

Games Industry Engagement Opportunities 24/25



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Hi! Thank you for your interest in working with us to make our games courses the best they can be. We have several opportunities to include industry involvement in our courses, both extra-curricular and as part of our day-to-day teaching activities. If you're interested in anything below, or want to propose something new and exciting, please reach out to Dr Matthew Crossley by email at m.crossley@mmu.ac.uk.

VFX and Game Production Studio

Give a talk or feedback on vertical slices for final year students.

[Find out more](#)

Indie Game Development

Give a talk or feedback on game pitches for final year students.

[Find out more](#)

Rapid Game Prototyping

Propose/sponsor a game jam theme/award for second year students.

[Find out more](#)

Thematic Project

Propose/Sponsor game related projects for second year students.

[Find out more](#)

Extra-Curricular Opportunities

Opportunities for talks, panel sessions, workshops and more.

[Find out more](#)



What is it?

VFX and Game Production Studio runs as a simulated studio environment (CheddarCat). Students can pitch game ideas in the first week, the best of which are then selected for further development. Each team leader is responsible for project managing their team using Jira, with a series of milestones. Students are moved between teams as resource demands, and game ideas that are not working out may be cancelled.

How could you get involved?

It is great for student teams to hear feedback on both their actual vertical slices and their ways of working. There are opportunities for a wide variety of disciplines to share advice with student teams, from developers to producers.

When is it?

VFX and Game Production Studio runs weekly from 30th September 2024 to 13th December 2024. Stand-up and sprint planning activities take place on Mondays (13:00-16:00), and individual team reviews/feedback meetings take place on Wednesdays (12:00-15:00).

Time Commitment

A single session, during which you could meet all the students, is three hours long.

Programmes and Levels of Study

Final year students from:

- BSc (Hons) Computer Games Development
- BSc (Hons) Games Design
- BSc (Hons) Computer Animation and Visual Effects

Estimated Numbers

105 students

Indie Game Development



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What is it?

Through Indie Game Development, students conceptualise a game idea in a team and prepare a pitch deck, taking part in a simulated pitching session. The expectation is that students communicate a clear project timeline, budget, design pillars, etc. and share their market research and audience analysis.

How could you get involved?

There are opportunities to deliver talks/masterclasses/share experience of pitching to help provide some real-world experience and ideas for the students. There are also opportunities to review game ideas/pitch decks to offer feedback to students ahead of the final pitching sessions.

When is it?

Indie Game Development runs weekly from 27th January 2025 to 11th April 2025. Sessions are on Tuesdays (15:00-18:00).

Time Commitment

There are opportunities to deliver short talks (approximately an hour) to the full cohort of students. Offering reviews to the student teams would likely take a full three-hour session.

Programmes and Levels of Study

Final year students from:

- BSc (Hons) Computer Games Development
- BSc (Hons) Games Design

Estimated Numbers

90 students

Rapid Game Prototyping



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What is it?

Rapid Game Prototyping runs as a series of week-long game jams. Students are given a video prompt at the start of the week and can then utilise tools and technologies of their choosing to respond to the prompt. At the end of the process, students choose their favourite three prototypes to submit for assessment. Each theme reveal also includes a brief award ceremony for the previous week's submissions.

How could you get involved?

There are two opportunities to get involved in Rapid Game Prototyping. You could propose or sponsor a themed week, suggesting a prompt or idea that the students must work on. Or, for any given theme, you could sponsor an award. This could involve offering a small prize (merch, for example) or offering to review submissions and naming an award yourselves.

When is it?

Rapid Game Prototyping runs fortnightly, with the first theme being revealed on 27th January 2025.

Time Commitment

Sponsoring a theme could be agreed in an hour meeting with the tutors. Reviewing the submissions and choosing an award might take anywhere up to a few hours/half a day.

Programmes and Levels of Study

Second year students from:

- BSc (Hons) Computer Games Development
- BSc (Hons) Games Design

Postgraduate students from:

- MSc Computer Games Development

Estimated Numbers

135 students

Thematic Project



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What is it?

Thematic Project is a second-year group project module. Students work in teams with others on their programme of study, on a selected brief provided to them. Projects typically (but not always) involve the production of a game prototype, but other ideas include producing tools for game development.

How could you get involved?

Thematic Project is a great place for 'live' project briefs. In its simplest form, you can propose/sponsor a project idea working with us to develop a project brief. It also works well if you can meet with the students (once or twice), particularly to give them some initial guidance on the brief or to review the finished product.

When is it?

Thematic Project runs weekly from 27th January 2025 to 11th April 2025. Briefs would need to be agreed and finalised before commencement of the module.

Time Commitment

Writing a brief for Thematic Project would typically take between a couple of hours and half a day.

Programmes and Levels of Study

Second year students from:

- BSc (Hons) Computer Games Development
- BSc (Hons) Computer Animation and Visual Effects

Estimated Numbers

60 students

Extra-Curricular Opportunities



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Induction Week

Induction week runs from Monday 23rd September 2024 – Friday 27th September 2024. This is a great opportunity to meet students from a particular year group and provide a motivational/inspirational talk. Talks explaining your job role and what you do on a daily basis are particularly popular, as well as talks talking about how you successfully got into the games industry. We have also had success hosting panel sessions rather than specific talks.

Future Me Week

Future Me week runs from Monday 20th January 2025 – Friday 24th January 2025. This is a dedicated week for extra-curricular activities, and provides a great platform to include talks, workshops, and panels. We typically run a game jam during Future Me week, and this also offers a platform to embedding extra-curricular activities.

Ad-hoc Opportunities

The University's Rise platform offers the opportunity to organise ad-hoc extra-curricular events, such as talks or portfolio reviews, throughout the year. Our semesters run from 30th September 2024 – 13th December 2024, and 27th January 2025 – 11th April 2025. We can work with you to find a day/time that will maximise engagement based on the activity proposed.

Careers Events

The University has several Careers and Employability events that typically target either students across the whole University, or specific faculties. This includes events such as Careers Fairs. These are co-ordinated by a central Careers and Employability team. You can learn more about these opportunities [on our website](#), or, by emailing talent@mmu.ac.uk.