

**BUAS GAMES**

**INDUSTRY**

**Showcase**

**JUNE 29 2026**



# Time schedule

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time	Location	Event
12:00 – 13:00	Horizon building South Chapel	Showcase opening Keynotes by: <ul style="list-style-type: none"><li>• Edwin van Gessel founder at Linx Interactive.</li><li>• James Svensson Product Manager, Inception at Google DeepMind.</li></ul>
13:00 – 17:00	Horizon building South Chapel, Atrium, Taste Lab	Student showcase
13:00 - 17:00	Horizon building North	Y4 Portfolio showcase
13:00 – 17:00	Horizon building North	Cradle R&D KreativEU
13:00 – 17:00	Ocean building XR stage Oc 0.604	Mocap demos
16:00 – 17:00	Horizon building South Chapel	Student award ceremony
17:00 – 18:30	Horizon building South Garden	Industry Drinks

Visit our mocap studio / XR Stage  
In the Ocean Building

● LIVE DEMO

# Live XR Motion Capture Demo

Step onto our XR mocap stage and call the shots!  
Direct our actress in a live sci-fi motion capture  
shoot — your vision, her moves, real-time on the XR  
stage!

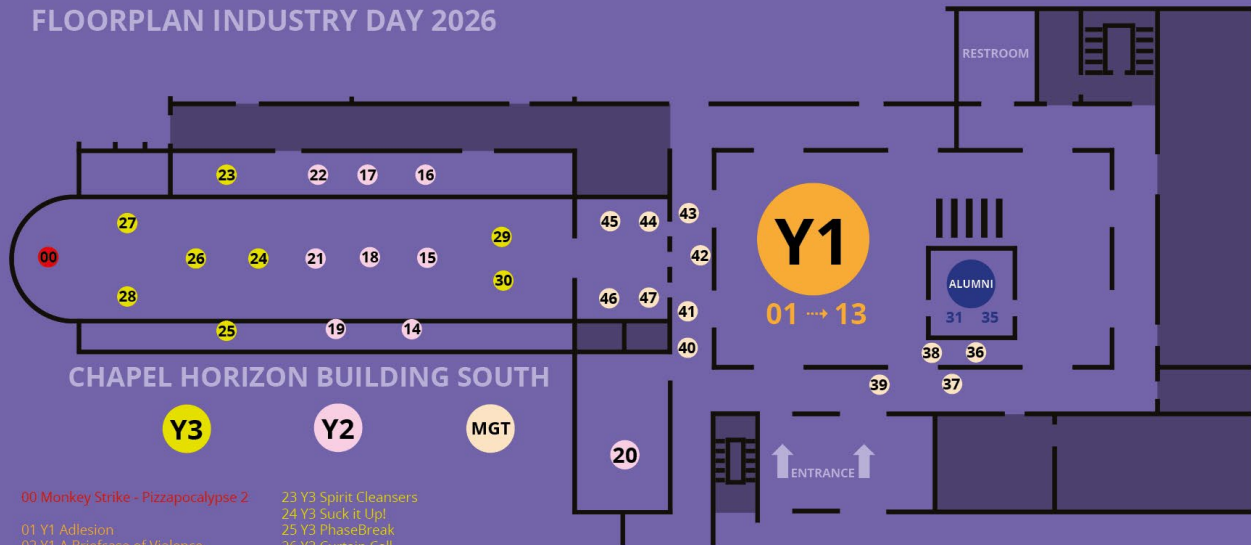
Available sessions

13u00

14u30

15u00

## FLOORPLAN INDUSTRY DAY 2026



### CHAPEL HORIZON BUILDING SOUTH

#### 00 Monkey Strike - Pizzapocalypse 2

- 01 Y1 Adlesion
- 02 Y1 A Briefcase of Violence
- 03 Y1 High Noon Raccoon
- 04 Y1 Bear Trap
- 05 Y1 A Gorf in the Dark
- 06 Y1 Lost Flame
- 07 Y1 Cinder Shade
- 08 Y1 Pebble by Pebble
- 09 Y1 Blindside
- 10 Y1 Stagefright!
- 11 Y1 Eldritch Eatery: Table for two
- 12 Y1 Summoning Stones
- 13 Y1 Mutant Menagerie

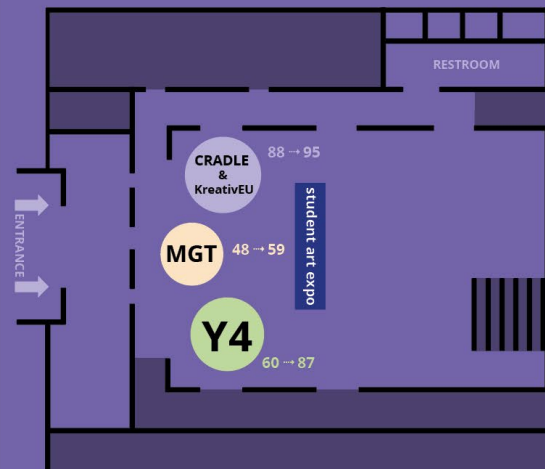
- 23 Y3 Spirit Cleansers
- 24 Y3 Suck it Up!
- 25 Y3 PhaseBreak
- 26 Y3 Curtain Call
- 27 Y3 Chasing Widders
- 28 Y3 Starlocked
- 29 Y3 Where the wind blows
- 30 Y3 FVFX Team

- 31 Skunx - Dark Pals: The 1st Floor
- 32 Starbrew Games - Duck Side of the moon
- 33 Verdant - Sip of Sanity
- 34 Kylian Vis - Alumnus
- 35 Lumino Interactive - A wake between worlds

- 36 Charlotte Vanroelen - Policy change influence on Flemish kindergarten teachers when using digital game-based learning in class.
- 37 Fanny Weidner - Apex-driven procedural mech assembly & rigging for rapid prototyping.
- 38 Hidde Derks - Compile your Unreal project faster by leveraging developer workstations.
- 39 Imara van der Wel - Costume design principles for game character design, and how to apply these principles.
- 40 Iza Morel - The underexplored relationship between art history & game art students.

- 41 Jiří Vojtěch - Player success rates influence session length in browser-based action games on the Poki platform.
- 42 Louis Rives - Exploratory study of personality-adaptive tutorial design in souls-like games.
- 43 Lukáš Gallo - Mesh simplification: Comparison of four open-source methods using production game assets.
- 44 Lyuboslav Nemtsov - Geometric simplification: Comparison of low-poly and realistic art styles in mixed reality gaming
- 45 Marek Tomčo - World of Tanks player monetization and long-term engagement.
- 46 Merel Wormmeester - Improving autistic representation in fictional entertainment media.
- 47 Mitchell Hartwig - Diegetic menu comparison evaluating immersion and cognitive load.
- 48 Mukun Han - Quantitative evaluation of realtime animation retargeting accuracy across industry tools.
- 49 Nicholas Carrion Hamilton - Applying puzzle design to VR nature simulations.
- 50 Paulina Cywoniuk - Influence of interaction markers design on player's immersion into a Virtual Reality game narrative.
- 51 Peter van Dranen - Task planning difficulties in game development education.
- 52 Ruben Verhelst - Comparing LLM-driven pipelines for FPS map layout generation.
- 53 Robbe Hijzen - Comparative analysis of behaviour architectures for crowd-scale NPCs's.
- 54 Shane Vincent - Exploring rewards, progression design, and intrinsic motivation in music-making games.
- 55 Tímea Rublic - Interactive stress visualisation for procedural destruction workflows.
- 56 Watsé d'Haene - Granular synthesis toolkit for environmental soundscapes.

## HORIZON BUILDING NORTH



- 57 Yousof Haji Zeinali Biouki - Intensity of fear in facial animations affect uncanny valley perception in realistic video game characters.
- 58 Zeb De Roover - Adaptive checkpoints for flow state optimization in video games.
- 59 Jonas Pastoors - Increasing parasocial interaction with individuals in ensemble casts of NPCs.

