# Work with our students

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# Games

GRADUATION AND PRACTICAL ASSIGNMENTS

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Breda University OF APPLIED SCIENCES

As a partner in the gaming industry, we would be happy to work with you. Our students from the professional bachelor's programme of Creative Media and Game Technologies can set to work for you on a graduation assignment or another type of practical assignment.
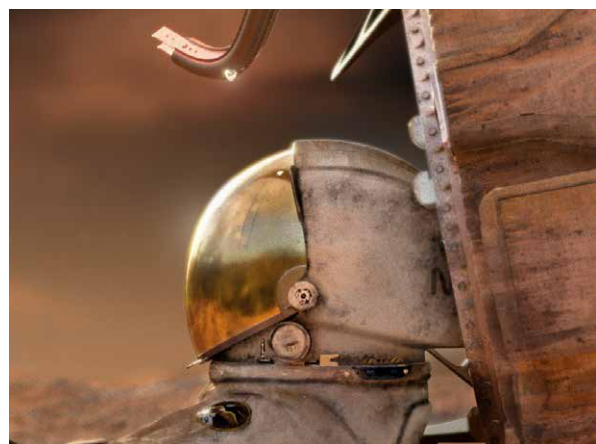
## Creative Media and Game Technologies

The professional bachelor's programme of Creative Media and Game Technologies is taught in English and prepares students for careers in the international AAA gaming industry. The programme has a practical orientation and is delivered by highly qualified and international lecturers with years of experience in the industry.

It is a Project-Based Learning programme. In a simulated game studio – our Project Lab – students learn about concept development, game design, game architecture, game production, game business and marketing. In addition, students can choose from a number of workshops and lectures that match their interests and personal goals.
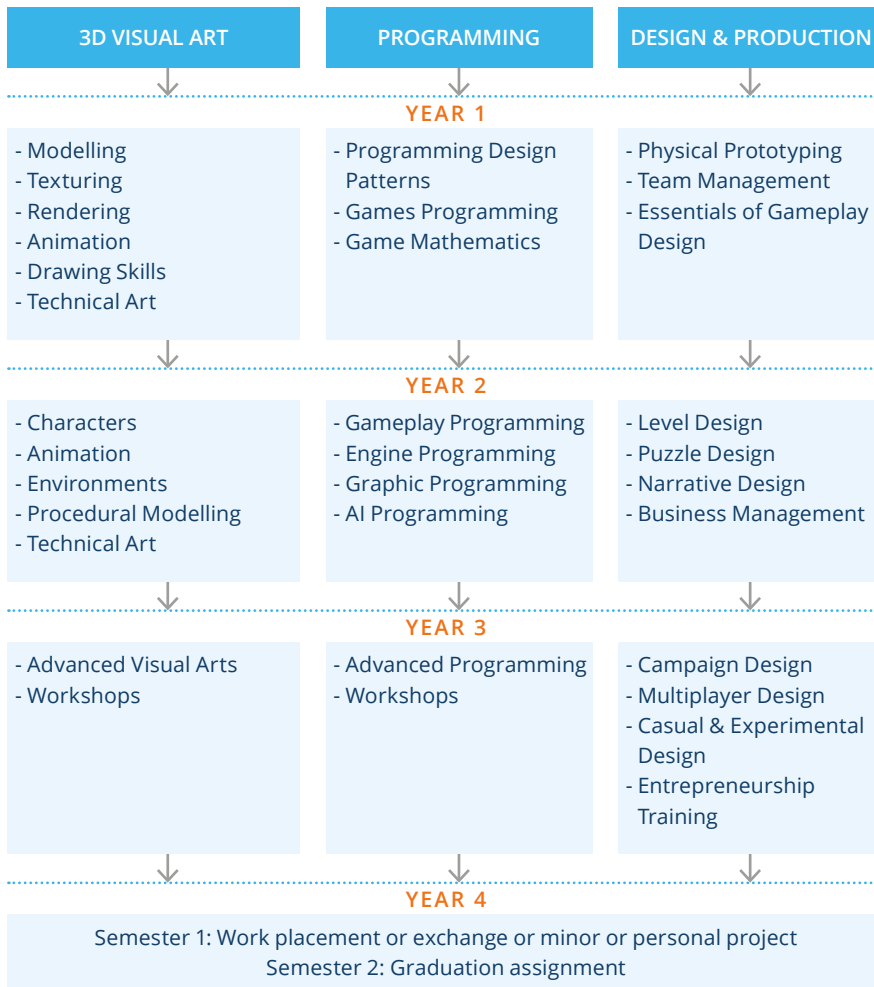
Breda University of Applied Sciences is an official partner of Sony and is part of the PlayStation First Academic Development Programme. Furthermore, we are Houdini certified and collaborate with Ubisoft and Guerrilla Games.

