

Europass Curriculum Vitae

Personal information

First name(s) / Surname(s) **Aki Sakari Järvinen**
 Address Godsbanegade 31 3tv.
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 E-mail(s) aki@mygamestudies.com
 Date of birth 25/02/1971
 Gender Male



Desired employment / Occupational field **Game Design, User Experience Design, Interaction design, Research & Development**

Work experience

Dates	01/09/2008 →
Occupation or position held	Assistant Professor, Computer Game Design
Main activities and responsibilities	Teaching and researching game design & development
Name and address of employer	Center for Computer Games Research IT University of Copenhagen Rue Langgaards Vej 7 2100 Copenhagen S
Type of business or sector	Higher education
Dates	01/11/2007 →
Occupation or position held	Founder, Sole Proprietorsip
Main activities and responsibilities	Design and Consulting on Games and Entertainment
Name and address of employer	mygamestudies.com
Type of business or sector	Game design & development
Dates	01/01/2003 - 01/09/2008
Occupation or position held	Product Development Manager (2008); Customer Segment Manager (2005-8); Game Researcher & Designer (2003-2004)
Main activities and responsibilities	Game concept development & Product development (internet sales channel, television game shows), Game design research (prototyping methods, coordination of academic partnerships), Business management
Name and address of employer	Veikkaus Oy Finnish National Lottery 01009 Veikkaus, Finland
Type of business or sector	Online gaming
Dates	01/08/2002 - 01/01/2003
Occupation or position held	Game Designer (Freelance)
Main activities and responsibilities	Game Design, Game concept documentation & development
Name and address of employer	Fathammer Oy Tammasaarekatu 7A 00180 Helsinki

Type of business or sector	Mobile Games
Dates	01/01/2002 - 31/12/2002
Occupation or position held	Assistant Professor
Main activities and responsibilities	Research & Lecturing on Games & Game studies
Name and address of employer	Hypermedia Laboratory, University of Tampere, Finland
Type of business or sector	Research & Education
Dates	20/11/2000 - 31/12/2001
Occupation or position held	Concept Designer & Copywriter
Main activities and responsibilities	Concept and content design & development (web sites, ecommerce sites, web campaigns), copywriting
Name and address of employer	Icon Medialab Finland
Type of business or sector	New media, internet services and applications
Dates	01/08/2000 - 19/11/2000
Occupation or position held	Researcher
Main activities and responsibilities	Research project on Games of chance vs. games of skill
Name and address of employer	Hypermedia Laboratory, University of Tampere, Finland
Type of business or sector	Research & Education

Education and training

Dates	01/04/2002 - 19/03/2008
Title of qualification awarded	Doctorate degree
Principal subjects / occupational skills covered	Ph.D. Dissertation "Games without Frontiers: Theories and Methods for Game Studies and Design" defended on March 8th, 2008.
Name and type of organisation providing education and training	Media Culture, Faculty of the Humanities, University of Tampere, Finland (Media Culture, Faculty of the Humanities, University of Tampere, Finland)
Level in national or international classification	ISCED 6
Dates	01/09/1993 - 01/09/1998
Title of qualification awarded	Master of Arts
Principal subjects / occupational skills covered	Comparative Literature
Name and type of organisation providing education and training	Department of Literature and the Arts, University of Tampere, Finland (Department of Literature and the Arts, University of Tampere, Finland)

Personal skills and competences

Other language(s)

Self-assessment
European level (*)

English
Swedish
French
Spanish; Castilian
German

Understanding				Speaking				Writing	
Listening		Reading		Spoken interaction		Spoken production			
C2	Proficient user	C2	Proficient user	C2	Proficient user	C2	Proficient user	C2	Proficient user
B1	Independent user	B2	Independent user	A2	Basic User	A2	Basic User	B1	Independent user
A2	Basic User	A2	Basic User	A1	Basic User	A1	Basic User	A1	Basic User
A1	Basic User	A2	Basic User	A1	Basic User	A1	Basic User	A1	Basic User
A1	Basic User	A1	Basic User	A1	Basic User	-	-	A1	Basic User

(*) [Common European Framework of Reference \(CEF\) level](#)

Social skills and competences	Teaching & lecturing assignments + Workshop tutoring in academic and business contexts
Organisational skills and competences	Production/business management competences in product development projects & Project management competences in research & development projects in Veikkaus the National Lottery & University of Tampere; Concept design and product development documentation competences in Veikkaus & Icon Medialab Finland
Technical skills and competences	Software development specification methods: Use cases, use flows, User interface wireframe modeling
Computer skills and competences	MS Office tools, Windows OS, Apple OS; basic skills in Adobe Photoshop, Adobe InDesign, Macromedia Freehand, Macromedia Flash, OmniGraffle Pro
Driving licence(s)	B

Additional information

Recommendations:

Espen Aarseth, Professor, Center for Computer Games Research, IT University of Copenhagen, Denmark

Frans Mäyrä, Professor, Game Research Lab, University of Tampere, Finland

Gonzalo Frasca, Ph.D.; Co-founder, Senior Game Designer, Powerful Robot Games

Eric Zimmerman, Co-founder & CEO, Gamelab

Fernando Herrera, Games Director, Sanoma Entertainment, Finland

André Chaker, Director, Business Development, Veikkaus the Finnish National Lottery, Finland

Jesper Juul, Video game theorist, Singapore-MIT Gambit Game Lab

Selected publications in the area of Game Design & Research:

Ph.D. Dissertation: Games without Frontiers: Theories and Methods for Game Studies and Design. <http://acta.uta.fi/english/teos.php?id=11046>

Järvinen, Aki "Introducing Applied Ludology: Hands-on Methods for Game Studies". Digital Games Research Association 2007 International Conference Proceedings. University of Tokyo: Tokyo.

Järvinen, Aki & Jussi Holopainen. "Ludology for Game Developers". In Steve Rabin (ed.) Introduction to Game Development. Charles River Media: Hingham, MA 2005.

Järvinen, Aki & Satu Heliö & Frans Mäyrä. Communication and Community in Digital Entertainment Services. Prestudy Research Report. University of Tampere, Finland: Hypermedia Laboratory Net Series 2, 2002. <http://tampub.uta.fi/tup/951-44-5432-4.pdf>

Visiting lectures starting from 2003 to date in the following institutions: University of Art and Design, Helsinki, Finland; University of Helsinki, Finland; ITU Copenhagen, Denmark; University of Bergen, Norway; Malmö University, Sweden, Royal Institute of Technology, Sweden; Luleå University of Technology, Sweden; Universidad de Caldas, Colombia.

More information:

<http://www.linkedin.com/in/akijarvinen>

<http://www.mygamestudies.com>

<http://gamegame.blogs.com/>