DEPARTMENT OF COMPUTER SCIENCE& ENGINEERING

"KAMK UNIVERSITY INTERNSHIP FINLANDV PROGRAMME"
APSSDC, Govt. of Andhra Pradesh
1st June 2018 to 27th July 2018

32 Students attended Summer Internship on "INDIAN GAME DEVELOPMENT COMPETITION " in partnership with Kajaani University – Finland. Program conducted from 01st June 2018 to 3rd August2018. Students trained by Kajani University experts - Finland for 8 weeks at SRM University.

Benefits :

- Students & Faculty can learn the objectives and methods of developing a commercial game.
- Students may even have the opportunity to publish their own game start venture, get placed in one of the reputed gaming companies around the world.
- Students will be given 12 credits(12 ECTS) for this 8 Weeks course redeemable in EU and US Universities.

Benefits with Gaming Program to Colleges:

1. College will gets collaborated with APSSDC & Kajaani University of Applied Sciences, Finland.
2. Campus will become a **Gaming Club**.
3. Opportunity for Minor Game development course in campus in association with Kajaani University of Applied Sciences, Finland.
4. Ventures can be planned in Campus which will be owned by students.

Benefits with Gaming Program to Students:

➢ Huge opportunities across India and all over the globe (Only Finland has 50000vacancies*)
➢ They can become Entrepreneur by developing and Publishing a Game.
➢ ECTS (European Credits Transfer System) will be given to students who has successfully completed the course.

PRINCIPAL
ANNAMACHARYA INSTITUTE OF
TECHNOLOGY & SCIENCES
VENKATAPURAM (Vill.)
RENIGUNTA (M), TIRUPATI-517 520

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➢ Student exchange Program with Kajaani University of Applied Sciences, Finland.

KAMK · University of Applied Sciences

CERTIFICATE

3.8.2018

Student name   Kolla, Balaji

Course   **IGDC Game Development (12 ECTS)**

Implementation   The course was implemented in the Information Systems Competence Area as part of the IGDC Summer Course 2018.

Content   Game types and genres
Game Development Process
Game Design and Mechanics
Characteristics of Game Business
Business Operation Models
Financing in Game Industry
Earning logics
Basics of Game Marketing

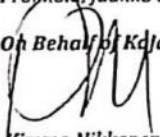Project work in teams making commercial games

A section of student interest-oriented subject area
* Game Designer
* Game Programmer
* Game Artist
* Game Producer

Assessment   Approved

Lecturers   Senior Lecturer Timo Korhonen, Lecturer Janne Remes and Coaches Jaana Kauppila, Taru Verkkonen, Laura Kinnunen, Joel Partanen, Jussi Prokkola, Jaakko Kärkölä.

On Behalf of Kajaani University of Applied Sciences, FINLAND

Kimmo Nikkanen
Dean, Head of School
Information Systems, Kajaani University of Applied Sciences

Assessment: Approved / Rejected
One credit point (ECTS) means 27 hours of student work.
All teaching took place at the SRM University premises in Amaravati, India.
The identity of the participants was verified reliably.

EUROPEAN UNION