- 60 Y4 Harm Boerma
- 61 Y4 Nathalie van der Ark
- 62 Y4 Jelle de Bue
- 63 Y4 Cristina Ionescu
- 64 Y4 Wesley Liu
- 65 Y4 Rens Linnemans
- 66 Y4 Nikoloz Sikharulidze
- 67 Y4 Robert Nicolae
- 68 Y4 Sjors Lemmens
- 69 Y4 Arjuna Edwards
- 70 Y4 Pavel Kotorov
- 71 Y4 Milka Merced
- 72 Y4 Lia Oproi
- 73 Y4 Nikolay Chalakov
- 74 Y4 Mary-Jo Perez

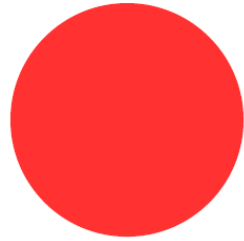
- 75 Y4 Simone Huisman
- 76 Y4 Jaehwan Jean
- 77 Y4 Viktoria Petrova
- 78 Y4 Iurgi Fernandez
- 79 Y4 LaShawn Brasdorp
- 80 Y4 Daan Tuerlings
- 81 Y4 Jippe Dijkgraaf
- 82 Y4 Szymon Tydrych
- 83 Y4 Zoë van Teijlingen
- 84 Y4 Davi Raymer van den Berg
- 85 Y4 Nora Jusufi
- 86 Y4 Tom Groenendijk
- 87 Y4 Jakov Stanić

- 88 GAMEHEARTS
- 89 Polytechnic Institute of Tomar
- 90 AugGIS
- 91 Zero Hunger & HyChain
- 92 HESPER & HUMBOLDT
- 93 Paneurama
- 94 AVENUE
- 95 Södertörn University

# Work for hire

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Many students will still be looking for an internship or a job. This is indicated on their name tag with either a red dot (looking for a Job) or a green dot (looking for an internship)



***Looking for a job***



***Looking for an  
internship***



# Key Note by Edwin van Gessel

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Entrepreneur in playful human  
connection & founder at Linx  
Interactive.  
Previously: Vertigo



# Key Note by James Svensson

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Product Manager on the  
Inception team at Google  
DeepMind.

Previously: Gemini Model PM  
team, ex-Producer & Game  
Developer @ EA



# Award Ceremony

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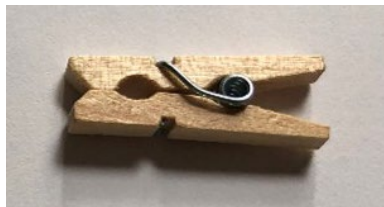
Industry Vote for best project.

Every industry guest will receive 1 token to give to their preferred project.

Voting closes at 15:00h.

Awards will be handed out at 16:00h in the Chapel.

The token is a tiny cloth pin attached to your name tag:



Hand it out to your fav project before 15:00h

# YEAR 4 Showcase

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# Y4 Harm Boerma

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- Portfolio Showcase
- Environment-Tech Artist
- [https://www.artstation.com/harm\\_boerma](https://www.artstation.com/harm_boerma)

**Location on Map: 60**



# Y4 Nathalie van der Ark

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- **Portfolio Showcase**
- Environment & clothing artist
- <https://www.artstation.com/fierani>
- **Location on Map: 61**



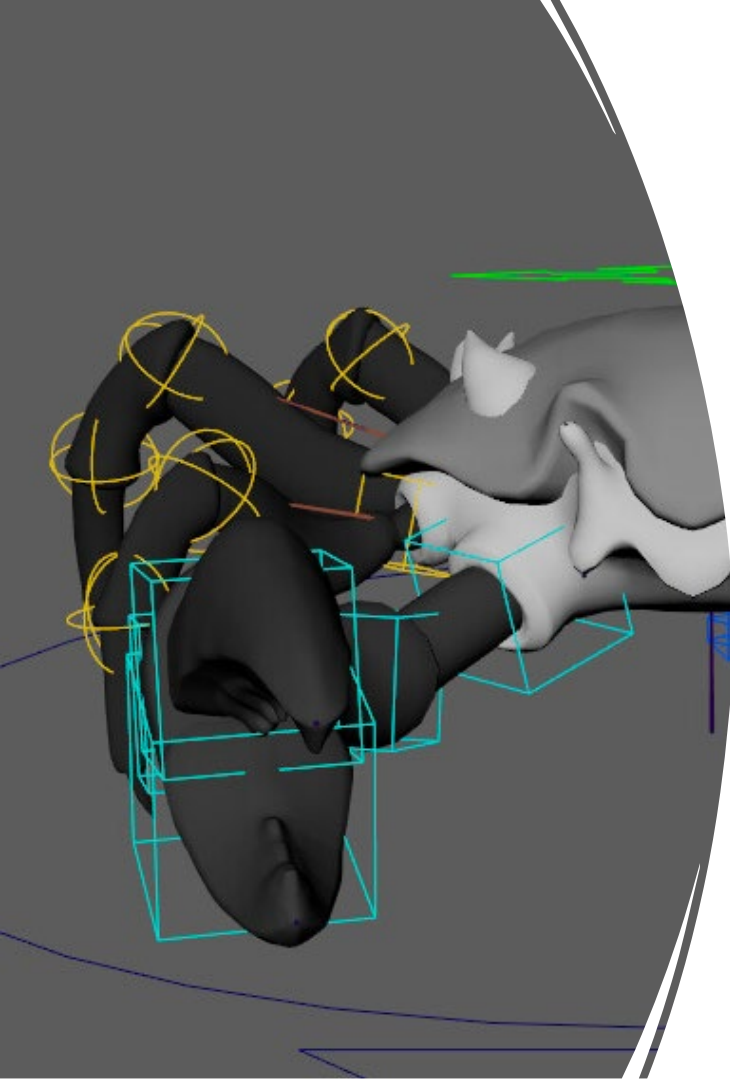
# Y4

## Jelle de Bue

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- Portfolio Showcase
- Stylized 3D character artist
- <https://www.artstation.com/jelledebue>
- Location on Map: 62





# Y4 Cristina Ionescu

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- Portfolio Showcase
- Tech animation & rigging
- [https://www.artstation.com/reinrose\\_fyrkat](https://www.artstation.com/reinrose_fyrkat)
- **Location on Map: 63**

# Y4 Wesly Liu

- Portfolio Showcase
- Environment/Prop Artist
- [https://www.artstation.com/wesly\\_liu](https://www.artstation.com/wesly_liu)
- Location on Map: 64





# Y4 Rens Linnemans

- Portfolio Showcase – Work in Progress Game: Roads End
- Technical Game Designer
- <https://Eekho.com/>
- Location on Map: 65

# Y4

## Nikoloz Sikharulidze

- 
- **Portfolio Showcase**
  - Level Designer
  - [Portfolio Link](#)
  - **Location on Map: 66**



# Y4 Robert Nicolae

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- Portfolio Showcase
- Technical Game Designer
- <https://robert-nicolae.com>
- Location on Map: 67



THE FINAL  
PRINT

The image shows the title 'THE FINAL PRINT' in a stylized, white-outlined font. The word 'PRINT' is larger and has a fingerprint graphic overlaid on it, suggesting a detective or mystery theme. The background is a dark, atmospheric scene with a stone wall and a framed picture.



Dutch  
Game  
Awards

The image shows the Dutch Game Awards logo, which consists of the text 'Dutch Game Awards' in white on an orange circular background. To the right of the text is a small image of a man in a suit holding a trophy.

