

Behaviour Interactive Research Chair in Game Design

→ Graduate Scholarships : Call for Projects

The Behaviour Interactive Research Chair in Game Design will grant four \$15,000 graduate scholarships for the 2026-2027 academic year.

Eligibility

Graduate student registered at Concordia pursuing a game design focused research-creation project.

The prize

- \$15 000 scholarship to develop a game project over the 2026-2027 academic year
- A community of practice
- Potential help with the production

Expectations

- Completing a playable game/prototype within one year
- Presenting the work publicly (at least in the context of the Chair's activities)
- Participating in the Research Chair activities (in-person meetings, collaborations, etc.)

Application

- Send a presentation video to karine.schuttkimpton@concordia.ca before **June 1st 2026**. (see details below)
- Make sure you receive a confirmation
- Projects will be evaluated by a committee
- Wait for results.

Selection Criteria

- Max 10 minutes
- Originality, innovation
 - We understand this broadly: new formal ideas (~mechanics) count but also original themes, social relevance etc.
- Elaboration, specification, design
 - How well is this idea fleshed out? Share any sketches, concept art, maquettes, diagrams, or any other preparatory design work
- Relevant competence
 - Why are you the right person to undertake this project?
- Relevance to research project
 - How does this contribute to your graduate research? Note that it is fine if this project *is* your graduate research-creation project
- Feasibility
 - Consider necessary development work and timelines, can this actually be done within a year? Have you considered fallback plans in the case of setbacks?

Note that you are presenting an *actual game project* (or generally interactive/playable piece), not a research question, a process, or a framework. Help us imagine what the work will be like in a year.

Address questions to karine.schuttkimpton@concordia.ca