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PELIKAN Updates!

Changes in team PELIKAN

August brought changes in the project staff. Tiina has transitioned from the role of Communications Planner to Project Manager in another project, with Enna stepping into her shoes. Additionally, the team has been strengthened by Niko, who is working as an Education Specialist in the project. Best of luck to Tiina with her new challenges, and a warm welcome to Enna and Niko!

New students in the city!

Project PELIKAN has deliverd results! New students have arrived to Kajaani. Read more down the in newsletter!

New Educational Specialist Niko!

I work as a lecturer in game technology and game programming, and I also teach other courses related to game development, such as project studies and game testing. My expertise lies in C/C++ and C# programming languages. I have previously worked with serious games and virtual reality games, and primarily using Unreal Engine. I have also expanded my knowledge of different game engines such as Unity and Godot.

I have always been interested in new technologies, especially from a game development perspective, and the potential opportunities that the gaming industry holds for the future. I'm also a KAMK graduate in the field of game technology engineering. I enjoy playing various video games, and I like to work on my own game projects, as well as participate in various game jams. Currently, I am also working on a master's degree in game business management.

This autumn, I joined the PELIKAN project to contribute to the planning and development of the game development curriculum. This includes tasks such as reviewing and updating course contents as well as networking with the experts in the field."

Written by Niko Kinnunen, Educational Specialist
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STUDENTS FROM ALL AROUND THE WORLD

The new academic year has begun and new Bachelor's program in Game Development has been established alongside the Finnish-language education program. We now welcome students from 14 different countries: Finland, Bangladesh, Pakistan, Poland, Nepal, South Africa, the Czech Republic, Hungary, Vietnam, Nigeria, the United States, China, Sri Lanka, and the Philippines. During the first week, students had the opportunity to get acquainted with the campus through orientation week. A warm welcome to all!

Description of the studies

The new Bachelor's program in Game Development focuses on applying learned theories into practice. Basic studies offer a solid foundation in project work, business, languages, and communication, along with essential skills in various areas of game development. Through hands-on projects, practical training, and the thesis process, students are provided with valuable opportunities to learn, interact, and build networks with industry professionals. **Jump on board with us!**

GAME INDUSTRY TURMOIL WORKSHOP

The Northern Game Summit is approaching, and we're hosting a side event in Kajaani.

This workshop was inspired by the current "crisis" in the gaming industry, which seems to present various challenges from different perspectives. Concerns have been raised by gaming companies, educational institutions, and those aspiring to enter the industry. As a result, we felt it was important to bring people together to share thoughts and seek solutions for the future.

Looking forward to see you all!

SIGN UP

Participate in the thesis survey

Are you an expert or do you know someone who could help with this survey? Janne Ohtonen's thesis explores how HPC can revolutionize game development by analyzing its benefits, challenges, and most common applications. The survey takes about 10 minutes to complete, and all responses are anonymous. Please take a moment to participate or share the link with others. Thank you!

Best regards,
Janne Ohtonen

ANSWER

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Jos haluat peruuttaa tilauksen, klikkaa tästä.