# Y4 Sjors Lemmens

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- Portfolio Showcase
- Concept Artist
- <https://www.artstation.com/lemoempoweredstudios>
- Location on Map: 68





# Y4 Arjuna Edwards

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- Portfolio Showcase
- 3D Character artist
- <https://www.artstation.com/arjunaedwards>
- Location on Map: 69



# Y4 Pavel Kotorov

- Portfolio Showcase
- 3D Character artist
- [https://www.artstation.com/p\\_ktrv](https://www.artstation.com/p_ktrv)
- Location on Map: 70



## Y4 Mika Merced

- **Portfolio Showcase**
- 2D & 3D Visual Artist
- <https://www.artstation.com/mikamerced>
- **Location on Map: 71**



## Y4 Lia Oproi

- **Portfolio Showcase**
- Concept Art/ Visual Development Artist
- [portfolio link here](#)
- **Location on Map: 72**



# Y4 Nikolay Chalakov

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- Portfolio Showcase
- Animator
- <https://vimeo.com/945962788?share=copy&fl=sv&fe=ci>
- Location on Map: 73

# Y4

## Mary-Jo Perez

- 
- Portfolio Showcase
  - Animator
  - [Demo Reel Link](#)
  - Location on Map: 74





# Y4 Simone Huisman

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- Portfolio Showcase
- Technical artist
- <https://www.artstation.com/swhuisman>
- Location on Map: 75

# Y4 Jaehwan Jean

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- Portfolio Showcase
- Animator
- [https://www.youtube.com/watch?v=0GNk-h\\_a1r8](https://www.youtube.com/watch?v=0GNk-h_a1r8)
- Location on Map: 76





## Y4 Viktoria Petrova

- Portfolio Showcase
- 3D Character artist
- <https://www.artstation.com/artv1cky>
- Location on Map: 77

# Y4

## Iurgi Fernandez

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- Portfolio Showcase
- Environment & Level artist
- <https://www.artstation.com/iurgi26>
- Location on Map: 78





# Y4 LaShawn Brasdorp

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- Portfolio Showcase
- 3D Creature artist
- [https://www.artstation.com/blu\\_clay](https://www.artstation.com/blu_clay)
- Location on Map: 79

# Y4 Daan Tuerlings

- Portfolio Showcase
- Environment Artist
- <https://dtuerlings.artstation.com/>
- Location on Map: 80





# Y4 Jippe Dijkgraaf

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- Portfolio Showcase
- Special effects artist
- <https://www.artstation.com/artwork/qjwK0y>
- Location on Map: 81

# Y4

## Szymon Tydrych

- Portfolio Showcase
- Technical Game Designer
- [Portfolio Link](#)
- Location on Map: 82





# Y4 Zoë van Teijlingen

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- Portfolio Showcase
- Concept artist
- <https://www.artstation.com/insectoid>
- Location on Map: 83

# Y4

## Davi van den Berg

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- Portfolio Showcase
- Concept artist
- [https://www.artstation.com/davi\\_berg\\_lavras](https://www.artstation.com/davi_berg_lavras)
- Location on Map: 84





# Y4 Nora Jusufi

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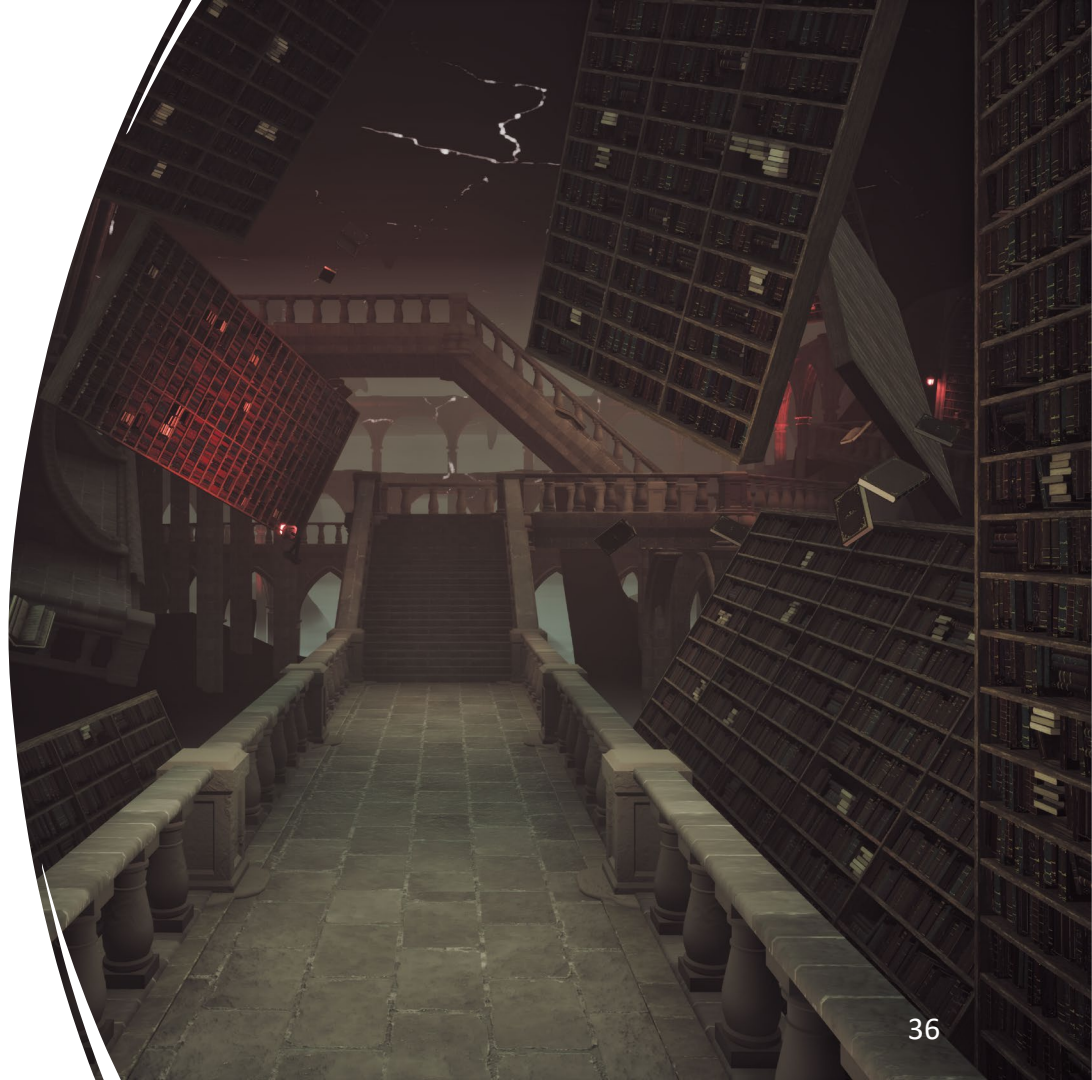
- Portfolio Showcase
- Animator
- <https://www.artstation.com/nonnoius>
- Location on Map: 85

# Y4

## Tom Groenendijk

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- Portfolio Showcase
- Technical Artist
- [artstation.com/tom\\_groenendijk](https://artstation.com/tom_groenendijk)
- Location on Map: 86





# Y4 Jakov Stanič

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- Portfolio Showcase
- 3D Character Artist
- <https://jakovstanic.artstation.com/>
- Location on Map: 87



# Y4

## Pizzapocalypse 2

- **By Monkey Strike Games**
- Use your pizza to bounce, swing and dash in this 3D platformer! Explore different countries and put a stop to the greedy corporation selling Pizza-in-a-can!
- <https://store.steampowered.com/app/4021890/Pizzapocalypse>
- **Location on Map: 00**

# YEAR 3 Showcase

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# Y3 Spirit Cleansers



- **By 1derful**
- **Location on Map: 23**
- Explore a haunted estate, track down cursed objects, and engage in Turn-Based Strategy. During turn-based combat, fight as both priest and warrior synergizing their unique abilities to quell the spiritual mischief plaguing the estate!
- [Spirit Cleansers on Steam](#)

# Y3 Suck it Up!

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- **By Tower of Basil**
- **Location on Map: 24**
  
- Suck It Up! Is an action-adventure where you take the role of an exterminator, tasked with clearing a city of its critter infestation. Dust off your vacuum cleaner and suck up the pests to save Cloud Town!
- [Suck it Up on Steam](#)





# Y3 PhaseBreak

- 
- **By Spacewarp inc.**
  - **Location on Map: 25**
    - In this turn based strategy game, your tactics are pushed to the limit as you need to consider not one, but two gameboards. Warp both friend and foe between them, master interdimensional gunfights, and confidently strategize around RNG-free abilities in this FREE student project!
  - [Phasebreak on Steam](#)

