Games Hub

About Games Hub
Through Games Hub our fresh thinking is nurturing the creative minds of tomorrow’s digital creative industries. Each year we offer a window for aspiring games and app developers to join the award-winning Games Hub – and anyone can apply.

Running for 40 weeks from early October each year, Games Hub provides expert mentoring and support from some of the best people in the world of computer games development. It is based in vibrant, no-cost shared studio space on the Knowledge Gateway, the research and technology park on our Colchester Campus.

Expert support
Games Hub is unique and award-winning. It was created in 2014 by Steven Huckle, games designer and founder of games company Shark Infested Custard, who is a Bafta-nominated and top 10 Creative England top 50 Future Leader, and in 2016 won an Essex Innovation 50 award. Steven has more than 30 years’ experience of developing digital computer games, as pixel artist and art director, and his portfolio includes Sensible Soccer, Tomb Raider, FIFA, The Sims, DJ Hero and Transformers Universe.
What you learn

The 40-week learning journey focuses on weekly expert sessions covering aspects of game and business development. This includes games design, graphics, monetization, accountancy, IP ownership, marketing and business planning. Each of these modules is led by individual tutors who are experts in their field.

Success stories

Since 2014 Games Hub has fostered the skills and creativity of more than 50 individuals, and five small businesses have been formed and spun-out of the hub.

This includes Teaboy Games, who have successfully launched three new games with commercial success. Teaboy Games have also helped to shape the ongoing hub programme and have set a good benchmark for others taking part.

Contact

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