TRAINEESHIPS IN OULU (Finland)

SF OULU11 = Oulu University of Applied Sciences (OAMK)

- a) Demola projects
- b) Game Lab

a) Traineeships in DEMOLA PROJECT (=10 ECTS)

Demola (10 ECTS cr) is a short-term (2-month) traineeship programme for higher education students from different fields, such as IT, business, engineering, media & design, health and social care.

It is suitable for students with 2-3 years of studies in relevant fields.

Students work in multidisciplinary teams and company-based projects. As a Demola trainee, you'll work in small teams, helping companies to solve real-life innovation challenges.

Duration: 2 months

Working language: English

Periods:

- Autumn: September December
- Spring: February May

(Application: August / beginning of September) (Application: December / January)

Each Demola project has a workload of 10 ECTS cr. <u>Y00044E</u> - Demola Project, 10 ECTS cr <u>http://www.oamk.fi/opinto-opas/en/content-of-studies/course-search?sivu=oj_kuvaus&koodi1=Y00044E&kieli=en&opas=</u>

You can add to your experience a Finnish Survival Course for 3 ECTS cr. <u>Y00022E</u> - Finnish Survival Course, 3 ECTS cr <u>http://www.oamk.fi/opinto-opas/en/content-of-studies/course-search?sivu=oj_kuvaus&koodi1=Y00022E&kieli=en&opas=</u>

More information: <u>https://www.oamk.fi/opinto-opas/en/exchange/studies#Interdisciplinary-Studies</u> > Demola

Application: <u>https://applications.demola.net/</u> <u>https://www.demola.net/students</u> Guidelines: <u>https://oamk.sharepoint.com/:w:/s/staff/kv/EZR8AjWhX7ZPkc71fLQZ-CQBSIUM6tA9xuWoK9T5wFtAvg?rtime=VkhL9voF2Eg</u>

If you are applying to Demola, please notify incoming.students@oamk.fi

Then if you are finally accepted by Demola, please inform <u>incoming.students@oamk.fi</u> and also indicate your project and the duration (2 months) including the start and end date.

In case of questions about the content of Demola, please contact Pekka Silvén pekka@demola.net

b) Traineeships in GAME LAB (=30 ECTS)

Game Lab (30 ECTS cr) is based on projects in which students from various fields ideate and implement a game demo by means of rapid product development.

It offers creating your own demo game with a team of students from different fields and connections to the game industry. LAB focuses nowadays on rapid product development.

The programme is suitable for 3/4-year Bachelor's and Master's level students of graphic design, ICT/programming, business/marketing, producing, music.

In Game LAB, you will deepen your knowledge and skills in game development. At first you will generate and pitch project ideas among students. You will then work on a project in interdisciplinary student teams following a business-driven approach. Throughout Game LAB, your student team will be guided and coached by academic/professional staff of Oamk and relevant industry/company representatives.

More information:

<u>https://www.oamk.fi/opinto-opas/en/exchange/studies#Interdisciplinary-Studies</u> > Game LAB

Period: Autumn

Workload: 30 ECTS cr (it has to be pursued as a whole due to pedagogical considerations)

<u>YY00BR00</u>-3024 Concept Creation (Game LAB), 15 ECTS cr <u>https://www.oamk.fi/opinto-opas/en/content-of-studies/course-search?sivu=oj_kuvaus&koodi1=YY00BR00&kieli=en&opas</u>= +

<u>YY00BR01</u>-3022 Demo Creation (Game LAB), 15 ECTS cr https://www.oamk.fi/opinto-opas/en/content-of-studies/course-search?sivu=oj_kuvaus&koodi1=YY00BR01&kieli=en&opas=

You can also pursue the Finnish Survival Course in addition to the Game LAB courses <u>Y00022E</u> Finnish Survival Course, 3 ECTS cr <u>http://www.oamk.fi/opinto-opas/en/content-of-studies/course-search?sivu=oj_kuvaus&koodi1=Y00022E&kieli=en&opas=</u>

In case of questions, please refer to incoming.students@oamk.fi