

## Dr Hanan Makki

Lecturer | Researcher | Game Developer

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Hanan is an interdisciplinary artist, researcher, and lecturer with expertise in Games Development, Interaction Design, and Multimedia. Currently, she is leading the School of Gaming at Saudi Digital Academy (MCIT), where she oversees the development of gaming courses and programs, equipping students with the skills required to excel in the gaming industry. She has taught at several universities in the UK and Saudi Arabia and held a position as a lecturer in the School of Media, Art, and Technology at Solent University for nearly three years. As a module leader and supervisor for undergraduate and postgraduate programs, including Computing Apply, Computer Games, Interdisciplinary Professional Practice, and Game Art.

Hanan's qualifications include a PhD in Video Games from the Glasgow School of Art, University of Glasgow, where her research focused on the therapeutic and educational potential of video games. Her research inspired the development of a serious game called "[Sinbad and the Magic Cure](#)" as well as a methodological and technical framework drawn from software engineering and graphical design practices. Hanan earned a First-Class Honors degree with distinction in Islamic Arts Education from King Abdulaziz University, KSA, in 2007, and completed a Masters in Design Innovation at De Montfort University, where she was awarded scholarships from the King Abdullah Foreign Scholarship Program, with additional studies at the University of the Arts London.

Hanan's creative work and research have been presented and published throughout the UK and Europe, including Germany and Portugal, as well as in the Middle East, including the UAE and Saudi Arabia. Her expertise has led to multiple grants and invitations to speak at international conferences

## Qualifications

2014 - 2018 **PhD Researcher**, Serious Game for Children with ASD, the School of Simulation and Visualisation, Glasgow School of Art, UK.

2011 - 2012 **MA Design Innovation**, De Montfort University, Leicester, UK

2002 - 2007 **BA Islamic Art Education**, King Abdulaziz University, Jeddah, KSA.

## Recent Lectures & Teaching Experiences

**Adjunct Faculty in Extended Reality (XR)**

2023- Present

Alfaisal University, Riyadh, KSA.

- Collaborate with the theory curriculum teacher to plan content and exercises. Work with the theory curriculum teacher to create assignments and grade them.
- Ensure the laboratory is ready for the upcoming semester by coordinating with the laboratory unit in college.
- Develop appropriate materials for lectures and deliver them to the students.
- Create summaries, exercises, and examples for each lecture.
- Share the course content on the university's E-learning portal and keep in touch with the students through the website.
- Oversee student attendance and submit the attendance and suspension sheet to the relevant authority on time, in coordination with the practical curriculum teacher.

## Gaming Program Manager

2023- Present

School of Gaming (SoG), Saudi Digital Academy, MCIT , KSA.

- Plan and execute projects and activities that align with the mission and goals of the SoG.
- Collect and analyse data to evaluate program effectiveness and student outcomes; implement necessary changes to improve results.
- Develop a program evaluation framework; assess program strengths and identify areas for improvement.
- Stay up-to-date with game development education and local market needs; integrate them into programs as needed.
- Communicate with internal and external stakeholders; gain community support and seek input for improvement.
- Document activities through retention of models and records. Monitor project activities and risk assessments, taking appropriate actions to control risks.
- Supervise programs, providing support and guidance and serve as a liaison between the game program and other organisation departments.

## Visiting Lecturer in Interaction Design

2022

Princess Noura University, Riyadh, KSA.

- Coordinate the preparation of the content and exercises with the theory curriculum teacher.
- Prepare assignments and correct them in coordination with the theory curriculum teacher.
- Prepare the midterm and final exam in coordination with the theory curriculum teacher.
- Examine the laboratory's readability in coordination with the laboratory unit in college before the beginning of the semester.
- Prepare suitable materials for the lectures and explain them to the students.
- Prepare the summaries, exercises, and examples needed for each lecture.
- Provide the course's content on the university's E- learning portal and maintain communication through the website.
- Supervise the students' attendance and submit the attendance and suspension sheet - in coordination with the practical curriculum teacher - to the person in charge on time.

