

Portfolio

SABINE M. HEYNE

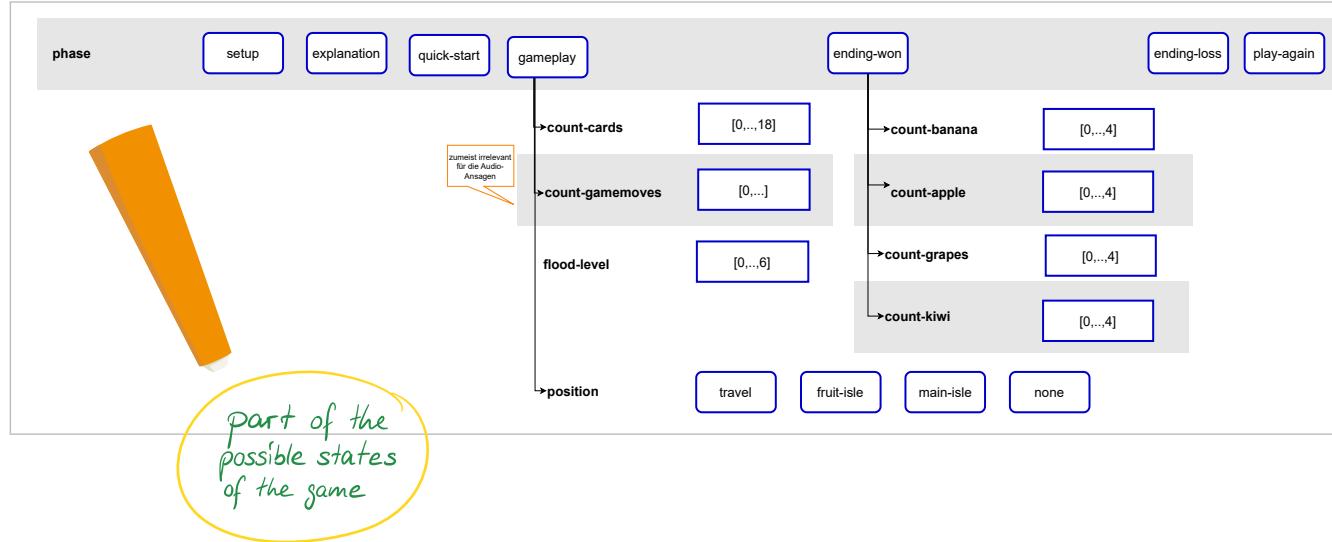
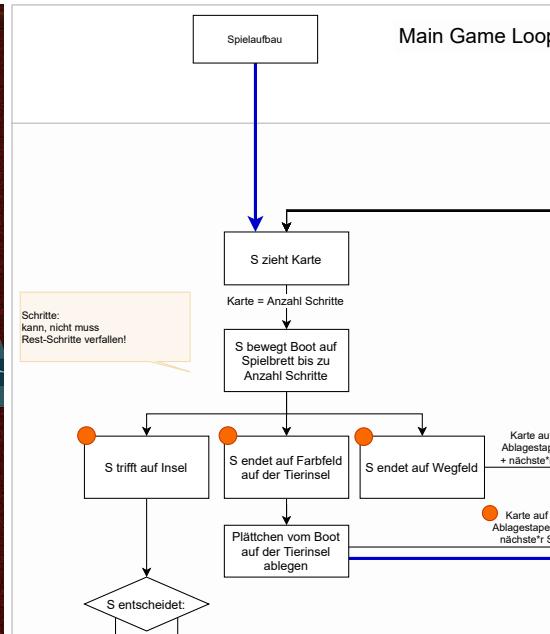
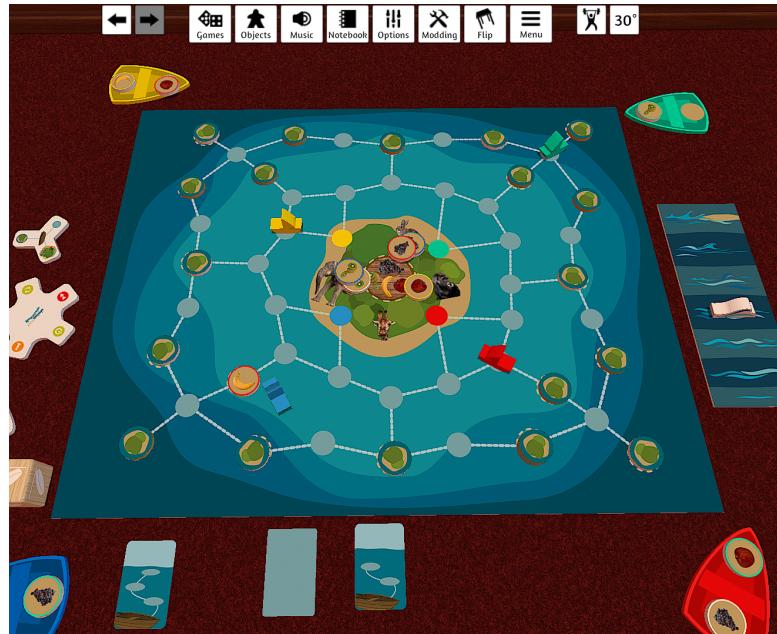
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SABINE M. HEYNE