### We are Breda University of Applied Sciences

Some 7,000 students from over 100 countries are studying at our international higher education institute. Our campus is situated in the south of the Netherlands, in the city of Breda, only 100 km from both Amsterdam and Brussels. Our institute, formerly known as NHTV Breda, was founded in 1966 as a provider of bachelor's courses in tourism and leisure, and in this field it is currently the largest and leading education institute in the world. New professional and academic bachelor's and master's programmes have been developed since then. Today we offer degree programmes in the domains of Games, Media, Hotel, Facility, Logistics, Built Environment, Tourism and Leisure & Events.

## CURRICULUM OVERVIEW

| 3D VISUAL ART | PROGRAMMING | DESIGN & PRODUCTION |
|---|---|---|
| **YEAR 1** | | |
| - Modelling<br>- Texturing<br>- Rendering<br>- Animation<br>- Drawing Skills<br>- Technical Art | - Programming Design Patterns<br>- Games Programming<br>- Game Mathematics | - Physical Prototyping<br>- Team Management<br>- Essentials of Gameplay Design |
| **YEAR 2** | | |
| - Characters<br>- Animation<br>- Environments<br>- Procedural Modelling<br>- Technical Art | - Gameplay Programming<br>- Engine Programming<br>- Graphic Programming<br>- AI Programming | - Level Design<br>- Puzzle Design<br>- Narrative Design<br>- Business Management |
| **YEAR 3** | | |
| - Advanced Visual Arts<br>- Workshops | - Advanced Programming<br>- Workshops | - Campaign Design<br>- Multiplayer Design<br>- Casual & Experimental Design<br>- Entrepreneurship Training |
| **YEAR 4** | | |
| Semester 1: Work placement or exchange or minor or personal project<br>Semester 2: Graduation assignment | | |



**TOP** RATED PROGRAMME — Games — KEUZEGIDS 2019

**NO.1** IN OWN CATEGORY — Games — KEUZEGIDS 2019

## Good to know

> Officially and recognised accredited degree by the Dutch Ministry of Education.

> Top-rated in Dutch higher education rankings (Keuzegids & Elsevier Beste Studies).

> International recognition underlines the quality of our education. Students and lecturers come from all over the world (25% international students and 80% international staff).

> Latest development technology in terms of console development, motion capturing, Virtual Reality, Augmented Reality and photogrammetry.

> A tradition of winning game awards (Unity Awards, Global Game Jam, Sumo Digital, Brains Eden, Microsoft, Dutch Game Awards).

> Only the most talented and motivated students are selected to enter the programme (180 students per year).



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**I've been given more responsibility than I would have ever imagined!**

Since my start at Sumo as Technical Designer, I've been treated as a full member of the company, receiving standard pay and being equal in voice to my peers. I've been given more responsibility than I would have ever imagined and I learned so much about technical design, working in large teams, and the corporate culture of game companies. All in all, the connections I've made and things I've learned really add value to my personal and professional development, and I've only been here for six months. The hard work to prepare a portfolio and apply is absolutely worth it!"

