Camp in Game Design

National Research ITMO University

Degree or qualification is awarded:

Practical skills and experience in game development; ITMO official certificate, 6 ECTS credits

Language of study: **English**
Mode of study: **part-time**
Duration: **3 weeks**
Availability of free education: **no**
Price: **450 euro**

Programme webpage at the university website: http://en.ifmo.ru/en/page/296/Summer_Winter_School.htm

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ULY 15 – AUGUST 4

Place of Study: ITMO University

Application Deadline: 14 May 2019

Admission Requirements: Bachelor's degree (3rd year and up), Master and PhD students in STEM, in particular, ICT and Programming.

The camp in Game Design aims at students and young scientists interested in digital game development. The program covers the variety of topics, including:
·   Project management in game industry
·   Game design
·   Game development technologies
·   Game development marketing
The camp is carried out in cooperation with the leading game companies such as Nival and Wargaming and provides students with a unique opportunity for professional and personal growth. Participants of the camp in Game Design 2019 will also be invited to participate in the VK fest conducted annually in St. Petersburg.

CAMP PROGRAM

The camp combines three intensive parts:

·   Theoretical

Lectures conducted by the highly-skilled specialists in the IT field.

·   Practical
Visits to leading game companies: Nival and Wargaming.
Individual and team research projects.

· Cultural

Excursions and tours around St. Petersburg

VK fest

ADMISSION REQUIREMENTS

· Bachelor's degree (3rd year and up), Master and PhD students in STEM, in particular, ICT and Programming

· Standard data structures and algorithms, programming skills in C ++ / C # / Java

· Ability to apply current mathematical packages and data processing languages (Python / R / MathCAD / MatLab)

· Upper intermediate knowledge of English

· Graphic engines and/or portfolio for own game development plan will be an advantage.

BONUSES FOR CAMP GRADUATES

· Preference in admission to the Double Master's degree program in Big Data and Extreme Computing conducted in English in cooperation with the University of Amsterdam.

· Preference in admission to the Master's degree program in Game Development conducted in Russian.

· Prospects for participation in game development projects after admission to ITMO University.

Specializations within this programme