



Thomas Vigild

MSc. Musicology and Computer Games | University of Copenhagen | Denmark

Thomas Vigild specialises in game psychology, play, journalism, board games, toys, game design, technology, escape rooms, gadgets, apps, game culture and indie games.

Teacher in Game Design at the Folk High School Vallekilde.

Co-founder and senior game designer at HV?M a SME specialising in historical escape game routes and escape rooms.

Co-author of Didaktisk gåderum - som læringsredskab på videregående uddannelser a paper investigating how presence in physical escape rooms can create exploratory approaches in relation to academic content at further education institutions.

He has written about, lived through and given talks on games since 1991. Through his company Ludo Consult he has written articles and done speaks or lectures to a wide range of both private and government corporations and organizations.

On consulting basis his clients include DR (National Broadcasting Corporation), The National Academy of Digital, Interactive Entertainment, The Danish Embassy in Paris, Experimentarium (national science center), Nordic Game Program, The Ministry of Culture + several libraries, schools and municipals.

He has written freelance articles/reviews on apps, games, board games and gadgets for the national Danish newspapers "Politiken" and "Weekendavisen".

Chairman of the Jury for Board Game Award Guldbrikken.

He also does project-management and game-related events like SpilBar, BookJam, StoryJam and StoryTalks.

Former Chairman of The Danish Game Council.

Former Game Designer for Mystery Makers, whom specializes in physical Mystery Rooms (escape rooms).

Former external member of the commission "Spilordningen" - The Danish Game Support Scheme which financially supports Danish game development. Also external game consultant for the Norwegian Film Institute on their national game support program.

Specialties: Computer games, IT-tech, board games, computer interfaces, lectures, journalist, speeches, interviews, features, social implications of games, gadgets, musicology

Research interests

- Game psychology
- Play
- Educational escape rooms
- Board games
- Computer games
- Musicology

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