# Y3 Curtain Call

---

- **By Team Faust**
- **Location on Map: 26**
- Explore a cursed theater and persevere through all manners of dangers in this first-person survival horror game. Developed by third year students from Breda University of Applied Sciences.
- [Curtain Call on Steam](#)





# Y3 Chasing Whiskers

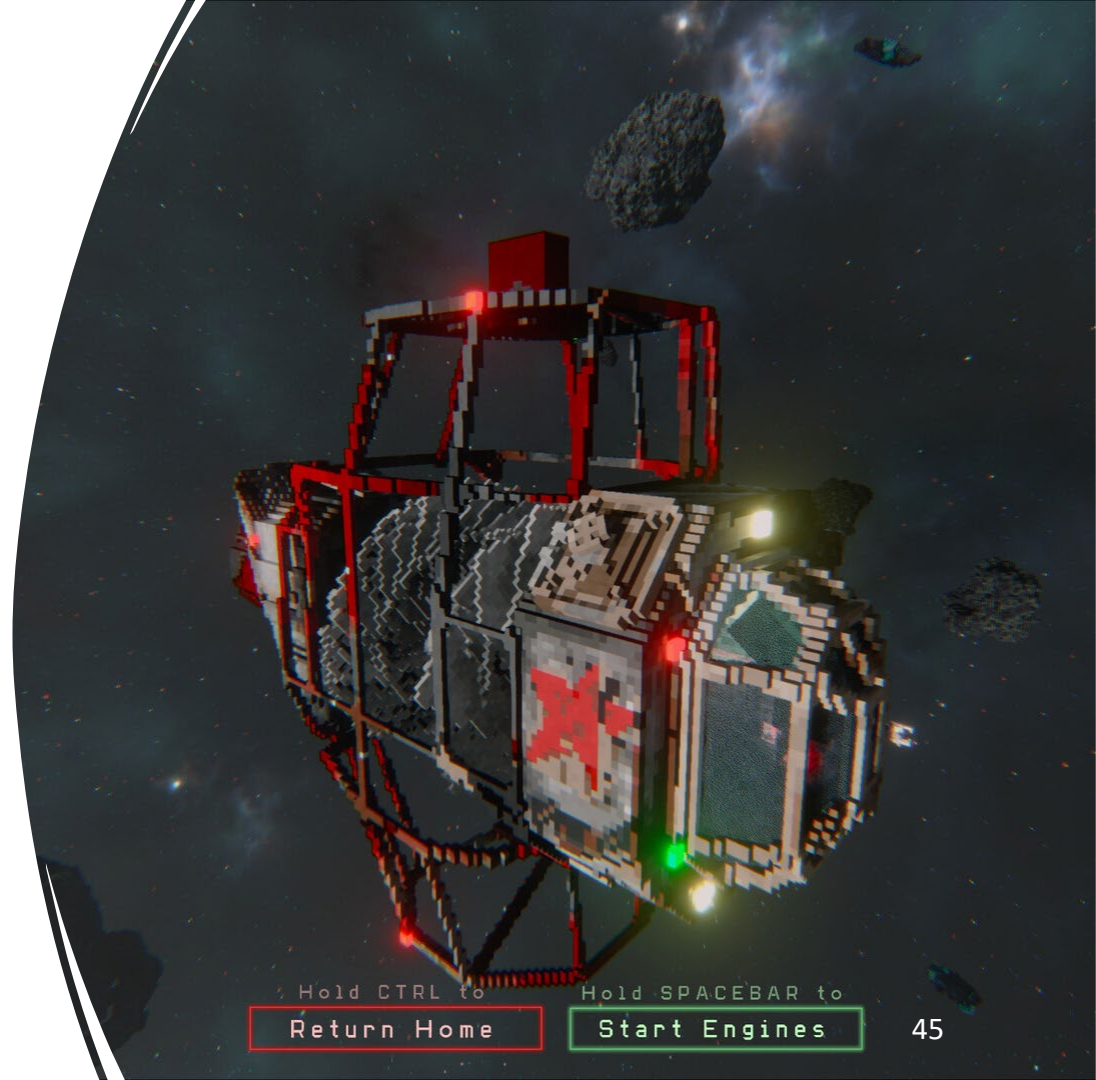
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- **By 5 high cats**
- **Location on Map: 27**
- Catch cats in this cozy adventure game! After falling into Catworld through an interdimensional portal, you must find your missing cat by completing errands for Ponpon, the local Cat Café owner. Chase, catch and collect until you can find your way home! This game is made by students.
- [Chasing Whiskers on Steam](#)

# Y3 Starlocked

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- **By** Thermite
- **Location on Map:** 28
- A voxel-based first-person roguelite miner set in an alternate future where the Cold War never ended. You take on the role of a convict forced to labor in a space prison. Fly out into the machine infested asteroid field and gather resources to pay off your debt.
- [Starlocked on Steam](#)



Hold CTRL to  
Return Home

Hold SPACEBAR to  
Start Engines



## Y3 Animated short

- **By Paper Pilots**
- **Location on Map: 29**
- **Short Film - 'Where the wind blows'**

# Y2 & Y3 Film & VFX

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- **Location on Map: 30**
- Short film about a water tower robot coming alive on a 1950s American farm.



# YEAR 2 Showcase

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# Y2 It's not you, it's us (INYIU)

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- **By Touch grass Initiative**
- **Location on Map: 14**
- A 3D point-and-click adventure about a group of animal characters coming together to make their town a better place. Explore a cozy town as you meet the Urbanimals that call it home, and discover that taking care of the environment, and each other, is something nobody can do on their own.
- [inyiu on itch](#)

# Y2 This Sheriff Sucks

---

- **By Door on the Floor**
- **Location on Map: 15**
  
- A Western Style, Turn-Base game where the player does tasks for the town at day and fight evil sinners at night, all with the essence of slapstick comedy.
- [this-sheriff-sucks on itch](#)





# Y2 Oh Meow God!

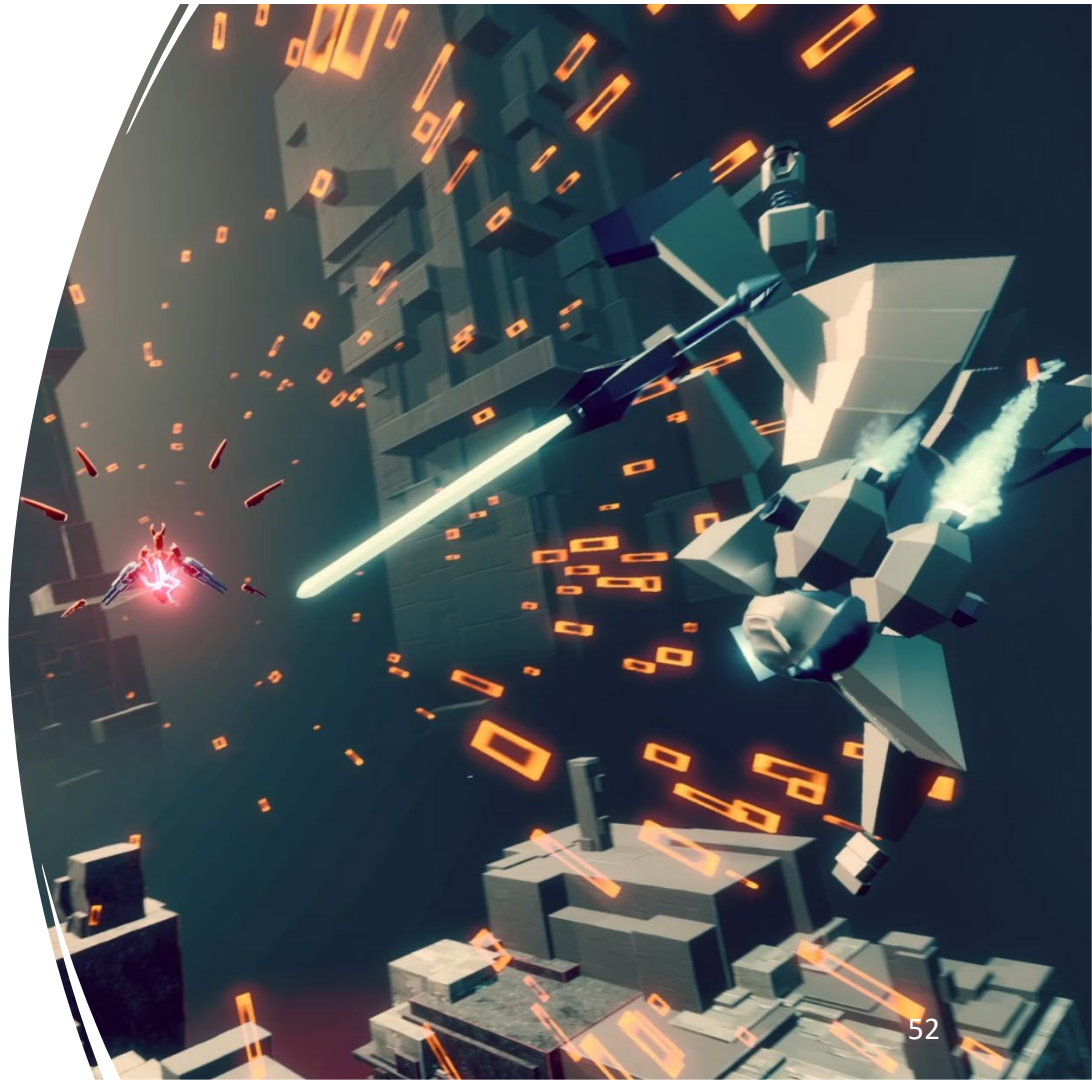
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- **By Whoop!**
- **Location on Map: 16**
- A 3D puzzle-platformer where, as a follower of Kronos, you must ensure he safely reaches his destination by solving puzzles while using powerful divine abilities. But be careful, something is making the journey far more difficult than it may seem!
- [oh-meow-god on itch](#)

