

Course Catalogue Engineering and ICT

EXCHANGE PROGRAMME

Game Studio 2023-2024

University of
Applied Sciences

Windesheim



Course summary			
VOE Code: ICT.KS.GS.V20		ECTS credits: 24	
Level: Bachelor's degree (full-time)			
Course Title	Game Studio		
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. 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. 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	<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. 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, 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. 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	<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. 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. The professional skills are scheduled on Mondays. Therefore students will need to be available from Monday to Friday during this semester.</p>		
Recommended or required reading and other learning resources / tools	<p>Only freely-accessible learning materials are being used. When specific hardware or software is needed for your project, this will be provided.</p>		
Prerequisites and co-requisites	<p>To be able to enrol in this minor you need to have 105 ECTS and finished your propaedeutic phase.</p>		
Level	Bachelor		
Grading scale	Portfolio = 1 up to 10, 1 dec., Professional Attitude = Not Achieved/Achieved		
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	Students are coached in their project groups on a weekly basis. Workshops will contribute to the project's needs.		