

game dev in science

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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

Environmental Fate Modeller - GBJH

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