# Y2 ICARUS

---

- **By BiggerMechTeam**
- **Location on Map: 17**
- Pilot ICARUS in a stylish mecha action combat game where you use your unmatched mobility and deadly combos to dominate battles on the ground and in the air.
- [icarus on itch](#)





## Y2 Catch my Drift

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- **By Vroom!**
- **Location on Map: 18**
- High octane racing game where you drift through the mountains with a friend, mastering the track and perfecting your driving to beat the others and set the fastest time.
- [Catch my drift on itch](#)

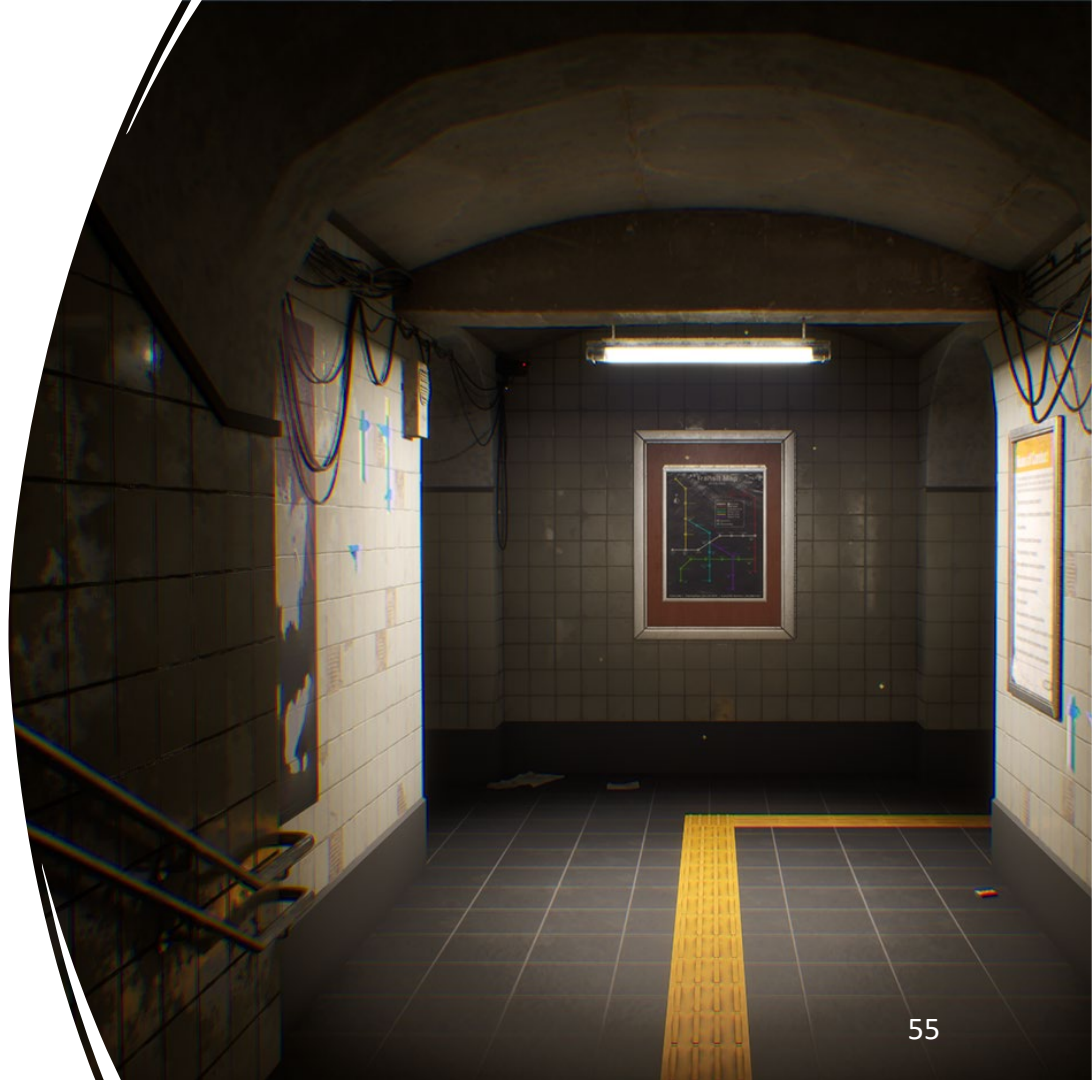


## Y2 Zima

- **By Balalaika**
- **Location on Map: 19**
- A pacifist boss-rush adventure, where players windsurf across a frozen desert to heal giant corrupted creatures with their trusty lasso.
- [Zima on itch](#)

# Y2 Mind the Gap

- By ScareFactor
- **Location on Map: 20**
- Mind The Gap is a liminal horror game that takes place in the London Underground beyond human understanding. Known as the Gap. To escape you must traverse through strange stations of the Gap, Collect Drawings leading you the way forward and Solve simple puzzles in order to progress.
- [Mind-the-gap on itch](#)





## Y2 Woolhalla

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- **By Team Woohalla**
- **Location on Map: 21**
- Immerse yourself in a handcrafted clay world, where everything is created through clayforming and ingenious handmade techniques.

You are a legendary viking who is an expert at repairing ships.