Master thesis



Serious game with the tiptoi®

Transportation game in which the players have to collect fruits with their ships. To find the food they have to visit the small islands and on some of them are fruits. Collecting is possible with fulfilling small motorical tasks. But beware of the upcoming storm and never forget on which islands you've already been!

Solo Project

February – June 2021

Tasks

- Content Research
- Competitive Analyse
- Game Design
- Prototype building

Parlamus

Casual Mobile Strategy Game

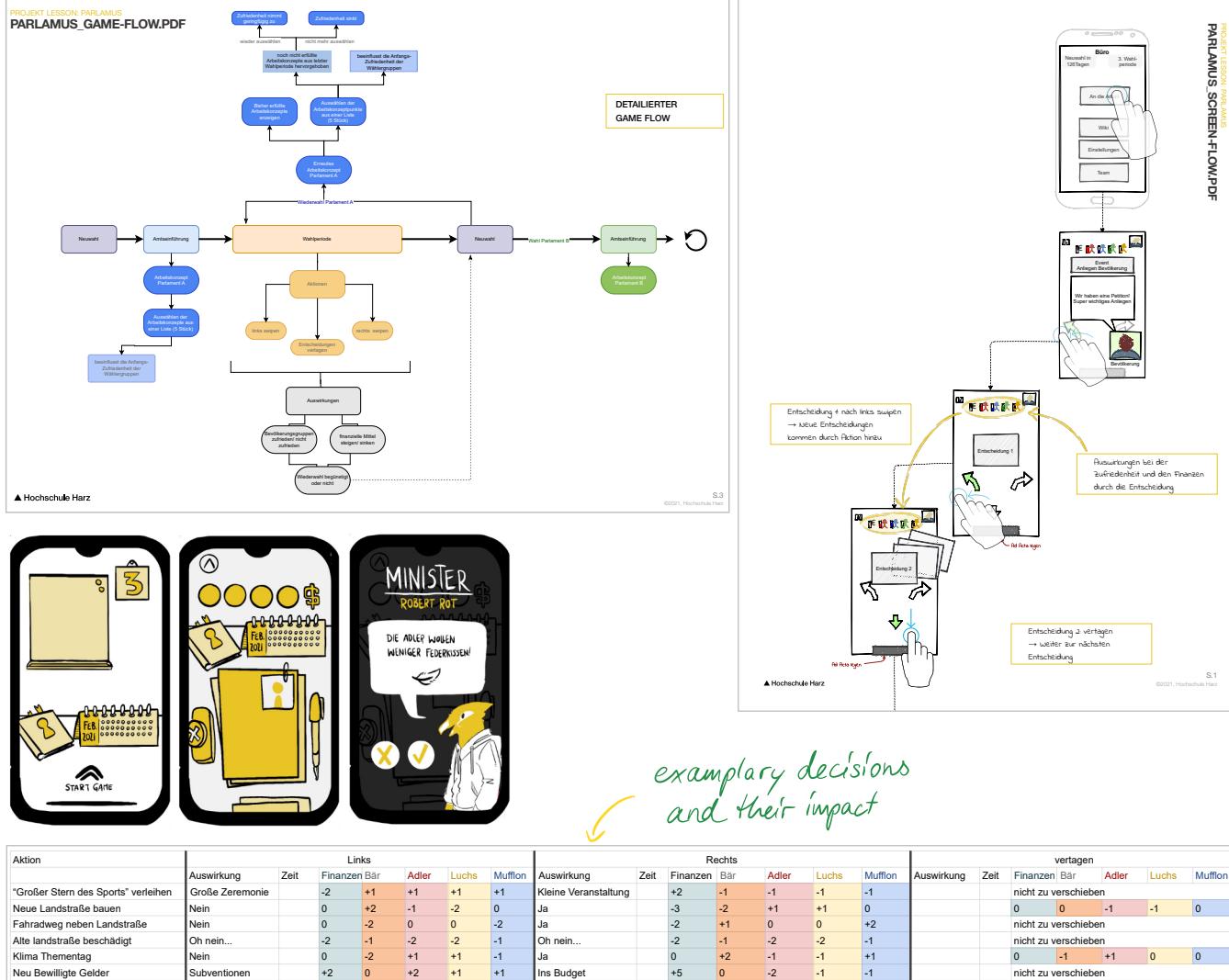
The concept was developed in the LESSoN project at the Harz University of Applied Sciences. The client was the state parliament of Saxony-Anhalt with the goal of developing a game that makes politics more appealing to young people. The player swipes through decisions that influence the satisfaction, with the goal of being re-elected.

