



PELIKAN
Newsletter



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PELIKAN Updates!

Greetings from the PELIKAN team!

A lot has happened during the autumn, with various events, internal projects, and changes within the team. Tanja Korhonen has started as the Project Manager for PELIKAN. The responsibilities of the project manager have been going smoothly, as Tanja is already an experienced veteran of the project. We wish the best for previous project manager Klaus with his new challenges in other tasks.



APPLICATION PERIOD:

8-21.1.2025

The first joint application of the spring will take place from January 8 to 21, 2025. The application includes bachelor's degree programs conducted in English.

Bachelor's degrees

1. [Business Information Technology, Game Development](#)
2. [Esports Business](#)

Master's degrees

1. [Game Business Management, part-time](#)
2. [Game Business Management \(Engineering\), part-time](#)

Explore more about the programs through the link below

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STUDENT RECRUITMENT IN CHINA 2024

KAMK participated in a student recruitment trip to China in late October and early November 2024, in collaboration with several Finnish universities of applied sciences. The trip included agent meetings in Shanghai, participation in the China Education Expo in both Shanghai and Beijing, and a high school visit with a presentation to parents.

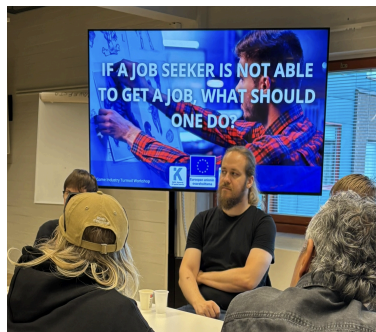
Discussions with agents focused on student recruitment and the potential of Chinese applicants, with particular interest in game development programs. During the school visit, Finnish education was presented to parents, highlighting its high quality, which is well-recognized in China.



The expos attracted students, parents, university representatives, and agents. Maintaining Finland's positive image and increasing awareness were key goals, making the joint stand a valuable platform. Many Chinese parents are preparing for their children's international studies early, reflecting strong interest in studying abroad.

INSPIRING CONVERSATIONS IN GAME INDUSTRY TURMOIL WORKSHOP

The Game Industry Turmoil Workshop gathered over 50 participants in Kajaani on September 18th to discuss the current crisis and challenges in the game industry. The main topic was "How to get into the industry during this crisis." We heard many inspiring speeches from professionals and worked together to explore potential solutions. Thank you to everyone who participated, and a special thanks to Jussi Ultima, Suvi Latva, Olli Raudus, and Kate Edwards for their inspiring speeches and discussions.



NORTHERN GAME SUMMIT GATHERED GAME PEOPLE TOGETHER

Northern Game Summit 2024 was in 18.-20.9.2024 and once again, NGS brought game developers together in Kajaani, from freshmen students to hard-boiled professionals. Like previous years events, Northern Game Summit had interesting speakers all around the world and hundreds of visitors who came to listen to the interesting talks and network together.

One of the most interesting speakers this year was Baudelaire Welch from United Kingdom, who works as a Senior Narrative Designer at Larian Studios and has worked with Baldur's Gate 3. Baudelaire gave a talk on romance design in video games. NGS also had speakers from some of the most well known Finnish game companies, like Rovio and Remedy. Taru Tapaninen from Rovio gave a talk about unique design challenges of long-term life service games and Elina Sievänen from Remedy gave a talk about character technology in the award winning Alan Wake 2. This year, Northern Game Summit brought in around 400 visitors to Kajaani to



listen these interesting talks and network together in a chill and comfy environment.

Team PELIKAN

Tanja, Tommi, Joonas, Joni, Kirsi, Niko,
Kiia & Enna

Visit our website:
[PELIKAN - International Game Development Education](#)

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Jos haluat peruuttaa tilauksen, klikkaa tästä.

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