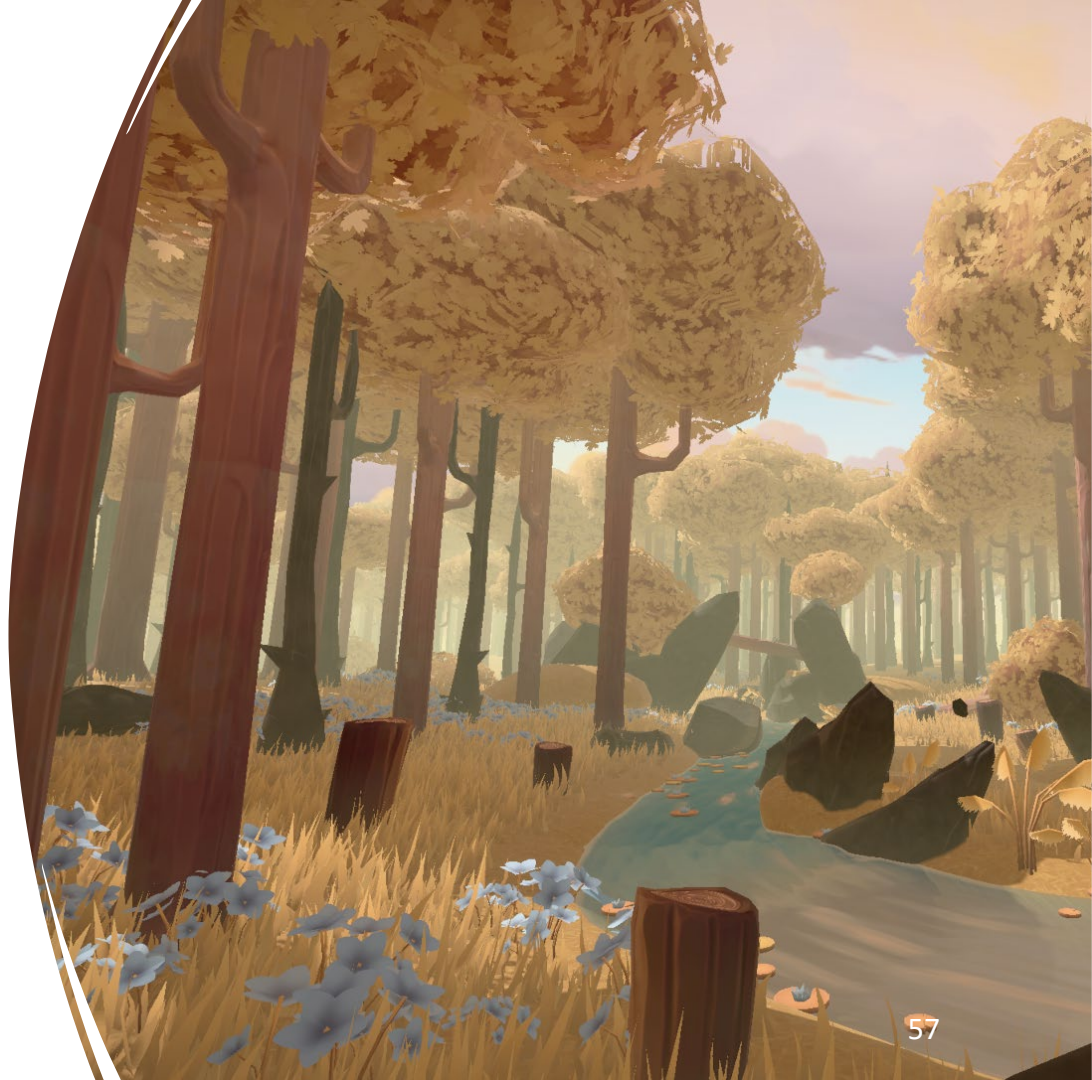
Boats from across the seas come to you with plenty of damages and it is your job to fix'em!

Gather your materials, refine them through exciting minigames, and lose yourself inside this miniature world!

[Woolhalla on Itch](#)

# Y2 Petrified

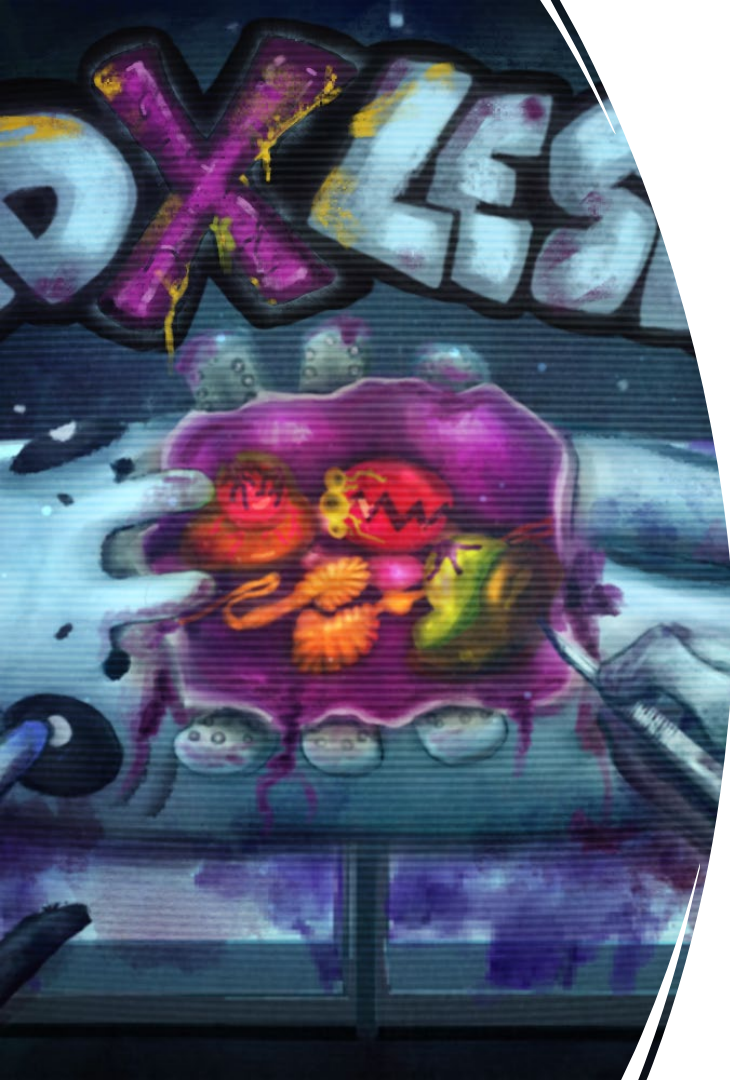
- 
- **By Quartz Interactive**
  - Location on Map: 22
  - An on-rail shooter where you play as a witch riding your broomstick while slinging spells at rock golems that are trying to turn the world to stone.
  - [Petrified on Itch](#)



# YEAR 1 Showcase

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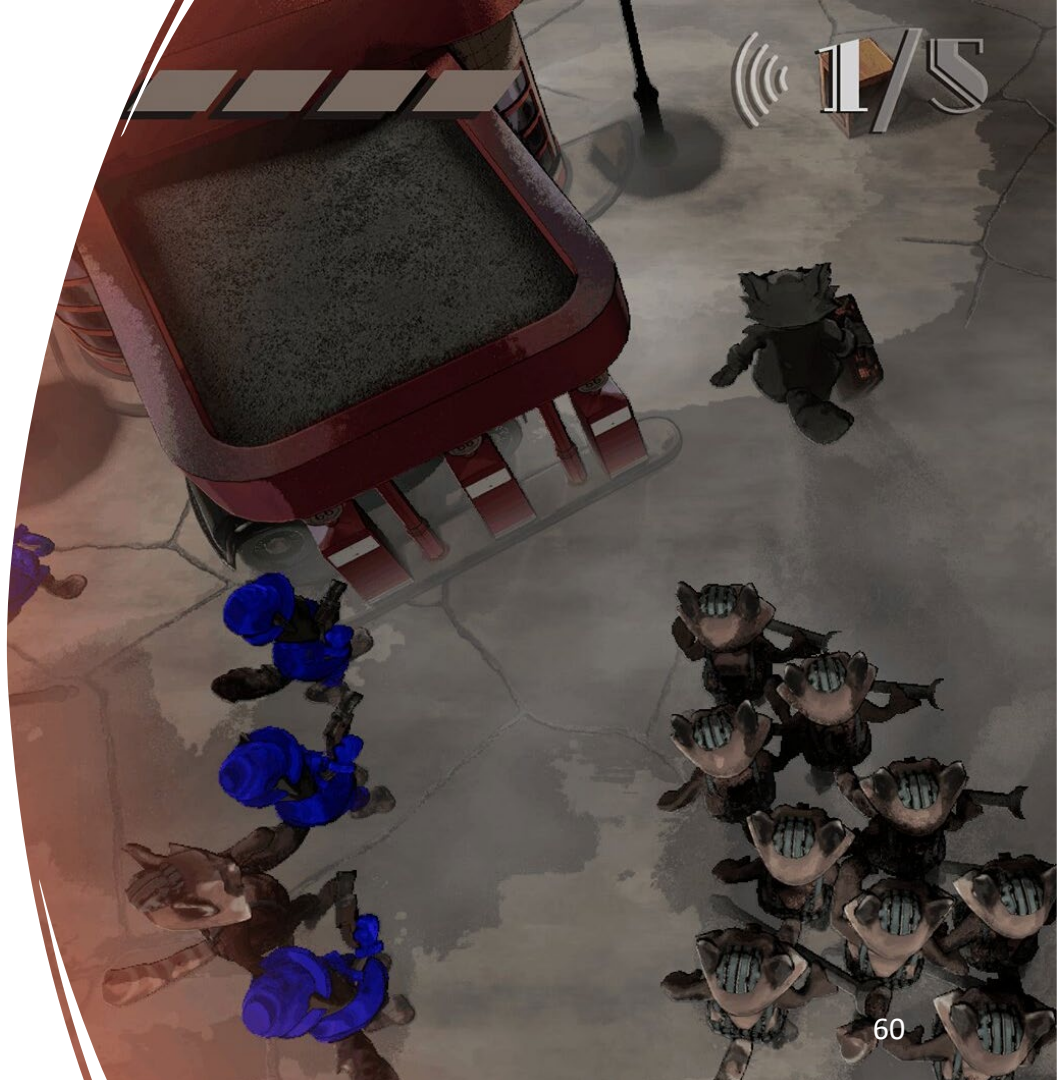
# Y1 Adlesion

