



KAMK International Week 2018: TIETOTEKNIikka / PELITEKNOLOGIA/ Teemana Exergaming

Game Jam – Serious Games

1. Course code	
2. Course title	Games for Health (Virtual Reality)
3. Teaching period	Spring semester 2018, week 8 (20.-24.2.2017)
4. Extent	3 ECTS
5. Objective	The student is able to apply game design and development skills to produce exergaming. The student is able to actively seek out information on serious games and to form his / her own perception to develop an exergame. Students deepen their skills in acquiring, using, applying and evaluating and presenting topical information. The student understands the issues related to the field and the various disciplines and explores them critically in teams.
6. Academic level	Bachelor (1 st cycle)
7. Language of instruction	English
8. Students	TTV16SP, TTV15SP, TTV14SP and students from partner universities
9. KAMK lecturers	Taneli Rantaharju, Kyösti Koskela, Mikko Romppainen
10. Learning strategies	Lectures and group work, electronic poster/blog posts & presentations
11. Coursework requirements	Pre-assignment & assignments, team building, Active participation in lectures and workshop Presentation of group work Self Assessment
12. Course assessment	Pass –Fail
13. Pre-course reading	
14. Course responsibility	Tanja Korhonen Lecturer, Games and Game Technology Head of Study Program, Game Solutions tanja.korhonen@kamk.fi +358 447101009

KAMK International Week 2018: TIETOTEKNIikka / ÄLYKKÄÄT JÄRJESTELMÄT / Älykkäät ratkaisut Sote



Intelligent Systems

1. Course code	
2. Course title	Intelligent Solutions (Sote)
3. Teaching period	Spring semester 2018, week 8 (20.-24.2.2017)
4. Extent	3 ECTS
5. Objective	The student is able to define, design, implement and test a simple commercial intelligent software and electronics component in a specific environment. The student is also able to apply modern project management methods. Project studies also aim at studying work life skills such as taking initiative, cooperation and communication skills, innovativeness, accuracy and reliability.
6. Academic level	Bachelor (1 st cycle)
7. Language of instruction	English
8. Students	TTV16SA, TTV14SA and students from partner universities
9. KAMK lecturers	Eero Huusko, Markku Karppinen, Asko Kinnunen
10. Learning strategies	Lectures and group work & presentations
11. Coursework requirements	Students plan and implement pre-agreed tasks (sote co-operation) and act as intelligent solutions providers. Presentation of group work Self Assessment
12. Course assessment	Pass –Fail
13. Pre-course reading	
14. Course responsibility	Tanja Korhonen Lecturer, Games and Game Technology Head of Study Program, Game Solutions tanja.korhonen@kamk.fi +358 447101009



During the international week, the DC side will host lecturers from different universities and based on the expertise of the lecturer, their lectures will be integrated in the relevant course for different study groups.