

HØGSKOLEN I GJØVIK



Game Development Gjøvik



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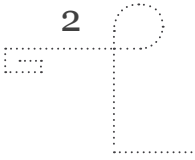


HiG



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CURRENT

Bachelor Game Programming

Master Applied Computer Science: Web, Game, Mobile

PhD Computer science

Bachelor in Media Production
Masters in Interaction Design



NEW

Merger with NTNU

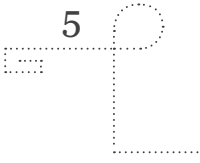
Probably retain most courses

10 ECTS -> 7.5 ETCS changing courses



			Generic CS	Programming	Game-specific
IMT1361	Game Design				10
REA1101	Mathematics for computer science		10		
IMT1031	Basic Programming			10	
IMT1082	Object-oriented programming			10	
IMT2431	Data communications and network security		10		
REA2061	Mathematics for Game Programming				10
IMT2531	Graphics Programming			10	
IMT2021	Algorithmic Methods		10		
IMT2571	Data modeling and database systems		10		
IMT2581	Fast prototyping and innovation			5	
IMT2282	Operating Systems		10		
IMT3591	Artificial intelligence		10		
IMT2243	Software Engineering		10		
IMT3601	Game Programming				10
IMT3662	Mobile Development Theory		5		
	Elective, 10 st.p.			10	
	Elective, 10 st.p.			10	
IMT3912	Dissertation IMT				20
		Sum	75	55	50
			41.67%	30.56%	27.78%

CHANGES



Courses:

- Add innovation, and business content
- Professional Programming
- 2D interaction and graphics

Technique:

- Move to Flipped classrooms more
- Real world based project
- Digital examinations
- Live coding and development examinations
- Focus on enquiry

Kickstarter and crowd funding

Information security

Health Technology