**Fabian Gross**
Fourth-year Creative Media and Game Technologies student doing his graduation assignment at Sumo in Sheffield, United Kingdom

## PROGRAMME FACTS

> **English-taught**
> **4 years, 3-year track available to pre-university graduates**
> **Graduation assignment of 18-20 or 36-40 weeks**
> **Degree title: Bachelor of Science**
> **Career examples: visual artist, programmer, designer, producer**
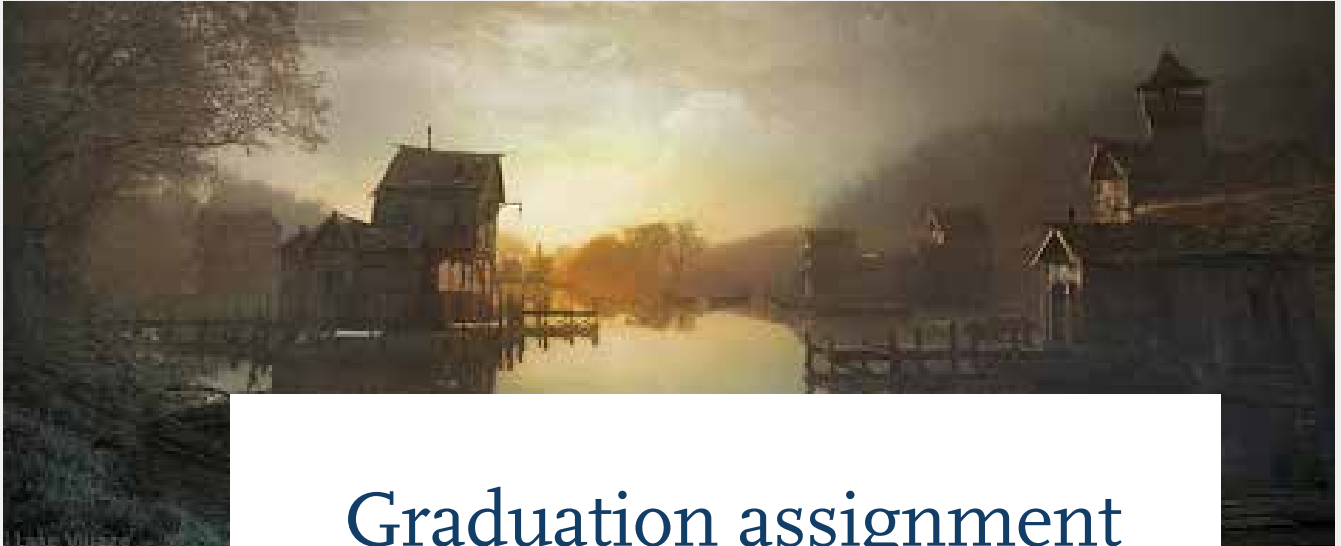
# Graduation assignment in the last year of study

Our game students would be happy to work for you!

Our students receive English-taught training and are able to carry out assignments in the fields of game design, production, visual art and programming. Our students may only start their graduation assignment if they have obtained all the required study credits. As a result, only our high-achieving students are sent out into the world of work, ensuring real added value to your team.

