

# Course Catalogue Engineering and ICT

EXCHANGE PROGRAMME

Game Studio 2026-2027

*University of  
Applied Sciences*

**Windesheim**



## Course summary

VOE Code: ICT.KS.GS.V26

ECTS credits: 30

Level: Bachelor's degree (full-time)

<b>Course Title</b>	Game Studio Project		
<b>Type</b>	Compulsory		
<b>Learning competences</b>			
<b>Learning outcomes</b>	<p>The semester Game Studio can be seen as an internship at Windesheim's own game studio, 038Games. At 038Games, students from different disciplines (such as IT, art, design) design and implement (serious) games for actual clients. These clients have a problem which they think can be solved using a game. It is up to the students to design and produce several designs for this game and implement one of them in a working prototype. Game Studio is one of the elective semesters of ICT. In these semesters, students learn to participate in projects in a professional working environment. This is done in multidisciplinary teams for actual clients in a real-life setting. In this way, students learn from the professional environment, as well as other disciplines in the project. The feedback, evaluation, and supervision focus on preparing students as much as possible for the final graduation phase of the study program.</p>		
<b>Course content</b>	<p>The projects in Game Studio can range from escape rooms to mobile games, VR, et cetera. Mostly, the type of game that must be developed is not decided beforehand. In Game Studio, every project is different, which means that the learning opportunities can vary as well. It is up to the student how you choose to shape your semester. To help the students with their projects, several workshops can be attended. The workshops are not graded individually but are aimed at contributing to the success of the project.</p>		
<b>Planned learning activities and teaching methods</b>	<p>Only freely accessible learning materials are being used. If specific hardware or software is needed for your project, this will be provided.</p>		
<b>Recommended or required reading and other learning resources / tools</b>	<p>Students work on a large project for 20 weeks. The project is done for actual clients in a real-life setting. The multidisciplinary student teams of 3 to 5 students work on the project for 40 hours every week (Monday to Friday) at school or at the client's location. As part of the project, there are project coaching sessions, workshops contributing to your project, and regular presentations in which students share their obtained knowledge and progress.</p>		
<b>Prerequisites and co-requisites</b>	<p>You are required to have two years of bachelor's study experience and English-language skills at B2 level. The exact entry requirements depend on the role you plan to fulfill. Please send your study background and prospective role to our contact person for more information (see bottom of this page).</p>		
<b>Level</b>	Advanced		
<b>Grading scale</b>	1 up to 10, 1 dec.		
<b>Assessment methods and criteria</b>	<b>Type of assessment</b>	<b>Grade weighting</b>	<b>Criteria</b>
	Portfolio	1	Higher or equal to 5.5
<b>Language of Instruction</b>	English		
<b>Name of lecturer</b>	for more information contact Puja Buter-Fadte		
<b>Mode of delivery</b>	Face to face		