

Europass Curriculum Vitae

Personal information

First name(s) / Surname(s) **Aki Sakari Järvinen**
Address(es) Harjutori 12 B 47
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E-mail(s) aki@gameswithoutfrontiers.net
Nationality Finnish
Date of birth 25/02/1971
Gender Male



Desired employment / Occupational field

Game Design & Development / Education & Research

Work experience

<p>Dates</p> <p>Occupation or position held</p> <p>Main activities and responsibilities</p> <p>Name and address of employer</p> <p>Type of business or sector</p>	<p>01/11/2007 →</p> <p>Founder, Sole Proprietorsip</p> <p>Teaching, Design, and Consulting on Games and Entertainment</p> <p>mygamestudies.com</p> <p>Game education, design & development</p>
<p>Dates</p> <p>Occupation or position held</p> <p>Main activities and responsibilities</p> <p>Name and address of employer</p> <p>Type of business or sector</p>	<p>01/01/2003 →</p> <p>Customer Segment Manager (2005-); Game Researcher & Designer (2003-2004)</p> <p>Game concept development & Product development (internet sales channel, television game shows), Game design research (prototyping methods, coordination of academic partnerships), Business management</p> <p>Veikkaus Oy Finnish National Lottery 01009 Veikkaus, Finland</p> <p>Lottery gaming</p>
<p>Dates</p> <p>Occupation or position held</p> <p>Main activities and responsibilities</p> <p>Name and address of employer</p> <p>Type of business or sector</p>	<p>01/08/2002 - 01/01/2003</p> <p>Game Designer (Freelance)</p> <p>Game Design, Game concept documentation & development</p> <p>Fathammer Oy Tammasaarekatu 7A 00180 Helsinki</p> <p>Mobile Games</p>
<p>Dates</p> <p>Occupation or position held</p> <p>Main activities and responsibilities</p> <p>Name and address of employer</p> <p>Type of business or sector</p>	<p>01/01/2002 - 31/12/2002</p> <p>Assistant Professor</p> <p>Research & Lecturing on Games & Game studies</p> <p>Hypermedia Laboratory, University of Tampere, Finland</p> <p>Research & Education</p>
<p>Dates</p>	<p>20/11/2000 - 31/12/2001</p>

Occupation or position held | Concept Designer & Copywriter
 Main activities and responsibilities | Concept and content design & development (web sites, ecommerce sites, web campaigns), copywriting
 Name and address of employer | Icon Medialab Finland
 Type of business or sector | New media, internet services and applications

Dates | 01/08/2000 - 19/11/2000

Occupation or position held | Researcher
 Main activities and responsibilities | Research project on Games of chance vs. games of skill
 Name and address of employer | Hypermedia Laboratory, University of Tampere, Finland
 Type of business or sector | Research & Education

Education and training

Dates | 01/04/2002 - 19/03/2008

Title of qualification awarded | Doctorate degree
 Principal subjects / occupational skills covered | Ph.D. Dissertation "Games without Frontiers: Theories and Methods for Game Studies and Design" defended on March 8th, 2008.
 Name and type of organisation providing education and training | Media Culture, Faculty of the Humanities, University of Tampere, Finland
 Level in national or international classification | ISCED 6

Dates | 01/09/1993 - 01/09/1998

Title of qualification awarded | Master of Arts
 Principal subjects / occupational skills covered | Comparative Literature
 Name and type of organisation providing education and training | Department of Literature and the Arts, University of Tampere, Finland

Personal skills and competences

Mother tongue(s) | **Finnish**

Other language(s)

Self-assessment
 European level (*)

English
Swedish
French
Spanish; Castilian
German

Understanding				Speaking				Writing	
Listening		Reading		Spoken interaction		Spoken production			
C2	Proficient user	C2	Proficient user	C2	Proficient user	C2	Proficient user	C2	Proficient user
B1	Independent user	B2	Independent user	A2	Basic User	A2	Basic User	B1	Independent user
A2	Basic User	A2	Basic User	A1	Basic User	A1	Basic User	A1	Basic User
A1	Basic User	A2	Basic User	A1	Basic User	A1	Basic User	A1	Basic User
A1	Basic User	A1	Basic User	A1	Basic User	-	-	A1	Basic User

(*) [Common European Framework of Reference \(CEF\) level](#)

Social skills and competences | Teaching & lecturing assignments + Workshop tutoring in academic and business contexts

Organisational skills and competences | Production/business management competences in product development projects & Project management competences in research & development projects in Veikkaus the National Lottery & University of Tampere; Concept design and product development documentation competences in Veikkaus & Icon Medialab Finland

Computer skills and competences

MS Office tools, Windows OS, Apple OS; basic skills in Adobe Photoshop, Adobe InDesign, Macromedia Freehand, Macromedia Flash

Driving licence(s)

Finnish licence type B (light vehicles)

Additional information

Recommendations:

Espen Aarseth, Professor, Center for Computer Games Research, IT University of Copenhagen, Denmark

Frans Mäyrä, Professor, Game Research Lab, University of Tampere, Finland

Gonzalo Frasca, Ph.D.; Co-founder, Senior Game Designer, Powerful Robot Games

Eric Zimmerman, Co-founder & CEO, Gamelab

Jesper Juul, Video game theorist, Singapore-MIT Gambit Game Lab

Game Design Portfolio available at:

[http://www.gameswithoutfrontiers.net/g2/wp-content/Design & Development Portfolio Jarvinen_Aki 2007-10-02.pdf](http://www.gameswithoutfrontiers.net/g2/wp-content/Design%20&%20Development%20Portfolio%20Jarvinen_Aki%2007-10-02.pdf)

Selected publications in the area of Game Design & Research:

Ph.D. Dissertation: Games without Frontiers: Theories and Methods for Game Studies and Design. <http://acta.uta.fi/english/teos.phtml?11046>

Järvinen, Aki "Introducing Applied Ludology: Hands-on Methods for Game Studies". Digital Games Research Association 2007 International Conference Proceedings. University of Tokyo: Tokyo.

Järvinen, Aki & Jussi Holopainen. "Ludology for Game Developers". In Steve Rabin (ed.) Introduction to Game Development. Charles River Media: Hingham, MA 2005.

Järvinen, Aki & Satu Heliö & Frans Mäyrä. Communication and Community in Digital Entertainment Services. Prestudy Research Report. University of Tampere, Finland: Hypermedia Laboratory Net Series 2, 2002. <http://tampub.uta.fi/tup/951-44-5432-4.pdf>

Game Design Workshops tutored/organised:

GameGame design workshop

Department of Digital Aesthetics & Communication, University of Bergen, 27th of February 2006 & 16th of March, 2007.

Design and/vs. Theory panel (with Eric Zimmerman, Staffan Björk & Espen Aarseth) at Changing Views: Words in Play DiGRA 2005 International Conference, Simon Fraser University, Vancouver.

GameGame Design Patterns Workshops at Sulake Corporation, with Jussi Holopainen (Nokia Research Center), April 7th & 15th, 2005

Game Design Research Symposium (co-organised with Espen Aarseth, Jussi Holopainen & Staffan Björk), 7th & 8th of May 2004 at IT-University Copenhagen, Denmark

Visiting lectures starting from 2003 to date in the following institutions: University of Art and Design, Helsinki, Finland; University of Helsinki, Finland; ITU Copenhagen, Denmark; University of Bergen, Norway; Malmö University, Sweden, Royal Institute of Technology, Sweden; Luleå University of Technology, Sweden.

More information:

<http://www.gameswithoutfrontiers.net/>

<http://gamegame.blogs.com/>