

Claire Bateman

Digital Creative

Design History

2014

W+K PORTLAND

Digital Creative on Nike, Sony, Coke, Facebook, Kraft and more.

2012

FREELANCE

W+K LDN Game design for Stride gum game.

AKQA London Gameplay consultant for Facebook game.

AKQA Amsterdam Gameplay consultant for Facebook game.

W+K LDN Gameplay consultant for Stride gum game.

W+K PDX Gameplay consultant for Nike Social game.

AFTER THE FLOOD consultancy for BBC Knowledge & Learning gamification.

AFTER THE FLOOD Game design for BluFin bank stocks game

W+K PDX Gameplay consultant for Nike social game.

CONEY Game Designer for participatory theatre game 'Early Days of a Better Nation.'

2011

HASBRO

Games Designer for the Adults & Teens dept. designing board and card games.

2010

FREELANCE

RATTLE Gameplay consultant for a 4ip Facebook game.

W+K LDN Gameplay consultant for FairTrade Facebook game.

CONEY Creative Producer of 'Synthesia Machine' experience for Guerilla Science.

SOMETHIN' ELSE Content producer for SuperMe game.

RED GLASSES Game Design Lead 'Duck game' for O2.

2008

BBC MULTIPLATFORM

Assistant Content Producer on the BBC Games Grid project.

SIX TO START

Game Designer, Content Producer and Live Event Producer on the majority of projects.

2007

FREELANCE

PUNCHDRUNK Mask design and construction.

CONEY Jasper Fforde Book Promotion ARG, Character 'puppeteer' and co-writer.

Awards

AWARDS

Cannes Cyber Lion Silver Winner - Sony
Be Moved website experience - 2014

ANDY awards 2014

Winner of website & of Digital design

SXSWi Awards: Best Game Smokescreengame.

com Six to Start for Channel 4 Education - 2010

SXSWi Best of Show & Experimental award

Wetellstories.co.uk Six to Start for Penguin - 2009

Misfits Social Media Experience Won the BIMA
Best Multiplatform Award in 2010

The Bookseller's Nibby awards: Midas PR

Publicity Campaign of the Year

The great Fforde Ffaisco : First Among Sequels

ARG Coney for Hodder - 2008

OTHER

Develop '30 under 30' list 2010 Listed as one of
games development's rising stars

Education

A-LEVELS

King Alfred's Sixth Form, Wantage

ART FOUNDATION

Oxford Brooks University

UNIVERSITY

Central St Martin's College London
BA (Hons), Product Design

And Finally.

twitter.com/mink_ette

INTERESTS / HOBBIES

Participatory theatre, site specific
radio shows, impersonating Björk,
MMORPGs, Board games, ARGs

Contact

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Public Speaking

WORKSHOPS

GameCity 6

'Adventures in Privacy'

BBC Blast

'How to make an ARG'

NL Festival of Games

'Playful Tinkering,

Urban Games' with

Kars Alfrink

Caper

Games for museums

TALKS

Bit of Alright 2011

How to make addictive
games

GameCity 6

'Adventures in Privacy'

Games for Good

GameCamp 3

'Playing with sticks'

Shift Run Stop

Ep 55: 'Minkette'

Podcast

GameCamp 2

'We need to get more
boys into gaming'

SXSW 09

'Bringing TV to the

Web' Panel with Six to

Start & BBC