

APPLICATION PERIOD FOR THE SPECIAL MODULE

GAME DESIGN AND PRODUCTION

Department of Media at the Aalto University School of Art and Design offers a special module “Game design and production”, which is a unique opportunity to gain insight of the structure of game projects, get familiar with a specific competence area (such as game design and animation) in game production and to gain insight on how different competence areas relate to each other and what kinds of demands different aspects of the game imply to each competence area.

The module consists of 3 courses with workshops, group work and visiting lecturers from game houses. For the students of School of Science and Technology these studies form a personal special module (20 cr). All courses are taught in English and it’s possible to take all the courses during the academic year 2012 – 2013. The courses are taught at Aalto University School of Art and Design facilities at Arabianranta campus.

- Game Design, 5 cr
Basics of theory and methods of game design
- Game Analysis, 5 cr
Understanding about games, their structure, and how the games create experiences
- Game Project, 6-15 cr
A group of students will design and develop a game. Each group will publish a game that they have developed.

5 applicants from School of Art and Design and **5 applicants from School of Science and Technology** are selected based on applications. The students from Aalto School of Arts and Design have already been selected and possess talent with backgrounds in game design, audio, 3d modelling and animation, 2d graphics, digital painting, interaction design and programming. There's also a strong entrepreneurial spirit, and we are now looking for technical talent with getting things done -attitude from Aalto School of Science to join the team.

The students are expected to have successful study records, strong computer skills and have finished the B.Sc. degree. The applicants should also preferably have at least some artistic background and a strong appreciation for art, design and meticulously crafted user experiences. The students with a Media Technology major or minor have a preference. The passed Fundamentals of Computer Graphics (T-111.4300) and User Interface Construction (T-121.5300) courses are also regarded as an advantage. Include to your application a transcript of your study records from Oodi and a motivational letter stating why you should be selected. Send your application to jenna.oksanen@aalto.fi before 28.5.2012.

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