



ESTONIAN
ENTREPRENEURSHIP UNIVERSITY
OF APPLIED SCIENCES

GAME DESIGN AND DEVELOPMENT 2017



YOU WILL HAVE

- Unique insight from professional game designers
- Knowledge how to become an entrepreneur
- Practical video game production experience
- Competitive portfolio
- Game Design and Development diploma of higher education



CURRICULUM

- 3 year full-time studies in English are located in Tallinn - most lectures are from Mondays to Wednesdays, leaving the weekends for extra-curricular activities and part-time job.
- We will accept 30 students each year.
- Tuition for Game Design and Development curriculum is 4000€ per year, paid in advance each year.



ENTREPRENEURSHIP	BASIC SKILLS	VOCATIONAL BASICS	VOCATIONAL STUDIES	OTHER
Entrepreneurial mindset, marketing, finances, business plan and running a small company.	Communication Psychology	Vektorgraphics	Programming	Vocational Internship
	Organizational Behavior	Photo manipulation	Composition and color	Research Paper
	Public Speaking	Computergraphics and Animation	Game Industry	Teamwork Internship
	Scientific Research	User experience design	2D and 3D graphics (Unreal Engine)	Portfolio
	Data Analysis	Narrative	Mobile game project	
		HTML 5	Game Engines and Prototyping (Stencyl, GameMaker)	
		Teamwork models	Computer Game Development Workshop (Unity)	
		Business law for creative industries	Game Design, Level Design and Documentation	
			Publishing and Marketing for video games	



LECTURERS

- Our mission is to offer practical skills and real-life experience. Our lecturers are working professionals in the games industry and can share unique insight into the best practices and recent developments in the industry. You will learn how to work in a close-knit team and build your idea into a fully developed game. You'll be expected to launch at least one game to global market on your third year.



ADAM MAYES

I was a consultant level designer on Far Cry examining and designing non “run and gun” gameplay, eventually building levels with Crytek's proprietary editor and engine.

I will be teaching high level game design.





JOSÉ MANUEL PRIETO GARAY

Co-starter and technical mentor from Gameloft Indonesian studios' startup and development (technical recruitment, training and games production). Co-founder & CEO @ Sama Sama Studios.

We will be building your very first mobile game.

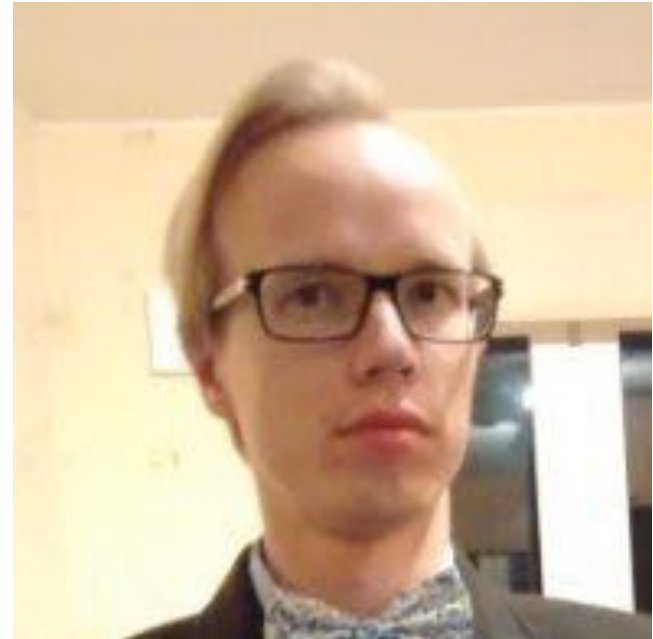




AGO UIBO

I studied IT management and have been working in IT field for some time now, including as a Q&A expert for Estonian Ministry of Interior.

I'm most interested in the history of video games and I'll help you have an understanding of how the game industry came to be.





MIKK LUIGE

I've been an independent game developer for 10 years. Some of my more noted works are an RPG "Unrest" that won Game of The Year 2014 award from Softpedia and I've also made promotional games for several independent movie makers.

I'll help you quickly build a high-polished prototype from a simple game idea and show you how make the development process as efficient as possible.





PARTNERS



DEPARTMENT OF GAME DESIGN
CAMPUS GOTLAND



unity



CREATIVE MOBILE



INTERACTIVE FATE

Estonian Chapter
of the International
Game Developers
Association