### Student availability
Our students are available for a full-time graduation assignment of 18-20 or 36-40 weeks in their final year of study. The graduation period starts every year in September and February. Alternative start and end dates can be arranged.
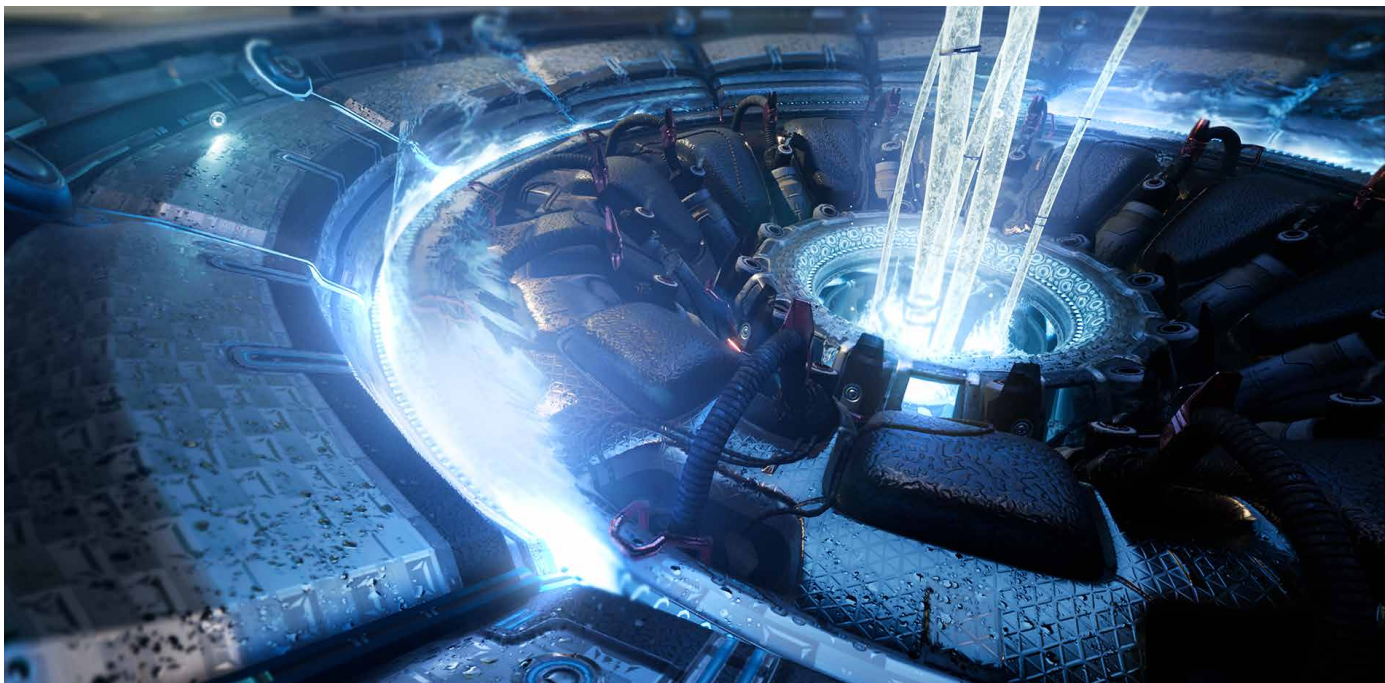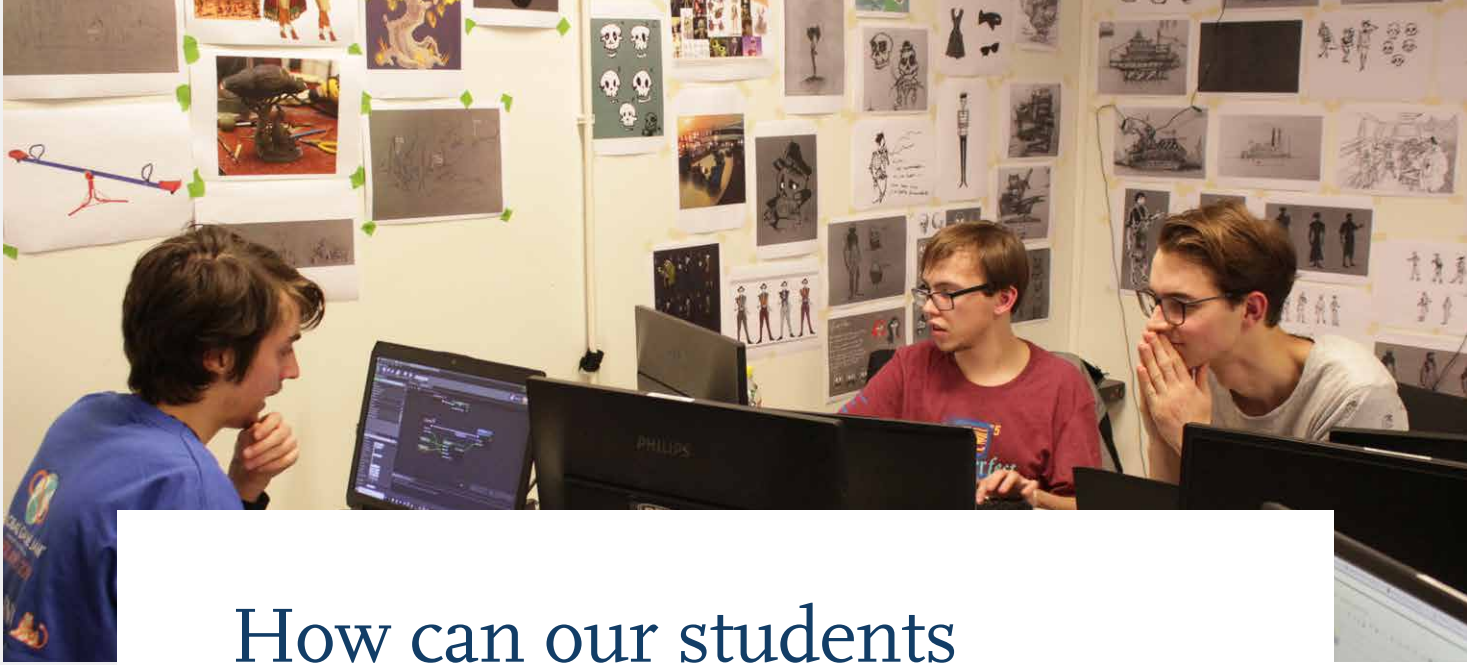
# How can our students help you?

