

Course Catalogue Engineering and ICT

EXCHANGE PROGRAMME

Game Studio 2025-2026

*University of
Applied Sciences*

Windesheim



Course summary		
VOE Code:	ICT.KS.INT	ECTS credits: 1 Level: Bachelor's degree (full-time)
Course Title	International Course	
Type	Optional	
Learning competences		
Learning outcomes	The student can give a presentation of 30 minutes for a mixed audience about the differences in (inter)cultural aspects between The Netherlands and their home country.	
Course content	<p>Content of the presentation shows aspects that vary from food and habits to teaching and/or working in a company. Some theoretical aspects need to be included, like the dimensions of Hofstede (country comparison) or the ones from Hall. It can start with a general introduction of the country itself.</p> <p>The 30 minutes consist of 20 minutes presentation and 10 minutes Q and A with the audience.</p>	
Planned learning activities and teaching methods	Presentation for audience	
Recommended or required reading and other learning resources / tools	<ul style="list-style-type: none"> • Student's laptop. • Big monitor/screen in the room. 	
Prerequisites and co-requisites	You are required to have two years of Bachelor's study experience and English-language skills at B2 level.	
Level	Advanced	
Grading scale	1 up to 10, 1 dec.	
Assessment methods and criteria	Pass or fail	
Language of Instruction	English	
Name of lecturer	For information about the lecturers you can contact Bertrand Weegenaar	
Mode of delivery	Face to face	

Course summary		
VOE Code:	ICT.KS.GS.V20	ECTS credits: 24 Level: Bachelor's degree (full-time)
Course Title	Game Studio Project	
Type	Compulsory	
Learning competences		
Learning outcomes	<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 could be solved using a game. It is up to the students to come up with various designs for this game and implement one of them to at least a working prototype.</p> <p>Game Studio is one of the elective semesters of HBO-ICT. In these semesters, students learn to participate in projects in a professional working environment. This is done in multidisciplinary teams for actual client or a real-life setting. In this way, students learn from the professional environment, as well as other disciplines in the project.</p> <p>The feedback, evaluation and supervision focuses on preparing students as much as possible for the final graduation phase of the study programme.</p>	
Course content	The projects in Game Studio can range from escape rooms, to mobile games, VR, et cetera. Mostly, the type of game that has to be developed is not decided on yet.	

	<p>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.</p> <p>To help the students with their projects, a number of workshops can be attended. Some of them are obligatory (e.g., project management, planning), others are elective (scrum, game design). The workshops are not graded individually, but are aimed to contribute to the succes of the specific projects.</p> <p>Students enrolled in this minor will select two Professional Skills (3ECTS each course) from our list of elective courses (Leadership, Financial Management, 7 Habits etc.)</p>		
Planned learning activities and teaching methods	Only freely-accessible learning materials are being used. When specific hardware of software is needed for your project, this will be provided.		
Recommended or required reading and other learning resources / tools	<p>Students work on a large project for 20 weeks. The project is done for actual client or in a real-life setting. The multidisciplinary student teams of 3 to 5 students work on the project for 32 hours every week (Tuesday to Friday) at school or at the client's location.</p> <p>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> <p>The professional skills are scheduled on Mondays.</p> <p>Therefore students will need to be available from Monday to Friday during this semester.</p>		
Prerequisites and co-requisites	<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>		
Level	Advanced		
Grading scale	1 up to 10, 1 dec.		
Assessment methods and criteria	Type of assessment	Grade weighting	Criteria
	Portfolio	1	Higher or equal to 5.5
	Professional attitude	0	Higher or equal to 5.5
Language of Instruction	English		
Name of lecturer	For information about the lecturers you can contact Bertrand Weegenaar		
Mode of delivery	Face to face		