### Teaching Modules

- Web Design, Level 3, BA.
- Core Studio 3, Level 6, BA.

2018 - 2021

## Associate Lecturer in Computer Game Design

Southampton Solent University, England, UK

- Developing and managing on-compose and distance learning modules (module specification, validation, contents, planning and quality assurance, materials and assessments)
- Deliver lectures and lead seminar groups for postgraduate, undergraduate, foundation year students in Computer Game related subjects.
- Reflect on, assess and modify own teaching methods and approaches as gained from peer feedback, student feedback and official student surveys.

## Teaching Modules

- Video Game Design, Level 6, BSc.
- Personal Development and Project Preparation, Level 5, BSc.
- Professional Development, Level 6, BSc.
- Project Research and Preparation, Level 6, BSc.
- User-Centred Design, Level 2, BSc.
- The Business of Games, Level 6, BSc.
- Introduction to Digital Arts and Technology, BSc.
- Video Game Critical Discourse, BSc.
- Collaborative Games, Level 4, BSc.
- Digital Arts, Foundation Year.
- Supervisions
- Games Major Project, Indie, BSc.
- Game Development Project, Software Development, BSc.
- Interdisciplinary Professional Practice, MSc.
- Applied Computing, MSc.

## Graduate Teaching Assistant

The Glasgow School of Art, Scotland, UK

2016-2017

As a lecturer, I taught an elective course on "The History of Islamic Art" to master's students from diverse backgrounds, including Gaming Development, Architecture, Fashion Design, and more. The course covered a wide range of topics spanning various geographical areas and historical periods of Islamic Art. Teaching was delivered through a combination of lectures, discussions, seminars, and visits to museums. I independently designed and developed the course plan, including the assignment brief.

## Art Technician in Islamic Art Education

King Abdulaziz University, KSA

2007-2008

- Responsible for the organisation and tidy storage of all Art equipment;
- Responsible for communicating effectively with Art staff in order that studios are properly equipped for all lessons;
- Give technical support to staff and students as required, including Arts exhibitions, demonstrating specialist technique.
- Prepare and maintain a high level display in the art studios and throughout the department.

## Continuous Professional Development

- |             |   |
|-------------|---|
| 2020        | <b>Fellow of the Higher Education Academy (FHEA), HE Advanced, UK.</b>  |
| 2022 - 2023 | <b>Attendee</b> in Master Classes, <a href="#">Creative Solutions Program</a> , Ithra, KSA.   |
| 2021 - 2022 | <b>Attendee</b> in Game Changers Program, <a href="#">DigiPen Institutions of Technology</a> . The program aimed at helping entrepreneurial individuals launch their own indie game start-up companies. |
| 2020        | <b>Certified Peer Reviewer</b> , <a href="#">Elsevier</a> .   |

## Relevant Work Experience

- 2022 -2023     **Ambassador** in Women in Games, London, UK.
- 2022            **Monitor** in [Women's Leadership Center](#), PNU, KSA.
- 2018            **Speaker**, "Approach for the Design and Development of Serious Games", Glasgow School of Art, School of Simulation and Visualisation, UK.
- 2018            **Workshop Organiser**, [Co-Design in Video Games](#), Last Futures, Glasgow, UK.
- 2017            **Accreditation Centres Volunteer**, [Glasgow 2018 European Championships](#), BBC Glasgow, UK.
- 2016 - 2018    **Activities Support Worker**, Lego-therapy Sessions for Children with ASD, [Creatovators CIC](#), Glasgow, UK.
- 2015            **Visiting Speaker**, "Serious Games for Children with ASD", Autism Journal Club, School of Psychology, Glasgow University, Glasgow, UK.
- 2015            **Graphic Designer**, "[Enheduanna - A Manifesto of Falling](#)", [CCA: Centre for Contemporary Arts](#), Glasgow, UK.
- 2015            **Assistant Investigator**, "Meet expertise: Pictures, Personality and Senescences", [Glasgow Science Centre](#), Glasgow, UK.
- 2012            **Video Designer & Researcher**, [Virtual Romance Phone Leicester Project](#), De Montfort University, Leicester, UK
- 2011            **2D Designer**, [Randall Manor House Reconstruction](#), De Montfort University, Leicester, UK.

