Game designers and studios

Academics/Artists/Creators

- Scott Nicholson (Canada), works on IF and low-cost game design amoung other things!
- Erik Champion (Australia), interested and widely published on interactivity and cultural heritage
- Susannah Emery (Australia), narrative design, education, and advocate for diversity in the games industry
- Lynda Kelly (Australia), extensive and sector-leading work on visitor studies and educational game evaluation
- Nellie Seale (Australia), concurrent PhD candidate with an interest in games in museums and mega-games.
- Angelika Antiniou (Greece), fantastic work with visitor evaluations and games for Greek museums
- Fredrik Breien (Norway), research on Digital Game-Based Learning and design/evaluation frameworks
- Elizabeth LaPensée (Canada), narrative director at Twin Suns Studio. Award-winning designer, writer, and artist of games and comics, particularly like her writing about When Rivers Were Trails
- Emily Short (US), narrative designer and educator, very generous with advice on her blog
- Stephen “thecatamites” Gillmurphy (Ireland), game designer and all round weird guy, highly recommend
- Daisy Abbott (Scotland), interdisciplinary researcher into interactive games for education, particularly using quest maps! Great resources for playful learning tools
- Hannah Nicklin (UK), narrative designer and game dev. studio lead, fantastic book on narrative design

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