Team Project

November 2020 – March 2021

Tasks

- Research and Analysis
- Game Design
- Concept presentations
- Contact person of the state parliament



Villewälde App



**STATION 1:
Nachts im Eichenwald**

Wenn der Tag endet, werden manche Waldbewohner erst richtig munter. Wer fliegt durch die Baumkronen, wenn Melse und Specht längst schlafen gegangen sind? Wessen Rufe unterbrechen die nächtliche Stille? Hier können Sie nachtaktive Waldbewohner kennenlernen.



**STATION 2:
Lebensraum Eiche**

Eine alte Eiche hat viele Bewohner. Wo zimmert der Mittelspecht seine Höhlen? Wer baut in der Krone der Eiche ein riesiges Nest? Wenn Sie am Baumstamm nach oben schauen, können Sie vieles entdecken.



**STATION 3:
Leben im Teich**

Über und unter der Wasseroberfläche ist einiges los. Dies gilt besonders im Frühjahr, wenn sich hier Frösche, Kröten und Molche paaren und ihren Laich ablegen. Tauchen Sie in die besondere Welt der Teichbewohner ein.



**STATION 4:
Wald im Wandel**

Unsere Eichenwälder liefern uns den nachwachsenden Rohstoff Holz. Schauen Sie sich an, wie der Wald naturnah bewirtschaftet wird und wieviel Zeit von der Eichenpflanzung bis zum erwachsenen Wald vergeht.

AR App with Serious Content

App for exploring the biodiversity in the renaturalized oak forests of the "Kottenforst". The user can get to know the forest inhabitants in their natural environment and discover the protected oak forests at four stations using augmented reality.



Part of a
large forest
restructuring
project

Internship the Good Evil GmbH

May – July 2019

Tasks

- Game Design
- Level Design
- Content Design

LitterPicker



The goal:
plastic avoidance
in everyday life

Serious Game: Tower Defense

A Game for Change to raise awareness about the plastic problem. Furthermore, the game teaches the player, through unlockable activities, simple ways to reduce their own waste.

Solo project
January – March 2019

Tasks

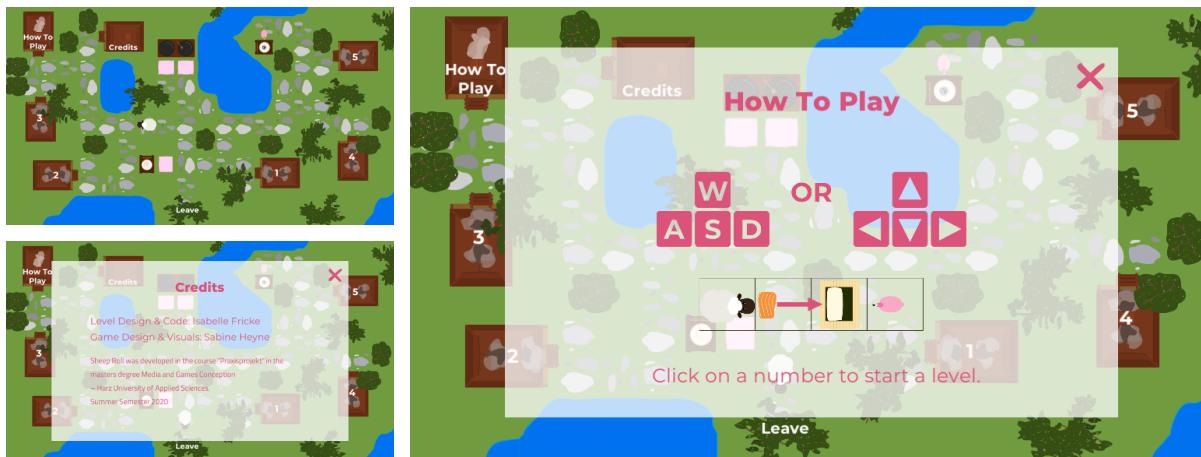
- Idea and concept
- Research
- Graphic design
- Animation

SheepRoll



Puzzle Game

SheepRoll is a tile and turn based puzzle game. The player controls the sheep and tries to move the ingredients in the right order on the sushi mat to prepare sushi for the flamingo.