To give you an idea of how our students can help you, here is a list of what our students in the various specialisation areas did in the past.



## Visual Art

> Sculpting / modelling high- and low-poly assets (characters / environment)

> Animating characters either manually or by use of motion capture

> Drawing concept art for visual style reference

> Setting up pipelines for quick procedural modelling



## Programming

> Setting up / expanding on custom game engine

> Writing a graphic renderer

> Creating gameplay systems for the designers to work with

> Writing mathematical formulas for i.e. realistic gravity

> Writing Artificial Intelligence for NPCs



## Design & Production

> Creating (physical / paper) prototypes to find the fun

> Helping with team management and/or planning

> Setting up communication pipelines

> Helping with narrative design

> Jumping in with both high- and low-level design

# How does it work?

Graduation assignments: the practical details

The graduation assignment is an important part of the curriculum. It is aimed at giving students the opportunity to apply their acquired knowledge and skills to real-life, professional situations in order to learn from this process. During the graduation period, students will be required to develop several competencies (or develop them further) as defined by the degree programme staff.

On the part of the degree programme, the student will be supervised by a senior lecturer with extended professional knowledge of the game industry and all its disciplines. The role of this supervisor comprises, among other things, advising the student and the host company about the specific details of the graduation assignment and the execution of it. The supervising lecturer will assess the student in terms of the entire process.

**If you are interested in working with our students, please be aware of the following requirements for graduation host companies:**

> The host company (and/or the assignment) has a clear connection with the gaming industry.
> The host company has at least 3 full-time, permanent employees.
> The host company offers the student an opportunity to acquire experience at higher professional level and also offers guidance and support to the student in this process. This means that the student:
 • has to be able to apply his/her knowledge and skills in the fields of game design, game architecture and game production in a professional and well-founded manner;
 • is asked to make decisions based on his/her ability to collect and interpret relevant information.
> The host company offers a professional workplace and preferably a reimbursement for costs incurred (travel expenses, accommodation). Whenever possible, students arrange their own insurance and, if necessary, a work permit and visa.

