

Course plan

Education: Futuregames Game Artist

Training number: YH01915-2023-1

Round: 1-3

Course Internship (LiA)	
YH-points 150	Developed and reviewed by Oscar Lindqvist
Edition 1	Approved by the Management Team MAL: 2023-08-21 <i>Click here to select the date.</i>
Main language English	Prior knowledge No

Main content of the course

The purpose of the course is for the students to experience a professional work environment at a relevant company.

The goal of the course is to strengthen students' new professional role in the gaming industry, under the guidance of experienced game developers, and to increase the student's network.

The course comprises the following elements:

- Real work experience

Course objectives/Learning outcomes

After completing the course, the student should be able to:

Knowledge:

- 1 Understanding the workflow and pipeline of the LiA company
- 2 Understanding the company structure, culture, and vision, and how they communicate internally.
- 3 Understanding of how to plan and structure work responsibilities according to the team's needs.

Skills:

- 4 Learning how to use the company tools and frameworks.
- 5 Producing as part of a team and working within a specific role
- 6 Planning the execution of the work
- 7 Reflecting upon the own process and experience

Competences:

- 8 Through their LIA, the student gains the competences of working in and with a professional team on a real project.

Forms of teaching

The course will be carried out in the form of work experience at a gaming company, under the supervision of an internal mentor. The course also requires the completion of one individual assignment during the self-study period.

Forms of knowledge control

1 individual assignment and **a presentation** based on the teacher's criteria.

Examination will take place through one gradable individual assignment (IG, G, VG) to be submitted and presented individually.

After the regular opportunity, the student is entitled to two or more re-examinations or supplements. If the student can prove a valid absence from knowledge with a sick certificate, a moment can be replaced.

Betygskala

The following grading scale is applied:

VG = Pass with distinction, G = Pass, IG = Not approved

Principles of grading

For the grade **Pass**, the student must have achieved all the objectives of the course.

For the grade **Pass with distinction**, the student must have achieved, in addition to the requirements for the grade Pass, achieve all the goals in the column Pass with distinction.

Fail is given to students who have completed the course and completed all knowledge checks but have not reached all the goals for Pass.

<u>Objectives</u>	<u>Approved (G)</u>	<u>Pass with distinction (VG)</u>	<u>Knowledge Assessment</u>
1	Understanding the workflow and pipeline of the LIA company		Individual assignment + Presentation
2	Understanding the company structure, culture, and vision, and how they communicate internally.		Individual assignment + Presentation
3	Understanding of how to plan and structure work responsibilities according to the team's needs.		Individual assignment + Presentation

4	Learning how to use the company tools and frameworks.		Individual assignment + Presentation
5	Producing as part of a team and working within a specific role.		Individual assignment + Presentation
6	Planning the execution of the work		Individual assignment + Presentation
7	Reflecting upon the own process and experience.		Individual assignment + Presentation
8	Through their LIA, the student gains the competences of working in and with a professional team on a real project.	Students analyze and document their individual role and process while working at the LIA company and conduct an <u>in-depth retrospective</u> on their personal learning.	Individual assignment + Presentation