum from the National Science and Media Museum in Bradford, Yorkshire, in partnership with games business network Game Republic.

The festival is designed to provide gamers and budding game makers unrivalled access to the industry, offering insights into all aspects of the games industry from award-winning studios, and hosting live shows and events showcasing a wealth of games and activities.

The Yorkshire Games Festival also dedicates a day to school groups, aiming to inspire people of all ages and backgrounds to engage with the many aspects of video game design, development and coding.

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