



# **Course Catalogue Engineering and ICT**

**EXCHANGE PROGRAMME**

**Game Studio 2021-2022**

Description of unit of study				
Course code	ICT.KS.GS.V20		Credits: 24 ECTS credits Target group: Voltijd Regulier	
Study unit Description	<a href="#">Game Studio</a>			
Competences	-			
Target group	<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>			
Educational content	<p>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> <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 success 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>			
Teaching methods	<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>			
Teaching aids	Only freely-accessible learning materials are being used. When specific hardware or software is needed for your project, this will be provided.			
Supervisory activity	Students are coached in their project groups on a weekly basis. Workshops will contribute to the project's needs.			
Level	Gevorderd (Advanced)			
Grading domain	1 t/m 10, 1 dec.			
Assessment	Sub assessment	Grading domain	Weight	Caesura
	Portfolio	1 t/m 10, 1 dec.	1	Higher or equal to 5.5
	Professional attitude	Not Achieved / Achieved	0	Higher or equal to 5.5
Reading list				
knowledge base generic				
knowledge base subject				