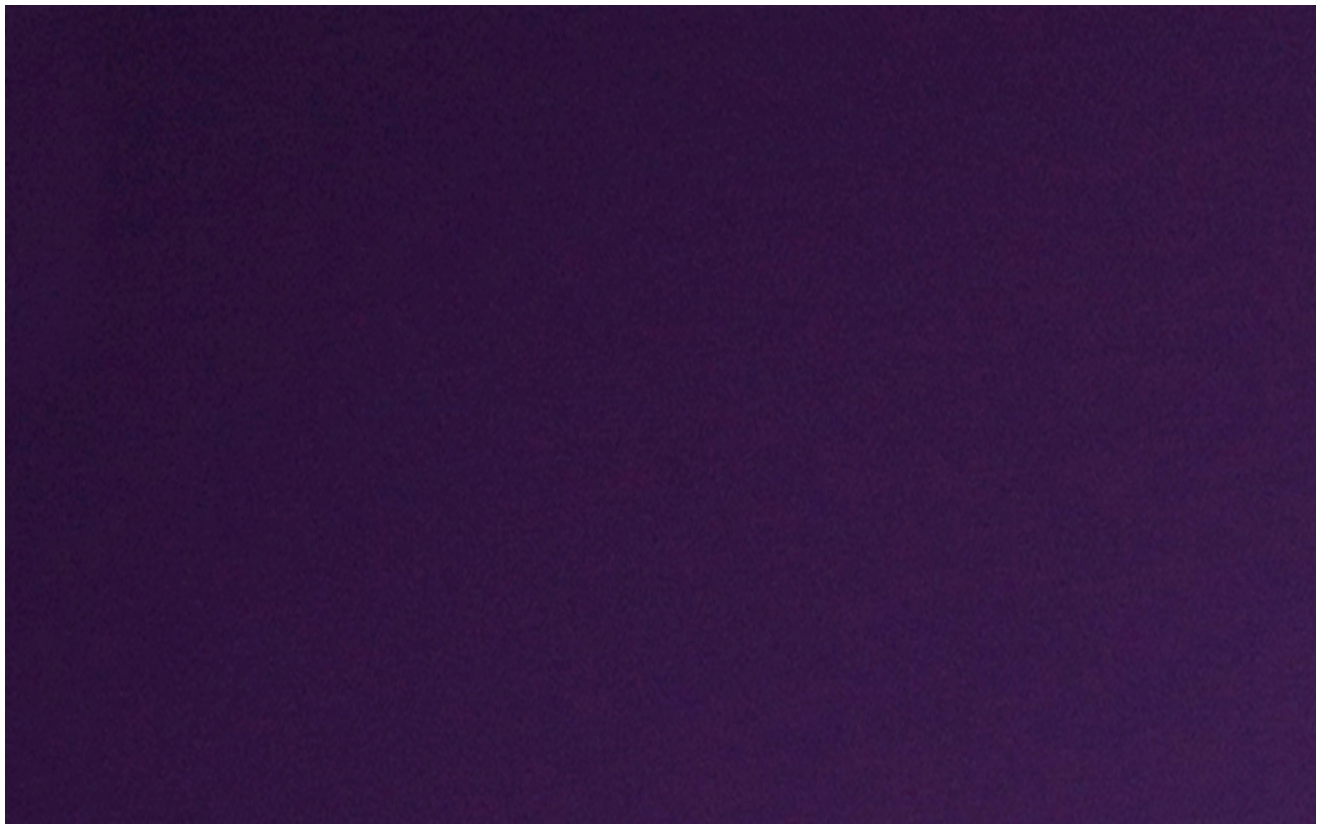


Celia Hodent - Game UX Consultant

During this Q&A Skype call, students will have the opportunity to ask questions to Celia Hodent about her work, game UX, and the videogame industry as a whole.

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/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { background: #c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002a; } #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; } /**/
```

After a PhD in cognitive psychology, Celia joined VTech, to help create educational toys and video games for children. She then worked at Ubisoft, LucasArt and finally Epic Games, where she worked as UX director on Fortnite, building a UX lab for the studio. She also launched the Game UX Summit, a yearly gathering for game UX professionals all over the world. For the last 2 years, she has been working as a Game UX Consultant, providing her decade of experience to studios.











16 décembre 2019
10h - 10h45