



## Assignment of bachelor's thesis

**Title:** Grafit.games – Commercialization of Student Game Projects  
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**Supervisor:** Bc. Ondřej Brém, MSc.  
**Study program:** Informatics  
**Branch / specialization:** Business Informatics 2021  
**Department:** Department of Software Engineering  
**Validity:** until the end of summer semester 2026/2027

### Instructions

**Goal:**

To design and test a mechanism of advancing student projects from semester or final project phase to commercial distribution with profit shared among team members.

**Instructions:**

1. Analyze needs of student videogame projects from potential commercialization point of view
2. Analyze faculty environment regarding advancing student projects to the business sphere. Additionally research similar mechanisms on other faculties/universities both in Czech Republic and abroad.
3. Identify exemplary project candidates for a pilot run.
4. Design mechanism of student videogame projects commercialization that will be financially sustainable without faculty's resources.
5. Choose a pilot game project and test designed mechanisms on it.
6. Document steps to make a methodology so it can be replicable.