

Studying at Games Academy – Skilled based curriculum

Who am I?

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- Senior lecturer at Tampere University of Applied Sciences
- M.Sc., Information Technology
- 10 years of experience from multiple game companies
 - as a game programmer, team leader
- Full-time teacher since 2020

What is Games Academy?

- A study path organised in co-operation between Business Information Systems and Media and Arts degree programmes
- Consists of two seasons, each four to five months long
 - Autumn and spring seasons
- Additionally, Business Information Systems students have a third season
- Two paths, one for artists and one for programmers
- Each year about 40 students begin their journey in Games Academy
 - The ratio between programmers and artists is about 50/50

Our studio

- Gaming computers with professional game development tools
 - With admin rights for students
- Drawing tablets
- Gamepads and other controllers
- Own network



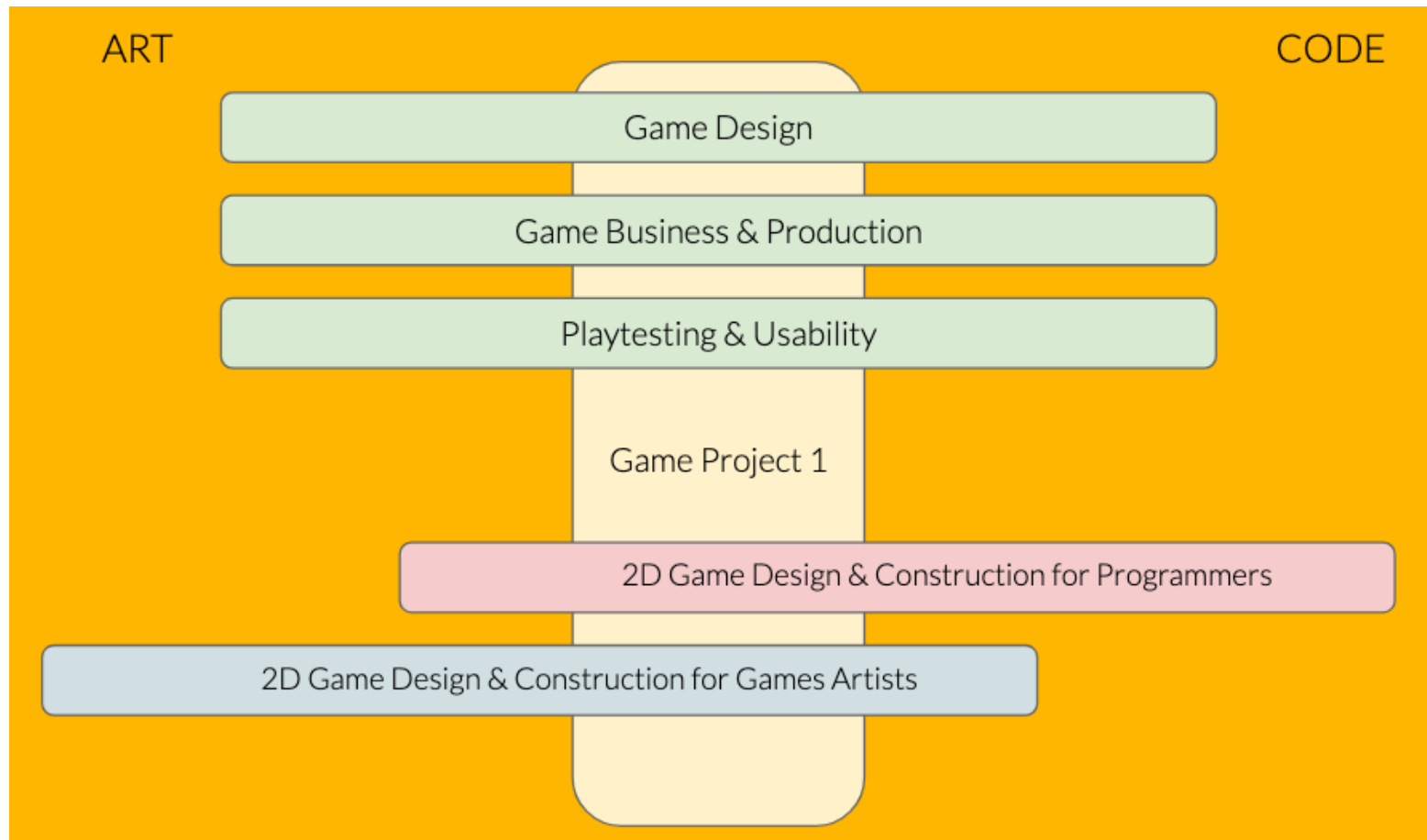
Season 1 (slide 1/2)

- Students start learning game development on their own paths
- Students form teams, in which they start developing their first game
- In this season, students pick a classic game from a predefined list of games
 - they will recreate one game with their own twist
- All games are 2D games

Season 1 (slide 2/2)

- All studies are tied in with the Game Project
- The goal is that all work students do during courses can be applied directly to the project
- For example, all programming course exercises are features applied to the game project