## Game Industry experiences

**Co-Founder | Design Lead | Audio Lead**

2022 - Present

Qindeel Studio, VR Experiences, Riyadh, KSA.

- Developing the storyline, character back-stories, and dialogue, through scripts and storyboards, including any relevant research.
- Plan and detail every element of a new game including the setting, rules, story flow, props, vehicles, character interface and modes of play.
- Create a concept document and use this to convince the development team that the game is worth proceeding with.
- Conduct market research to understand what your target audience wants.
- Write scripts and design storyboards.
- Work collaboratively with others, including game developers, artists and programmers, to produce a prototype - a small-scale playable version of the game.
- Train quality assurance (QA) testers to play the game so they can test it properly.
- Edit, mix, and master music.
- Edit and process VO.
- Implement and mix a full range of audio assets.
- Work with designers, artists, and producers to identify audio asset needs.

## Game Projects

Jan 2023 - Presents	<a href="#">“Reflection: A Mirror Therapy VR Rehabilitation for Post- Stroke Patients</a> Research lead Investigator   2D Concept Art   Designer
Jul 2022 - Jan 2023	<a href="#">“The Hijaz Railway: Witness of Time”</a> VR Interactive Storytelling Experience Audio Lead   2D Concept Art   Designer   Researcher
Mar 2022 - Jul 2022	<a href="#">“Mirage: City Under the Sand”</a> VR Interactive Storytelling Experience Audio Lead   2D Concept Art   Designer   Researcher
Jul 2021-Aug 2021	<a href="#">“Operation-S.”</a> Single-player action Design Lead   UX and UI Designer
Jul 2021-Aug 2021	<a href="#">“Blood Moon”</a> Single-player action Audio Lead   UX and UI Designer
Jun 2021-Jul 2021	<a href="#">“Synth”</a> Single- player hyper Casual Game Director   Level Design   Audio Lead
Apr 2021- May 2021	<a href="#">“Spy Spaceship”</a> Simulation Casual Design Lead   Audio Design
Jan 2015 - Apr 2016	<a href="#">“Sinbad and The Magic Cure”</a> Casual Platformer Solo Game Developer

## Awards

2023	<a href="#">“Mirage: City Under the Sand”</a> One of the Most Propessing Games in Saudi Arabia, <a href="#">Leap 2023</a> . Riyadh, KSA.
2022	<a href="#">“Byond Darkness”, AR Challenge</a> , Tanween Gallery. Ithra, Dhahran, KSA.
2022	<a href="#">“Reflection Mirror Therapy VR”</a> , 1st place in Track Rehabilitation. Gamathon 2023 at Games8, Alfaisal University RiyadhRiyadh, KSA.
2022	<a href="#">“The Hijaz Railway: A witness of Time”</a> Creative Solutions a part of Qindeel Studio. Ithra, Dhahran, KSA.

## Scholarships & Grant

2022	MIT Solve & Dimensions, grant for a collective project, <i>Reflections: Mirror Therapy VR</i> , Alfaisal University, Riyadh, Saudi Arabia.
2022	<b>Creative Solutions:</b> Grant for a collective project, <i>The Hijaz Railway: A witness of Time (VR Interactive Story Experience)</i> , Ithra, Dhahran, KSA
2022	<b>Game Changers:</b> Grant for a collaborative project, <i>Mirage: City Under the Sand (VR Interactive Experience)</i> , Astrolabes, Riyadh, KSA.
2018	<b>Sustainability in Action Group (SiAG Grant):</b> Grant for a collaborative project, <i>The Space Between Two</i> , part of Last Future Exhibition, Tramway, Glasgow, UK.
2014 - 2018	<b>King Abdullah Foreign Scholarship Program:</b> Scholarship for a PhD study at the Glasgow School of Art, School of Simulation and Visualisation, Glasgow, UK
2010 - 2012	<b>King Abdullah Foreign Scholarship Program:</b> Scholarship for a Master in Art at Design Innovation of the De Montfort University, Leicester, UK.

