UCC Staff Profile

Name:
Heather Bishop

Job title/role:
Course Leader BA Hons Computer Games with 3D Modelling and Animation

Subjects taught/administrative responsibilities:

I specialise in Technical Design, including: Game Design, Programming and Business/Project Management. However, I also have experience in both 3D Modelling and Animation.

Qualifications and Membership of Professional bodies:	BA Hons Computer Games Design at University of Suffolk (2015-2018) Msc Game Development at University of Suffolk (2018-2022)
Experience in Education:	I am Colchester born and bred, so all of my primary, secondary and further education was here in Colchester, and at Colchester Institute. I attended University of Suffolk for my undergraduate and masters degree. Apparently I couldn't quite get enough of academia, as I became a lecturer after graduating from my undergrad. I started at Suffolk New College, teaching at further education level, and was fortunate enough to be offered an opportunity on the higher education team here at University Centre Colchester in 2019.

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Biography and personal interests:

I seem to be an ambitious person, with several projects on the go at any one time. None of these projects would be possible without friends, acquaintances and professional contacts offering extraordinary opportunities.

My work with Game Anglia has seen me coordinate and execute conferences, indie showcases, workshops and more. I seem to have reached the age where gardening and house renovation are engaging weekend projects, but generally you can find me playing video games in some darkened room, with headphones on maximum volume.

Professional practice / research interests:

While not traditional research, Game Jams are a big part of professional practice in game development. These small, self-contained projects can be used to launch larger projects, or just to experiment and have fun with.

The 2022 Global Game Jam theme led to the development of "Hopscotch" which experimented with keyboard orientation in relation to movement controls in a game, which can be downloaded and played here: https://adamclayden.itch.io/ggj2022-source

My personal research focuses on a project surrounding a second-person perspective in video games, which forms the basis of my masters thesis. You can see some poorly edited gameplay on my YouTube channel here, though it will be updated as the research project progresses: https://www.youtube.com/watch?v=EWQRwMJfc88&t=53s

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