Team project

March – August 2020

Tasks

- Game Design
- Competitive Analysis
- Graphic design
- Playtesting

Geliefert!



Transportation game

A game in which players become logistics experts. Competing against each other, they must use their transporters to pick up goods from stores, use or bypass construction sites as efficiently as possible, and deliver orders as quickly as they can.

Solo project

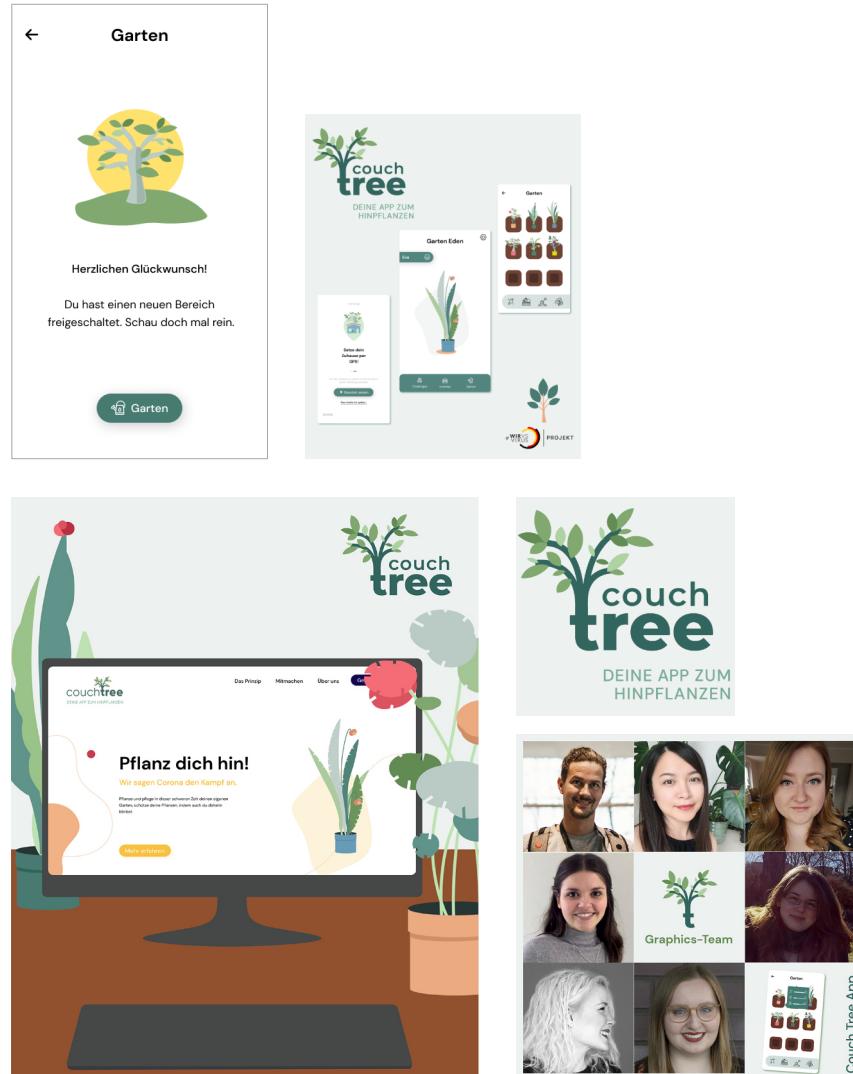
September 2019 – January 2020

Tasks

- Game Design
- Graphic design
- Prototype production
- Playtesting

The rules (german): tiny.one/SMH-Gel

Couch Tree App



Garden simulation & social distancing

As part of the #wirvsvirushackathon, we developed an app that playfully rewards staying home in times of Corona. Couch Tree – your app for planting. The player takes care of his garden and protects it by staying at home.

Team project
March 2020

Tasks

- Basic Game Design
- Graphic design
- Social Media

#wirvsvirus
48h with a
completely unfamiliar
team

SABINE M. HEYNE

Video: tiny.one/SMH-CTA

Schau mal!