## Memberships

- 2021 - present International Game Developers Association (IGDA), UK.
- 2018 - present Women in Games and E-sport, UK.
- 2017 - present Serious Game Society, Switzerland.
- 2017 - present Animated Women UK, UK.

## Selected Group Exhibitions

- 2023 "The Hijaz Railway: A witness of The Time ", Creative Solution, Leap 2023, Ithra, Riyadh, KSA.
- 2022 "The Hijaz Railway: A witness of The Time " Creative Solution, Ithra, Dhahran, KSA.
- 2022 "Mirage: City Under the Sand", Rice up, KAFD, KSA.
- 2022 "Beyond Darkness", AR Challenge, [Tanween Gallery](#). Ithra, Dhahran, KSA.
- 2022 "[Space Hoper](#)", [Dev Zone 2](#), MCITC, CODE Building, KSA
- 2022 "Mirage: City under The Sand" [Game Changers Demo Day](#), MCIT, Hilton Residency, KSA
- 2022 "Mirage: City under The Sand", [Astrolabes Showcase](#), Astrolabes, KSA.
- 2018 "The Space Between Two", "[Last Futures](#)", Tramway, Glasgow, UK.
- 2016 "[Whereabouts you are](#)", The Ride building, Glasgow School of Art, Glasgow, UK.
- 2015 "[PhD Behind the Scene](#)", Project Spaces 1&2, The Glasgow School of Art, Glasgow, UK.
- 2012 "[Art & Design Postgraduate Degree Show 2012](#)", De Montfort University, Leicester, UK

## Solo Showcase

- 2017 "Video Game for Children", part of [Meet the Expert](#) at Glasgow Science Centre, Glasgow, UK.
- 2017 "Game Demo" at Glasgow Science Centre, Glasgow, UK.

## Publications

- Zakari, H. M.; Alharbi, A. Khashoggi, O. Alotaibit, L., Aljandali, Z, [Reflection: A Mirror Therapy VR Rehabilitation Prototype](#). In: Proceedings of 25th international conference on human-computer interaction (HCII 2023), Copenhagen, Denmark , July 2023.
- Zakari, H. M., 2019. A serious game for children with Autism Spectrum Disorder and Auditory Hypersensitivity. [A serious game for children with Autism Spectrum Disorder and Auditory Hypersensitivity](#). PhD thesis, The Glasgow School of Art, University of Glasgow, UK.
- Zakari, H. M.; Poyade, M. and Simmons, D., [Sinbad and The Magic Cure: A Serious Game for Children with ASD and Auditory Hypersensitivity](#). In: Proceedings of the 5<sup>th</sup> Games and Learning Alliance conference (Gala 2017), Lisbon, Portugal, December 2017.
- Zakari, H. M.; Ma, M. and Simmons, M. A., [Review of Serious Game for Children with Autism Spectrum Disorders \(ASD\)](#), In: Proceedings of the 5<sup>th</sup> Serious Games Development and Applications, Berlin, October 2014. New York: 8778, pp. 93- 106. ISBN: 978-3-319-11623-5
- Zakari, H. M.; 2012. [Using Arabic Calligraphy in Luminesce Wallpaper For Western Households](#). MA Thesis, Design Innovation, De Montfort University , Leicester, UK.

## Software Skills

- Unity e engine.
- Autodesk Maya.
- Zbrush.
- Unreal Engine.
- Adobe Creative Suite.