



**KAMK • University
of Applied Sciences**

Game Development Summer Studies 2023 – Info

Course Info

- **29.5.-13.8.**
- You can complete 5, 10 or 15 credits
 - Game Development Summer Studies 1 (5 credits)
 - Game Development Summer Studies 2 (5 credits)
 - Game Development Summer Studies 3 (5 credits)
 - Game Development Summer Studies 4 (10 credits)
- 1 credit = 27 hours of work
- Grading 0-5
- Hand-ins
 - Game/portfolio/ prototypes
 - Self & Peer Review
 - Working hours
 - Report

Tracks

- Choose at least one track to complete
 - Published game
 - Game Development Competition
 - Portfolio
 - Rapid Development

Example: Portfolio 5 cr + published game 10 cr = 15 credits

Published Game

- Teams of 4–10 people
- Game is published on any marketplace
 - E.g. Steam, Itch.io, Apple Store
- Any platform, genre and visual style goes
 - Within the bounds of good taste

Game Development Competition

- Teams of 4-10 people
- Team participates in a game development competition
 - The competition is in this year
- Team searches the competition event on their own
 - National or international
- E.g. Assembly
- Any platform, genre and visual style goes
 - Within the bounds of good taste

Portfolio

- Teams of 1-3 people
- Team makes a polished and finalized portfolio piece
 - E.g. An artist and a programmer combine their skills to make a fancy-looking scene with working game mechanics in VR
- Any platform, genre and visual style goes
 - Within the bounds of good taste

Rapid Development

- Teams of 1-3 people
- 1-3 weeks cycles
- Fast developing a prototype of a game, shaders, game engine, etc.
 - Within the bounds of good taste
- After a cycle, quit and move to the next thing

Design Meets

Every single team/solo meets with the teacher before the presentation day (29.5.-7.6.)

Time for one meeting is 30 minutes

- **What to show in the design meet**
 - Design for a game/ portfolio/ rapid dev ideas
 - Timetable
 - Tasks and tools
 - Publishing or game dev competition plan
- Every single team/ solo also makes a written Plan B, in case things don't go as planned
 - E.g. Team falls apart, Game Dev Competition is canceled...

Presentations 8.6.

- **Published and Competition** tracks present their polished game designs on 8.6. in auditorium
- **Portfolio and Rapid Dev** tracks post their polished plans into the DevMoodle forum for others to see on 8.6.



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