Fianna at
the "Bühne" in Trier



Interactive installation

An interactive installation, which was on display for several months at three different locations in the city of Trier. The protagonist Fianna imitates the movements of the pedestrians and thereupon shows her own world. The aim is to make people in everyday life look up and experience the world around them more actively.

Solo project

October 2016 – February 2018

Tasks

- Concept & Organization
- Graphics
- Corporate Design
- Implementation in Processing
- Promotion
- Setup



Schau mal!

bemerken aufblicken staunen

Willkommen!

Auf der Front der Bühne findest du meine interaktive Installation „Schau mal!“. Hier kannst du Flanna, meine Protagonistin, kennen lernen und mit ihr interagieren. Jedoch ist sie schüchtern und zeigt sich nicht immer direkt.

Aber deine Geduld wird belohnt und dann zeigt sich dir ihre ganz eigene, wunderbare Welt.

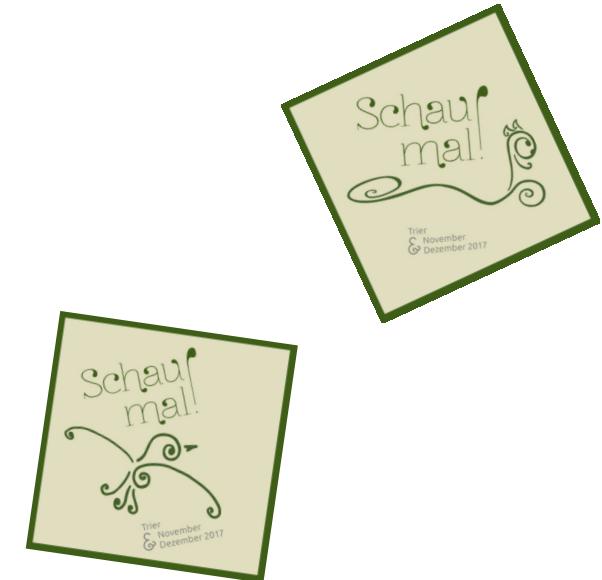
Halte die Augen offen und sieh um dich. Manchmal verpasst man so viel im Leben, einfach weil man vergisst, seine Umwelt richtig wahr zu nehmen.

Somit wünsche ich dir einen wunderbaren Tag voller neuer Eindrücke!

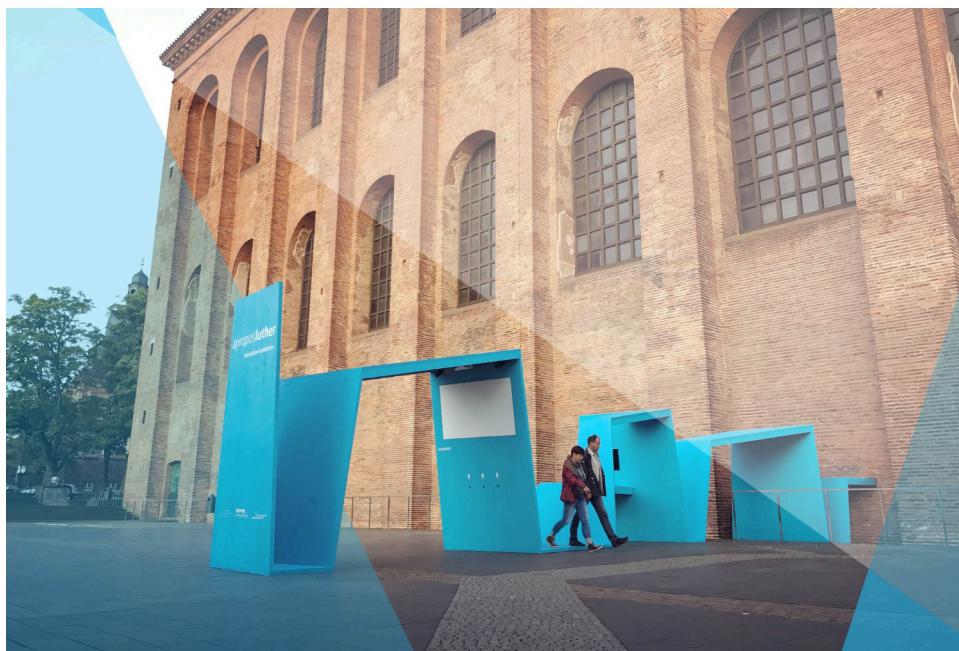
Sabine

„Schau mal!“ ist ein Projekt von Sabine Heyne und entstand als Jahresprojekt im Studiengang Intermedia Design an der Hochschule Trier.

