

Re: game dev in science

Richard Casey (s233122) <R.Casey@UOS.AC.UK>

Wed 4/24/2024 9:52 AM

To: Ericher Fabienne GBJH <Fabienne.Ericher@syngenta.com>

Hi Fabienne,

Thanks for reaching out! It's really cool to hear about your projects, especially the game about micro-invertebrates. It's fascinating how game development can overlap with scientific education and communication.

I'd love to explore how I might contribute to similar initiatives. However, I should be upfront about my current schedule. I'm in the thick of finishing my dissertation and also balancing life as a dad to two little ones, so things are pretty hectic!

Actually, I recently had to request a scope adjustment for the other potential project that I mentioned — the courtroom game — just to make sure I can manage it alongside my other commitments. So, I'm definitely looking for something that could fit a more flexible or lighter workload. Something that allows for shorter, intense work periods would be ideal.

I'm excited about the possibility of working together on a project that aligns with our shared interests and fits within my current constraints. If you have any more ideas about a potential project I'd be really keen to hear them.

Thanks again for your time on this. It really is appreciated.

Many thanks,

Richard Casey
BSc (Hons) Games Development (Programming)
University of Suffolk

From: Ericher Fabienne GBJH <Fabienne.Ericher@syngenta.com>

Sent: Wednesday, April 24, 2024 8:20 AM

To: Richard Casey (s233122) <R.Casey@UOS.AC.UK>

Cc: Jellesmark Sean DKCH <Sean.Jellesmark@syngenta.com>

Subject: game dev in science

You don't often get email from fabienne.ericher@syngenta.com. [Learn why this is important](#)

Hi Richard,

I was a bit surprised when you said you were a game developer, as I had prepared projects for a standard software developer.

In our area, you can definitely make games that fit within the scientific technicalities, e.g. I have made one on identifying micro-invertebrates, for training/fun, and one for public communication - a [poster presentation](#) at SETAC, borrowing from a C++ academic population model.

I think you already have a good project idea – but let us know if not and we can bounce you to other groups.

Kind Regards,

Fabienne Ericher

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