KAJAANIN AMMATTIKORKEAKOULU
UNIVERSITY OF APPLIED SCIENCES

Game Development   Courses offered in English

Autumn 2015	Spring 2016	Course	ECTS	Specialization area
x		Introduction to 3D modelling	3	All students
x		Art Foundation Skills	5	All students
x		Project Studies 2	6	All students
	x	Basics of ICT English	3	All students
	x	Project Studies 3	6	All students
x		Game Design I	3	Game production and design competence
x		Game Design II	3	Game production and design competence
x		Level Design	3	Game production and design competence
x		Continuation course in Game Production	3	Game production and design competence
x		Basics of Game Business	3	Game production and design competence
	x	Continuation course in Game Business	3	Specialised Game production and design competence
	x	Introduction to management accounting	3	Specialised Game production and design competence
	x	Marketing-oriented Game Design	3	Specialised Game production and design competence
	x	Legal issues and IP	3	Specialised Game production and design competence
x		Programming C++	3	Game programming competence
x		Physics I	3	Game programming competence
x		Continuation course in programming C++	3	Game programming competence
x		Mathematics for Game Programmers	3	Game programming competence
x		Data Structures and Algorithms	3	Game programming competence
	x	Programming Mobile Games	3	Specialised Game programmin competence
	x	Game Programming II	3	Specialised Game programmin competence
	x	Artificial Intelligence in Games	3	Specialised Game programmin competence
x		2D Animation	3	Game graphics competence
x		2D Background Design	3	Game graphics competence
x		2D Character Design	3	Game graphics competence
x		3D Modelling and texturing I	3	Game graphics competence
x		Vector graphics	3	Game graphics competence
	x	3D Animation	3	Specialised game graphics competence
	x	Basics of 2D Game Graphics	3	Specialised game graphics competence
	x	3D Character Modelling	3	Specialised game graphics competence
	x	3D Modelling and texturing II	3	Specialised game graphics competence
	x	3D Modelling adn texturing III	3	Specialised game graphics competence

Due to timetable issues, it is recommended to choose courses only from one specialisation area. If timetable allows, it is possible to choose other courses as well. This can only be confirmed at the beginning of the semester.

In addition, the following courses are available:

x		Linux Server Environment	6
	x	Basics of PHP	3
	x	JavaScript	3
x		Linux	4