



# INSPIRE NORTH OF TYNE

MONTHLY NEWSLETTER. DECEMBER 2022

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## WELCOME

Welcome to December's issue of the Inspire North of Tyne newsletter, the last one of 2022! Keep on reading to learn more about our free upcoming activities and events for students.

In this newsletter, you will find information on our upcoming events, our new STEM Club and '12 days of Techmas' resources.

We will also be looking at an exciting career within the arts and gaming industries!

For more information on the Inspire North of Tyne Programme or anything covered in this issue, please contact: [natalie.lamport@sunderlandsoftwarecity.com](mailto:natalie.lamport@sunderlandsoftwarecity.com)

# 12 DAYS OF TECHMAS

You have probably heard about the 12 Days of Christmas, BUT.....what about the 12 Days of Techmas? Have a read of our 12 Days.....



Twelve tech jobs becoming  
Eleven people typing  
Ten gaming seeking  
Nine skills life-enhancing  
Eight digital filmings  
Seven techers grinning  
Six VR playing  
Five digital things  
Four cool new words  
Three camera lens  
Two techy challenges  
And a career opportunity

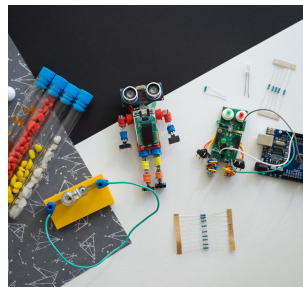


Over the 12 Days of Techmas, we have been sending out competitions and resources. From a photo competition to some cool information about jobs in the tech sector, we have it covered!



## NEW STEM CLUB

Look out in the new term for the new Inspire North of Tyne STEM Club content. All engaged schools will have access to resources, video demos and lots of content to run your own STEM Club with activities from skin trifle to lego coding, suitable for years 7-11!



## TERM CALENDAR

**Friday 23rd December**

Christmas Break

**6th – 12th February**

National Apprenticeships Week

**Saturday 11th February**

International Day of Women and  
Girls in STEM

**6th – 11th March**

National Careers Week

Merry  
Christmas



## DID YOU KNOW

Jingle Bells was the first song played in space

Queen Victoria was the first official person to send a Christmas card

Christmas was illegal in Britain for some time in the 1600s!

# DON'T FORGET...

To help students access all of our STEM careers resources, we have our very own Inspire North of Tyne App.

It contains lots of useful information regarding career possibilities, sectors within the region, our monthly newsletters and also some activities for you to complete. It's completely free and available on Apple and Android devices. Why not give it a go and let us know your thoughts?!



# SOCIAL MEDIA

Click on the social icons below to follow our activity!



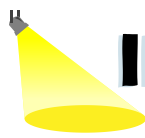
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InspireTyne



# INDUSTRY HIGHLIGHT

In this month's newsletter, we will be exploring the exciting and intriguing career of a concept artist within the gaming industry. They are responsible for the look and design of games you see and play every day!

## CONCEPT ARTIST (GAMES)

Concept artists are responsible for the style and look of a game. They are the first to draw the environments, enemies and player characters. Working with a brief from the producer, their sketches are used to help 3D artists, producers, programmers and publishers understand how the game will look.

The drawings of the concept artist are a vital part of the game's development as they are the starting point of all the artwork and an important part of the marketing plans.

To be a successful concept artist in games, good skills to have include art, creativity, knowledge of art software, communication and knowledge of games. To have a career in this role, it would be useful to take A-Levels in art or graphic design, or a vocational subject such as a BTEC in art and design or creative digital media production. If you can add some physics or computer science into the mix, that will give you a rounded set of skills that are ideal for a career in games. Building a portfolio could also prove useful. Learn the software, experiment with games engines and start creating work that you can show to admissions tutors or employers.

For more information on digital/tech careers and additional information on anything featured in this month's newsletter, please contact:  
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