Trier
 & November
 & Dezember 2017



aproposluther



My favourite station:
"Guitar Hero" with
songs from Luther

Interactive Luther exhibition

Interactive installation with various multimedia stations on Luther's life and work as part of the Luther Year. Exhibited in the Constantine Basilica in Trier and on the square in front of.

Team project

March – September 2017

Tasks

- Exhibition design in space
- Accessibility
- Prototype construction
- Conception of survey station
- Communication between individual project groups
- Lettering

[Facebook.com/AproposLuther](https://www.facebook.com/AproposLuther)

About me

My name is Sabine.

I am an enthusiastic game designer with a love for illustration and typography. I like to develop serious games and games, which include both analogue and digital components.

I discovered Game Design through my Bachelor study Intermedia Design at the Trier University of Applied Sciences. There I have studied a good basis in all media fields, then focused on the conception of interactive exhibitions and finally specialised in the field of Game Design.

My goal?

I want to create content and convey attitudes that enrich our social interaction and make it a bit better. This thought has particularly influenced the topic of my bachelor thesis, in which I developed a Game for Change that deals with the problem of plastic avoidance in everyday life.

My skills of managing chaos as well as patience in difficult and time-consuming activities also help me in my hobbies: textile handicrafts and bread baking.

I like to communicate and structure. Not only do I reach people, I can get them excited about topics and motivate them – I have seen this in pitches or in team projects through positive feedback.

Among my previous projects, I'm particularly proud of my interactive installation "Schau mal!", which I created in 2017 and was on display for several months at various locations in downtown Trier.

For this project, I was responsible for customer acquisition and communication with the store owners themselves. Setting up the installation was easier from exhibition location to exhibition location and numerous experiences in dealing with

assignments, customer contact and organization made this project particularly valuable for my personal development.

A highlight to me was my master thesis in cooperation with Ravensburger. I prototyped a game with the goal to strengthen motor skills and memory performance. For this I designed a gameplay with the tiptoi®. Due to the pandemic I had to playtest with an online version in the "Table Top Simulator".

When I'm not busy with projects, I love playing puzzle and management games because they completely distract me from other tasks and let me switch off. Otherwise you can find me in the choir, because music relaxes me extremely and I enjoy the community and the togetherness.

Best regards

Sabine M. Heyne

CV

Master of Arts: Medien- und Spielekonzeption (1,5)
Specialization: Game Design analog and digital games
Harz University of Applied Sciences- Wernigerode

Student assistant – project LESSoN: Game Design
Serious Game for the Saxony-Anhalt state parliament

Internship: Game Design
The Good Evil – Cologne

Bachelor of Arts: Intermedia Design (1,6)
Specialization: Serious Games and 2D-Art
Trier University of Applied Sciences- Trier

Internship: Game Design + Monetization
Tingleware Oy – Lahti, Finnland

Semester abroad: Media Content Design
LAB University of Applied Sciences – Lahti, Finnland

General matriculation standard
Mons-Tabor-Gymnasium Montabaur

Sept. 19 – July 21

Nov. 20 – March 21

May – July 19

Sept. 15 – March 19

May – June 18

Jan. – May 18

March 15



Sabine M. Heyne

hello@smheyne.de
[LinkedIn.com/in/smheyne](https://www.linkedin.com/in/smheyne)
smheyne.de

Skills

Organizing	
Game Design	
Level Design	
Webdesign	
Unity 3D	
Social Media	

Typografie	
- Adobe InDesign	
- Affinity Publisher	
Grafik	
- Adobe Photoshop	
- Adobe Illustrator	
- Affinity Designer	
- Adobe AfterEffects	

Hobbies

- Puzzle and management games
- Medieval clothing, life and dance
- Choir
- Pen'n'Paper

Previous voluntary work

- Website of the "Bündnis Bunter Harz"
- Elected member of the Student Union
Harz University of Applied Sciences

Other Jobs

- Organisation of the orientation days in my department at Harz University of Applied Sciences
Sept. + Oct. 2020 & March + April 2021

Language Skills

- German (mother tongue)
- English (fluent)

Vision

I see my future responsibilities in the conception of game mechanics and the co-consideration of the different fields of activity that a game encompasses.

I am specifically interested in serious games and games that are characterized by haptic and digital elements. My goal is to realise intuitive and interesting games in a great team.