

GAMEZONE

The specialisation in Game Design at the Zurich University of the Arts presents prototypes, conceptual experiments and (almost) completed video games produced by students in the last two years. Besides three virtual reality games to try out, there are many other things to discover. You can dive into genetics, drive a strange vehicle, fight with a boomerang or defend a fortress together with friends.

curated by Gamelab ZHdK, Beat Suter & René Bauer

Projects of Zurich University of the Arts

FAR

Game for PC & Mac (Release end of 2017)

Don Schmocker, Goran Saric (Mr. Whale's Game Service)

Violet - pale noise

Stop Motion Adventure, 2015

Melanie Vetterli

Niche

Genetics Survival Game for PC & Mac, 2015

Philomena Schwab (Stray Fawn Studio),

Monocular

Experimental Exploring for PC & Mac, 2016

Helen Galliker

Flesh Wolf

Sex Dating Emulation Game for iOS & Android, 2016

Andreas Halter

Orbonom

Experimental Adventure for PC& Mac, 2016

Yannic Hungerbühler, Annika Rüeggsegger

Don't read my diary!

Experimental Word Puzzle for PC, 2015

Aleksandra Iakusheva

Meantime

VR-Game with Oculus Rift, 2016

Sonja Böckler, Michael Müller

Watcher

VR-Game with Oculus Rift, 2016

Julie Baechtold, Filipe Simonette

Myria

VR-Game with Oculus Rift, 2016

Laslo Vetter, Xavier Heimgartner

Bämäräng

Multiplayer Fighting Game for PC

Aaron Abt, Tim Bürge

Retimed

Arena Shooter Multiplayer for PC & Mac, 2016

Max Striebel, Annika Rüeggsegger

Castle Hustle

Airconsole Game, Coop Tower Defense, 2016

Julie Baechtold, Xavier Heimgartner, Nicolas Matter

Panda Lost in Space

Action Puzzle Platformer for iOS & Android, 2015

Goran Saric (Mr. Whale's Game Service)