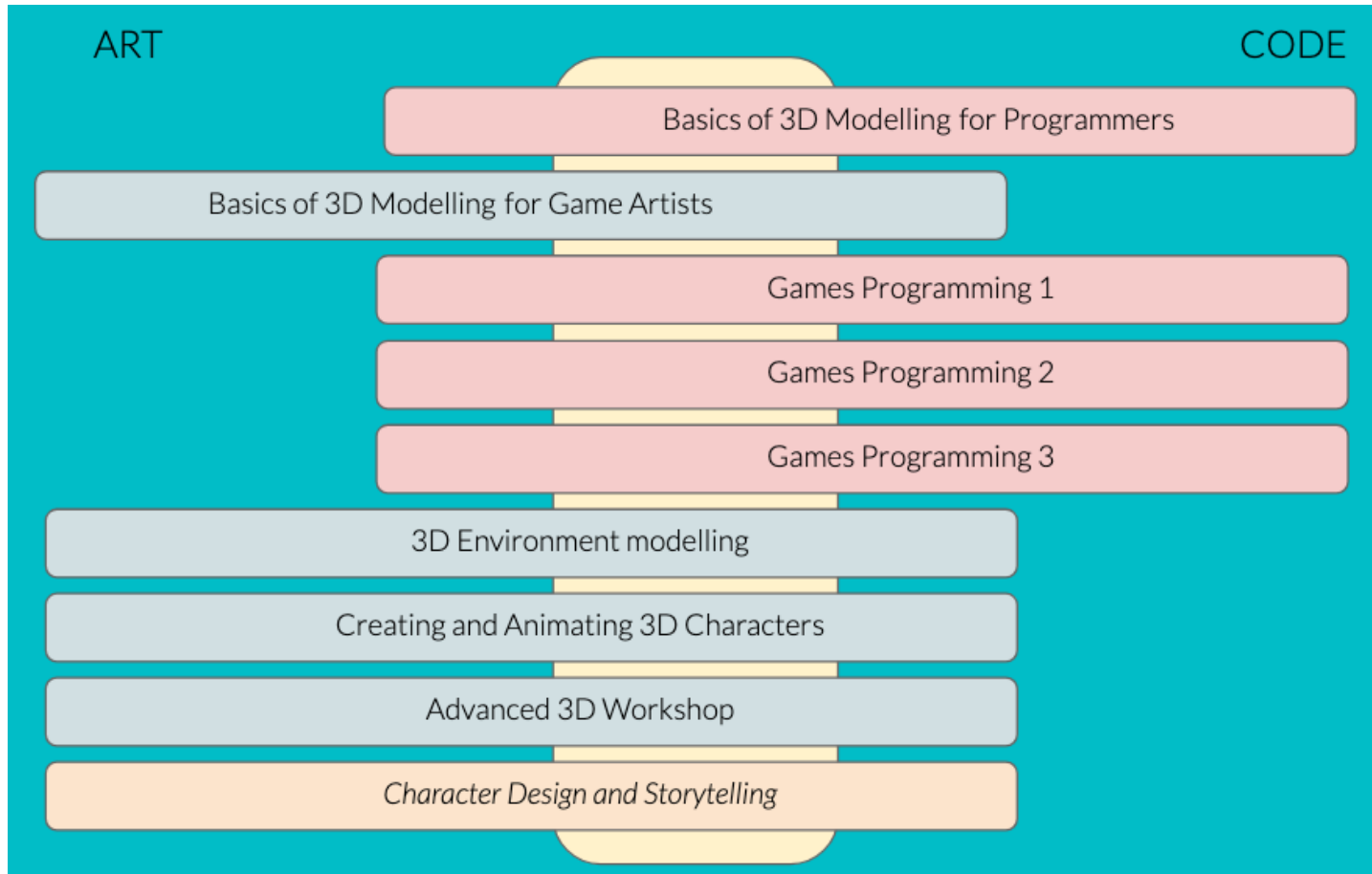
Season 1 visualised



Season 2

- This season includes a similar project to Season 1
- The difference is that now students can design a completely new game
- The project in season 2 is typically a 3D game

Season 2 visualised



Challenges with this curriculum

- The game development industry is highly interdisciplinary
- Games are also very complicated systems
 - For example, the programmer's role can include
 - Engine programming
 - Gameplay programming
 - Tool programming
 - Backend programming
 - Graphics programming
 - And so on
- We can't teach everything during one year in Games Academy

Skill based curriculum

- The Chips For Game Skills project identified the skills required in the games industry
 - The project was done in cooperation between the Finnish Universities of Applied Sciences and Finnish game companies
- Skills are visualised on this website:
<https://kumu.io/gamebadges/gamebadges>
- We plan to let students include additional skill studies in existing courses
 - Learning a new skill can consist of one or two credits per course

Studying a skill

- First, students will identify a skill they want to learn
- After that, students will search sources where they can learn that skill
 - Books, online learning platforms, etc.
 - Teachers can help with this process
- All learned skills must be applied to the game project
 - For example, if students learned audio programming, they will implement an audio system in the game
- After the project, the student will document their learning process e.g. by writing a blog post about it

Example games

Season 1 game, autumn 2022

- **Mänteater**
- Made by Team 404
- Inspired by Rampage
- Members:
 - Eetu Hentunen, programming
 - Jesse Leppä, programming
 - Kristian Törmä, programming
 - Ronja Heimonen, art
 - Nika Toikka, art
 - SM Aho, art

Season 2 game, spring 2023

- **Cyber Scythe**
- Made by Team 404
- Members:
 - SM Aho, art
 - Ronja Heimonen, art
 - Nika Toikka, art
 - Eetu Hentunen, programming
 - Jesse Leppä, programming
 - Kristian Törmä, programming

Season 1 game, autumn 2023

- **Magic Mayhem**
- Made by Team Time Pilot
- Inspired by Time Pilot
- Members
 - Aapo Nevamäki, programming
 - Simo Vainionpää, art
 - Kseniia Merzliakova, art
 - Akseli Ilkka, programming
 - Milko Kurki, technical sound designer, programming
 - Leo Piirto, art & storytelling
 - Minna Mellajärvi, art

Thank you!