## How to submit your vacancy

If you have a suitable and challenging graduation assignment, please inform us by submitting your offer via **ADEplacementoffice@buas.nl**.

Do you have any questions or would you like to discuss what would best suit your company or assignment? Please feel free to contact us via phone: +31 76 533 22 62.
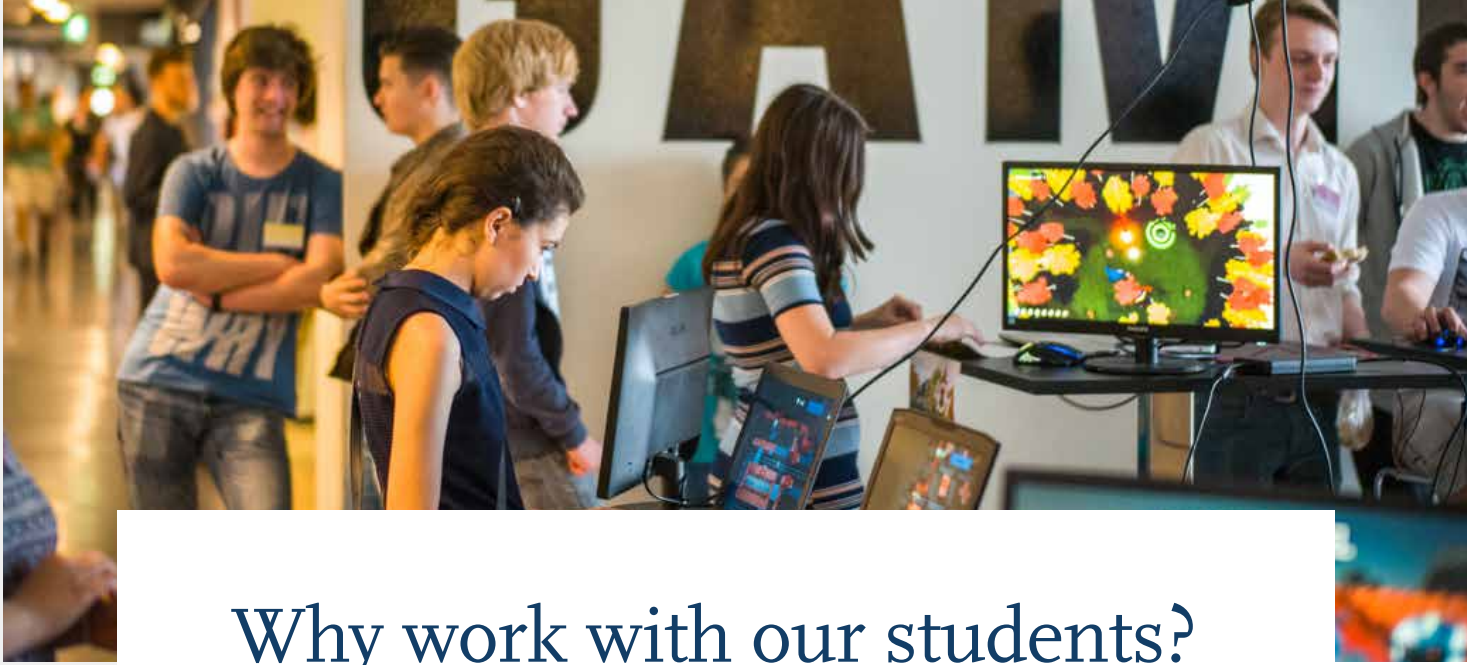
# Why work with our students?

You get to work with motivated students with a portfolio approved by highly qualified lecturers. During their four years of study, students work on this portfolio in the Project Lab, a simulated and fully equipped game studio.
In this prospectus we proudly show the work created by our students.