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- **By Team Aftermath**
- **Location on Map: 01**
- Azura is a Equipped with a bootleg setup, cut into the flesh of aliens and deliver their organs for shady clients with questionable morals and needs to make an “easy” buck. if you won’t do it, someone else will. Space is busy. Get to work.
- [adxlesion on itch](#)

# Y1 a Briefcase of Violence

- By Team Annihilator
- Location on Map: 02
- You are a raccoon being hunted by the red panda mafia. Organize as many guns as possible in your briefcase and unleash bullet hell on them!
- [annihilator on itch](#)





# Y1 High Noon Raccoon

---

- By Team Blitz
- Location on Map: 03
  
- Noir Defend a western town in High Noon Raccoon, an autoshooter where you pack your weapons in a briefcase to fight invading waves of coyotes!
- [blitz on itch](#)

# Y1 Bear Trap

---

- **By Team Cascade**
- **Location on Map: 04**
- You are trapped underground with creatures you can't overpower. Use yourself as bait to lure them through the tunnels and back into their cages.
- [cascade on itch](#)





# Y1 A Gorf in the Dark

---

- By Team Cleave
- Location on Map: 05
- **A Gorf in the Dark** is a stealth game where you play as a frog. Catch fireflies with your **tongue**, in order to snuff out their light. Sneak past the guards, and get the **treasure!**
- [agorfinthedark on Itch](#)

# Y1 Lost Flame

---

- By Team Cipher
- Location on Map: 06
  
- Lost Flame is a horror exploration game where players venture through dark forests and find lost villagers to restore the lost flame to a world consumed by darkness.
  
- [cipher on Itch](#)



Night 1

00:22.13



# Y1 Cinder Shade

---

- **By Team Double Strike**
- **Location on Map: 07**
- **Attacking and revealing are the same action. Set fire to the environment to clear the path forward and defend against enemies.**
- [cindershade on Itch](#)

# Y1

## Pebble by Pebble

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By Team Echo

Location on Map: 08

*Pebble By Pebble is a Cozy 3rd person Puzzle game where you direct clueless helpers called Pebbles to fulfill your makers recipes:*

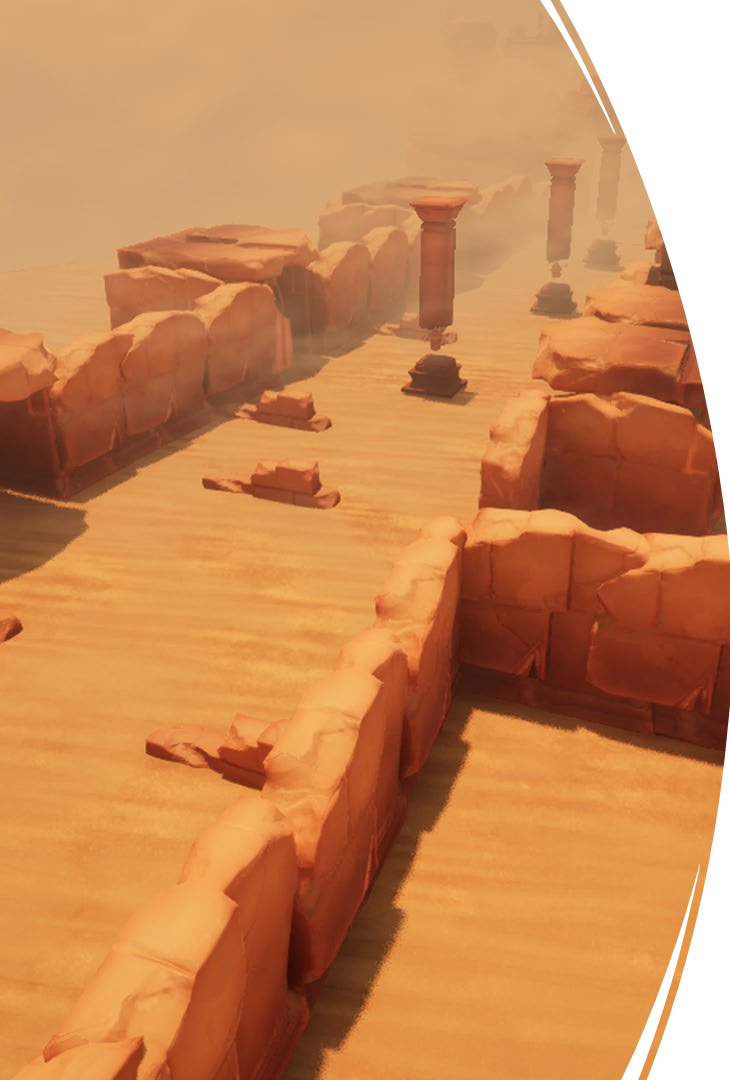
Cozy and lighthearted theming with silly creatures and vibrant animations

No round is like the other, with procedural level generation

Game adapts to the play style with the adaptive Wizard director  
Designed for replayability

[pebblebypebble on Itch](#)





# Y1 Blindsight

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- By Team Flash
- Location on Map: 09
- Blindsight is a **top down action** game where you **strategically** overcome menacing threats using your **swap ability** to get to their **weak spots**.
- [Blindsight on Itch](#)

# Y1

## StageFright!

---

By Team Reach

Location on Map: 10

**Stage Fright** is a first-person horror puzzle game set in an abandoned theater. Armed with a single flashlight, you must navigate the venue while a creature patrols its halls. Light is your tool, your guide, and a resource using it drains a limited battery and turning on a room's lights forces the creature out of that space. Solve light-based puzzles to shrink the creature's territory room by room, and survive long enough to reach the final stage.

[StageFright on Itch](#)





# Y1 Eldritch Eatery: Table for two

---

- **By Team Trample**
- **Location on Map: 11**
- Serve the Eldritch couple by completing tasks around the restaurant that slowly lower your Sanity. As your sanity drains, you lose comprehension of what you're seeing and hearing, gradually degrading your ability to do your job until the date falls apart.
- [EldritchEatery on Itch](#)

