

3.8.2018

**Student name** *K, Abhishek Reddy*

**Course** ***IGDC Game Development (12 ECTS)***

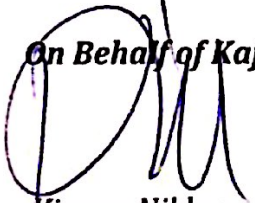
**Implementation** *The course was implemented in the Information Systems Competence Area as part of the IGDC Summer Course 2018.*

**Content** *Game types and genres  
Game Development Process  
Game Design and Mechanics  
Characteristics of Game Business  
Business Operation Models  
Financing in Game Industry  
Earning logics  
Basics of Game Marketing*  
  
*Project work in teams making commercial games*  
  
*A section of student interest-oriented subject area*

- *Game Designer*
- *Game Programmer*
- *Game Artist*
- *Game Producer*

**Assessment** *Approved*

**Lecturers** *Senior Lecturer Timo Korhonen, Lecturer Janne Remes and Coaches Jaana Kauppila, Taru Verkkonen, Laura Kinnunen, Joel Partanen, Jussi Prokkola, Jaakko Kärkölä.*

*On Behalf of Kajaani University of Applied Sciences, FINLAND*  
  
*Kimmo Nikkanen*  
*Dean, Head of School*  
*Information Systems, Kajaani University of Applied Sciences*





**Andhra Pradesh State Skill Development Corporation (APSSDC)**  
Department of Skill Development, Entrepreneurship & Innovation  
Government of Andhra Pradesh, India



# CERTIFICATE *of* ACHIEVEMENT

THIS ACKNOWLEDGES THAT

**K Abhishek Reddy**

HAS SUCCESSFULLY COMPLETED THE INTERNSHIP  
**INDIAN GAME DEVELOPMENT CHALLENGE 2018**  
AT SRM UNIVERSITY, AMARAVATI, ANDHRA PRADESH, INDIA

**IGDC 2018 – Amaravati**  
worth 320 hours – 12ECTS

**July, 27th  
2018**

SIGNED,  
K SAMBASIVA RAO (IRTS), MANAGING DIRECTOR & CEO, EX  
OFFICIO SPECIAL SECRETARY TO GOVT.,  
DEPT OF SDE & I

