

GAME DESIGN AND PRODUCTION — SPECIAL MODULE

What ?

A special module which is a part of the Game Design and Production study entity organised by the **Department of Media at the Aalto University School of Art and Design**. The module consists of 3 courses:

- **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 freeware game that they have developed.

Workshops and group work — Visiting lecturers from the game houses — The courses are taught in English

Where ?

The courses are taught at Aalto University School of Art and Design's facilities at Arabianranta campus.

When ?

It is possible to take all the courses during the **academic year 2010-2011**.

	Teaching Period			
	I	II	III	IV
Game Design				
Game Analysis				
Game Project				



Why ?

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
- 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

Who ?

5 applicants from School of Art and Design and **5 applicants from School of Science and Technology** are selected based on applications. The students are expected to have successful study records and have finished the B.Sc. degree. The applicants should have strong computer skills. 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.

How ?

For the students of School of Science and Technology these studies form *a personal special module (20 cr)*.

Application dead line is on **Monday the 24th of May 2010**