

### Senior Welsh Government delegation visits Jawaharlal Nehru University



Under the auspices of UKIERI, Mr Gary Davies, Head of European & External Affairs, Welsh Government and Mr Iain Quick, Welsh Government Business Development Manager visited Jawaharlal Nehru University (JNU) on 8 July 2013 to meet the research team & the PhD students who recently visited Bangor University, Wales on a UKIERI awarded tripartite partnership. The JNU research team is collaborating on the theme of “Computer Gaming across Culture” to create a PhD curriculum and best practices; with Bangor University, UK and West Virginia University (WVU), USA.

Welsh Government is one of the funding partners of UKIERI which is a multi-stakeholder partnership programme working towards strengthening the bilateral relationship between India and the UK.



The students informed the visiting delegation about their first visit to Bangor University which brought together members of the three research teams for the first project workshop. The teams had brainstorming sessions spread across a number of days- focussing on planning, training in the collaborative tools and assessing Massive multiplayer online role-playing games (MMORPGs). The delegation representatives were particularly impressed with the multi-disciplinary approach of the partnership in which each institutional partner is bringing in specific disciplinary insights into this

partnership.

The WVU’s Centre for Literary Computing and Program in Professional Writing and Editing brings students to the project with skills in rhetorical and compositional analyses as well as literary critical understanding. JNU’s students have extensive training in literary critical and cultural studies. Bangor University already has links with the creative industries and computer gaming, and brings students strongly versed in digital humanities.

The delegation had engaging discussions on the possibilities of involving Industry which should be a direct beneficiary of this partnership. As



next steps, the team is planning a workshop in January 2014 in JNU in which some of the industry representatives from the gaming sector would also be invited.

It is expected that one of the key outcomes of this partnership would be the development of a PhD-level training curriculum for computer gaming/MMORPGs as objects and tools of study and a Co-authored White Paper proposing standards and best practices for implementing computer gaming in the classroom with a focus on cultural difference, including evaluations of common MMORPG platforms and proposed teaching units and activities.