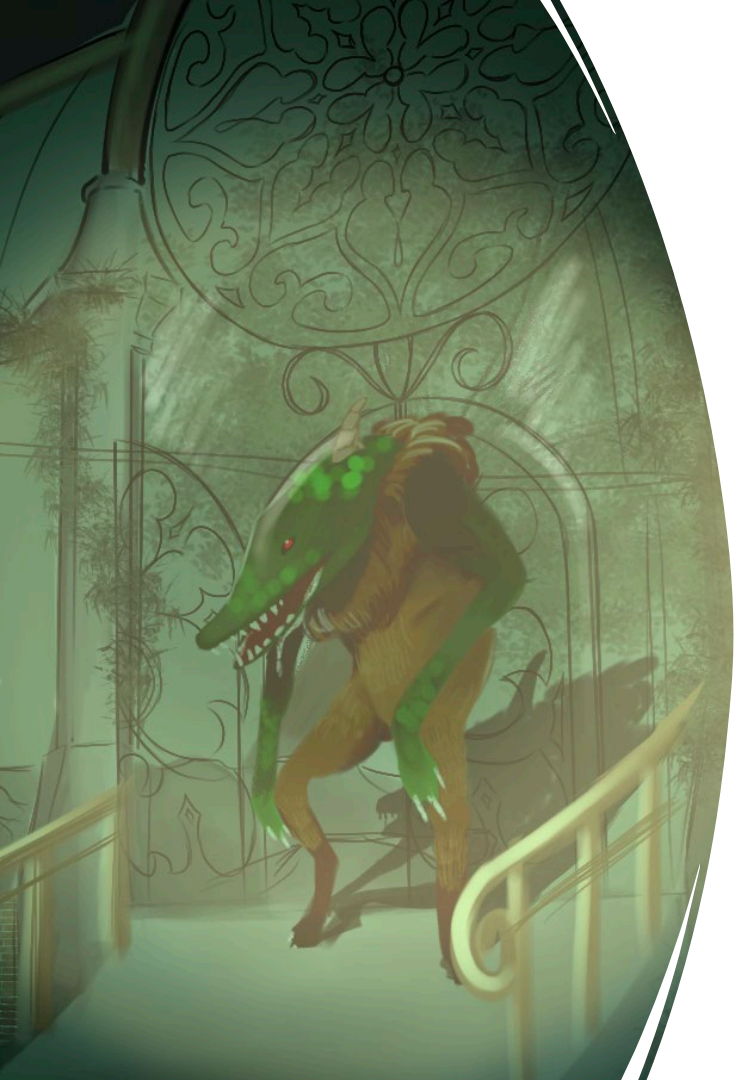
# Y1

## Summoning Stones

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- By Team Venture
- Location on Map: 12
- Command a hoard of sentient pebbles on a messy desk. Complete summoning rituals for the alchemist, extending your lifespan with each completed order.
- [Summoning Stones on Itch](#)





# Y1 Mutant Menagerie

---

- **By Team Ward**
- **Location on Map: 13**
- Mysterious creatures have appeared in the main exhibit of the zoo and have wreaked havoc on the zoo's population, consuming all the animals and visitors. In order to survive the nightmare, the Eldritch horrors need to be corralled with you, the last remaining zookeeper, as bait... up until they notice the feast of butchered zoo animals in the feeding troughs, that is.
- [Mutant Menagerie on Itch](#)

# ALUMNI Showcase

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# Alumni

## Dark Pals – The 1<sup>st</sup> Floor

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- **By Skunx Games**
- **Location on Map: 31**
- A singleplayer mascot horror game where you're trapped in an abandoned children's asylum. Solve twisted puzzles with your Ink Blaster, evade its disturbing mascots, and uncover secrets you had long forgotten about. Do you remember?
- [Dark Pals The 1st Floor](#)

# Alumni

## Duck Side of the Moon

---

- By Starbrew Games
- Location on Map: 32
- Waddle and fly as a duck in space! Explore every corner of the galaxy and find curious creatures and materials along the way. Craft gadgets, upgrade your spaceship, and get cozy in this relaxing adventure.
- [Duck Side of the Moon](#)





# Alumni Sip of Sanity

---

- **By Verdant Games**
- **Location on Map: 33**
- In this cozy horror game, you deliver strange brews to strange animals, uncovering a town-wide mystery where every drink, rumor, and hallucination brings you closer to the truth.

# Alumni Kylia Vis

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- Portfolio Showcase
- Location on Map: 34
- Hard surface and weapon artist
- [Kylia Vis Artstation.com](https://www.kyliavis.com)





# Alumni

## A Wake between Worlds

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- **By Lumino Interactive**
- **Location on Map: 35**
- Play as Theodore, a fisherman lost to the sea, now fighting through the Drift to find his way back home. Journey through loss and grief in this action roguelite with soulslike combat about what we leave behind.
- [A Wake Between Worlds on Steam](#)

# Master of Game Technology Showcase

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# MGT Research Projects

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- 36 **Charlotte Vanroelen** - Policy change influence on Flemish kindergarten teachers when using digital game-based learning in class.
- 37 **Fanny Weidner** - Apex-driven procedural mech assembly & rigging for rapid prototyping.
- 38 **Hidde Derks** - Compile your Unreal project faster by leveraging developer workstations.
- 39 **Imara van der Wel** - Costume design principles for game character design, and how to apply these principles.
- 40 **Iza Morel** - The underexplored relationship between art history & game art students.
- 41 **Jiří Vojtěch** - Player success rates influence session length in browser-based action games on the Poki platform.
- 42 **Louis Rives** - Exploratory study of personality-adaptive tutorial design in souls-like games.
- 43 **Lukáš Gallo** - Mesh simplification: Comparison of four open-source methods using production game assets.
- 44 **Lyuboslav Nemtsov** - Geometric simplification: Comparison of low-poly and realistic art styles in mixed reality gaming
- 45 **Marek Tomčo** - World of Tanks player monetization and long-term engagement.
- 46 **Merel Wormmeester** - Improving autistic representation in fictional entertainment media.
- 47 **Mitchell Hartwig** - Diegetic menu comparison evaluating immersion and cognitive load.
- 48 **Mukun Han** - Quantitative evaluation of realtime animation retargeting accuracy across industry tools.
- 49 **Nicholas Carrion Hamilton** - Applying puzzle design to VR nature simulations.
- 50 **Pauline Cywoniuk** - Influence of interaction markers design on player's immersion into a Virtual Reality game narrative.
- 51 **Peter van Dranen** - Task planning difficulties in game development education.
- 52 **Ruben Verhelst** - Comparing LLM-driven pipelines for FPS map layout generation.
- 53 **Robbe Hijzen** - Comparative analysis of behaviour architectures for crowd-scale NPC's.
- 54 **Shane Vincent** - Exploring rewards, progression design, and intrinsic motivation in music-making games.
- 55 **Timeea Rublic** - Interactive stress visualisation for procedural destruction workflows.
- 56 **Witse d'Haene** - Granular synthesis toolkit for environmental soundscapes.
- 57 **Yusof Haji Zeinali Biouki** - Intensity of fear in facial animations affect uncanny valley perception in realistic video game characters.
- 58 **Zeb De Roover** - Adaptive checkpoints for flow state optimization in video games.
- 59 **Jonas Pastoors** - Increasing parasocial interaction with individuals in ensemble casts of NPCs.

# CRADLE Research Lab

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Cradle is BUas's R&D lab for games and immersive technology. At this showcase, Cradle presents six projects: **AugGIS**, a mixed reality tool for collaborative engagement with geospatial data; **GAMEHEARTS**, exploring how video games intersect with other cultural industries; **Zero Hunger & HyChain**, two serious board games about food systems and the energy transition; **VHESPER & HUMBOLDT**, exploring Virtual Humans for research and practical applications such as urban planning; **PANEURAMA**, bridging education and industry in animation, games, and VFX; and **AVENUE**, connecting European creative industry ecosystems.

Find out more about the work we do at <https://cradle.buas.nl/>

- **Location on Map: 88 till 95**





# KreativEU

## Creative Collaboration Across Borders

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### **KreativEU – Creative Collaboration Across Borders**

As part of the KreativEU European University alliance, BUAs collaborates with partner universities across Europe on education, research, and creative exchange. Two of our partner universities are presenting student game projects at this year's showcase.

**Södertörn University** (Sweden) presents **Yume Verto**, a surreal turn-based RPG, and **Song of the Changeling**, a Nordic folklore-inspired puzzle-adventure. The **Polytechnic Institute of Tomar** (Portugal) presents **GripMusic**, a rhythm game for older adults with muscle-weakening conditions, and **Death's Pursuit**, a first-person horror game set in Purgatory.

Find out more about this project at [kreativeu.org](https://kreativeu.org)

- Location on Map: 88 till 95



# Let us know what you think!

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Please click the link and give us your feedback after you visited our event:

[BUas Games & AI Showcase Day 2026 – Your experience – Fill out form](#)

THANK YOU FOR YOUR VISIT!



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