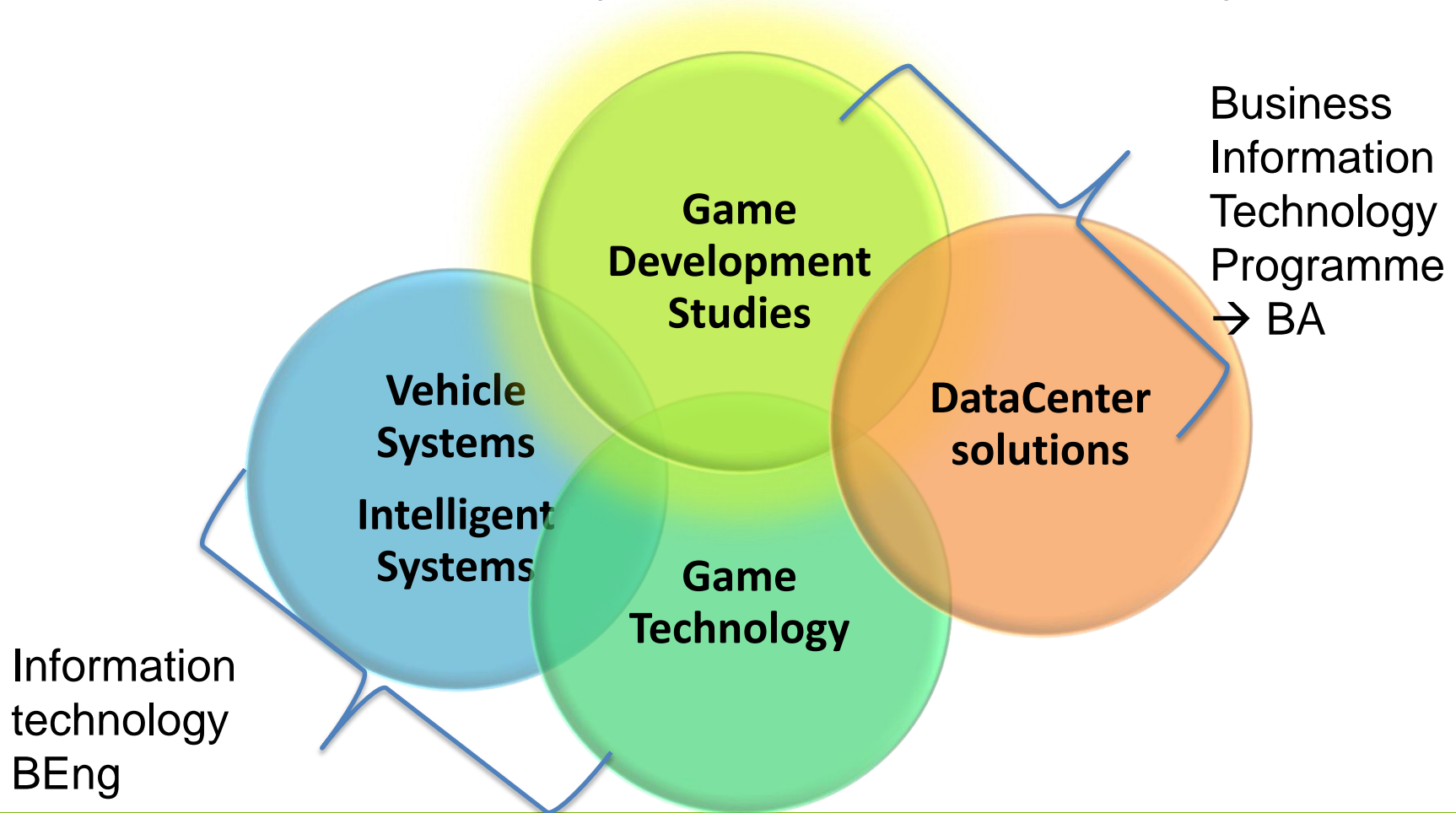


# Kajaani University of Applied Sciences Game Development



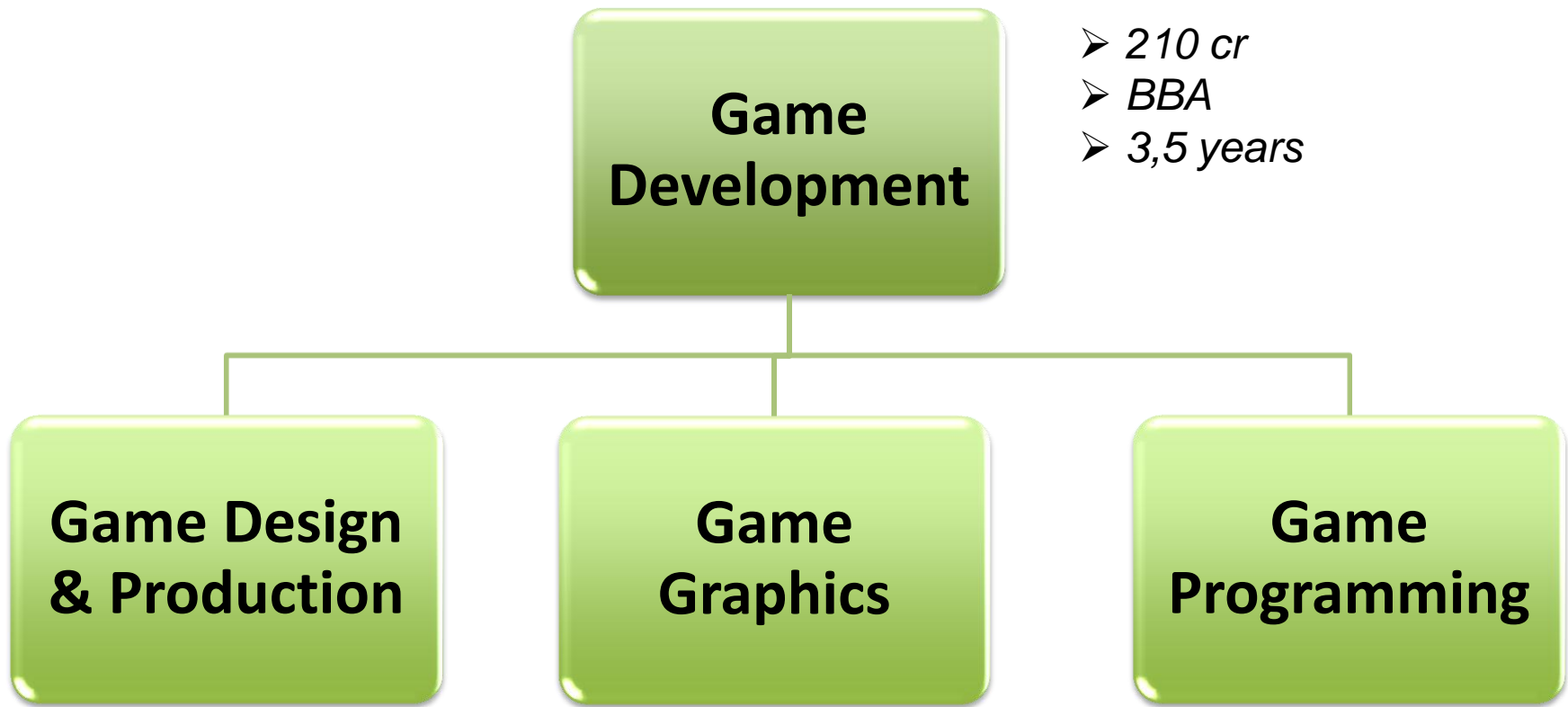
# Information systems proficiency area





# Business IT Game Development

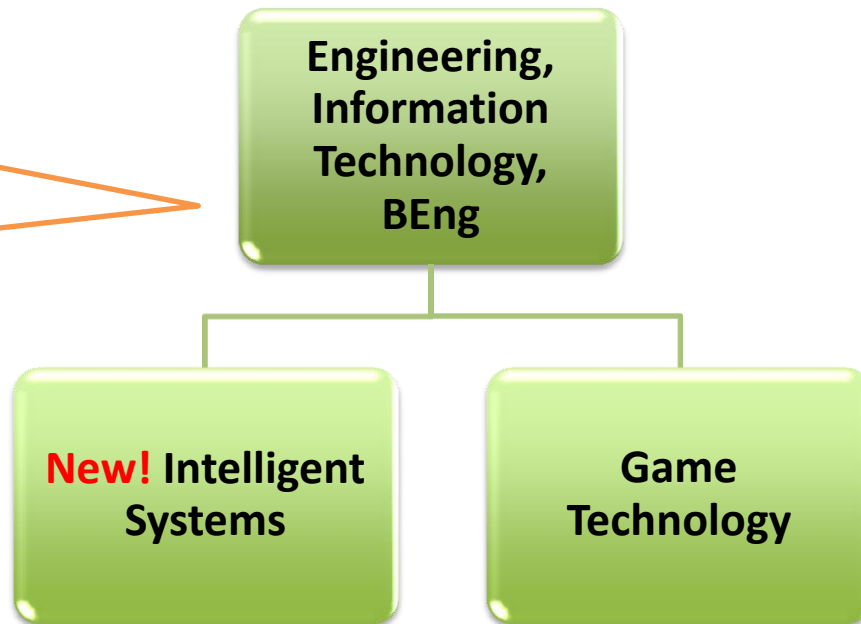
- Specialization areas



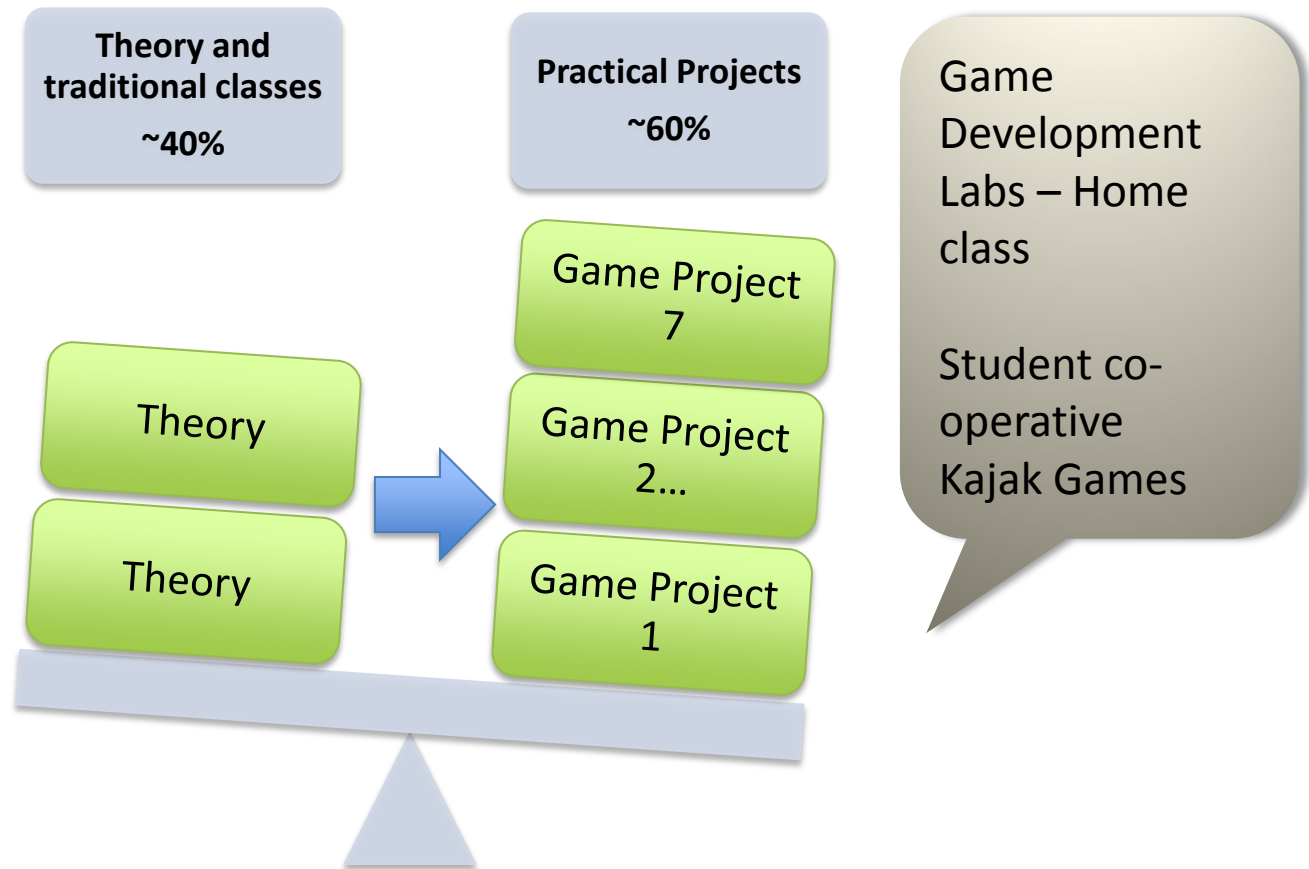
# Engineering Information Technology

- Intake of students 2015 40 students
- Studies take 4 years/ 240 ECTS
- Student can focus on:

Students are selected according to their skills, suitability and 1st year studies