These are images from the game Elliott Verbiest worked on









**I'm working on such a cool project as my full-time job!**

Hi! I'm Elliott, a fourth-year game designer at Breda University of Applied Sciences. Right now, I'm working on my graduation assignment at a German studio called KING Art in Bremen. I'm working on Iron Harvest, a classic real-time strategy game taking place in a post-World War I alternative universe. I worked on a level-up system for the units, design improvements, and I even work together with our writers on the story. Many years ago, I first started tinkering with games in the same genre; now I'm working on such a cool project as my full-time job! Getting there took a huge amount of work and more than a little luck, but it's been a ride I have no regrets about!"

**Elliott Verbiest**
Fourth-year Creative Media and Game Technologies student working on his graduation assignment at KING Art in Bremen, Germany
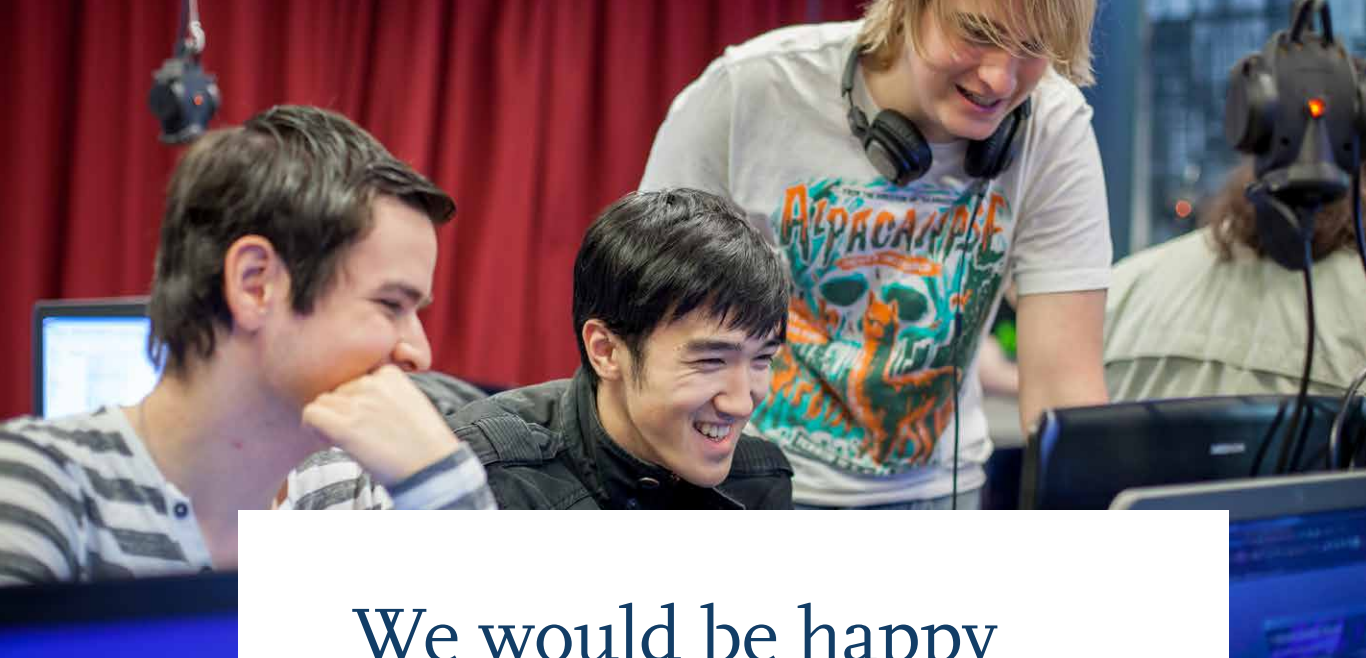
# We would be happy to work for you!

Do you have an interesting assignment or a challenging research project? We and our students are always keen on gaining valuable practical experience in renowned organisations in the games industry and would be happy to work with you.

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