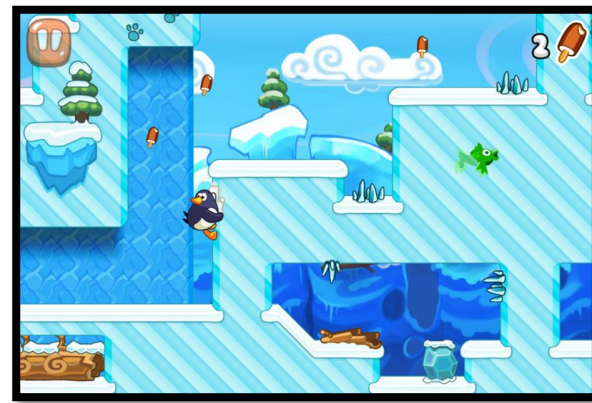
# Game development teaching methods



# Game Development...

...Good success in game competitions nationally and internationally (Global Game Jam, Dare to be Digital, Viope Game Development World Championship)

<http://www.youtube.com/watch?v=VSUO5dtWnx8>



Students can do assignments for companies through co-operative Kajak Games

<http://www.youtube.com/watch?v=xdA9ds04z50&feature=related>



# R& D - past



Planning a new curricula for Game Technology and strong internationalization



Game Engine Development Projects – Kajak3D Game engine



Innova – Innovation and Entrepreneurship center



METIS – Driving simulator II



PELITYS – Game Testing with over 15 game company partners



Virtual Kajaani 2.0 – virtual, gamified & interactive City of Kajaani

# R& D - present



KAVIO Cluster - increases the successful development of emerging businesses in gaming sector in Kainuu area



ATHENE & ATHENE+ - virtual sports/training/travelling environment



HETTE: Developing Health games & technology & business  
Continuing development of My Life -game



# R&D - future



Serious Games Development: especially Health Games  
- Idea for game teaching carb counting for kids with diabetes



Game Development Knowledge Alliance?



Travelling & games



# WWW

- <http://www.kamk.fi>
- <http://www.kaviocluster.org/web/>
- <http://www.cemis.fi>
- <http://www.cse.fi>
- <http://www.kajak3d.com>



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# Thank you!

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