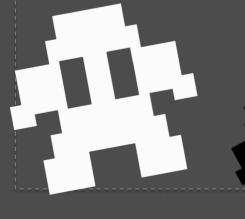
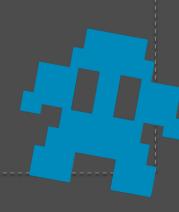


OULU GAME LAB INTRO



Game Initiative Meetup Jussi Autio 13.5.2014 Tallinn, Estonia



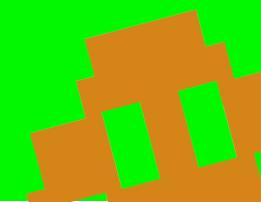
OULU GAME LAB



- Preincubator-style, multidisciplinary game education programme to create new talent
- Follows studio+ model
- 30 + 30 ECTS for 10 months

- Purpose:

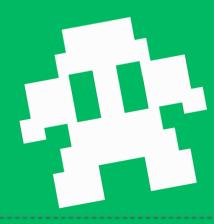
- New Employment
- New Game Companies



WHO CRAFTS GAMES?

- Graphical artists, programmers, audio designers, game designers, producers, marketing people, scripwriters, 3D modellers, level designers, testers, managers, community managers etc. etc.







WHERE DO THE STUDENTS COME

FROM?

Oulu University of Applied
Sciences
45% of Students
Culture – Business - Technical

Oulu University

Oulu Vocational College

Unemployed professionals

Oulu Game Lab 30+30 ECTS Open University 45% of Students

International
Exchange
Students
10% of Students

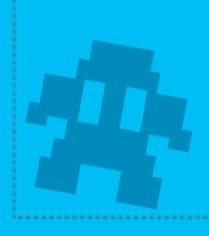
Anyone with proper starting skills

SECRET SAUCE OF OULU GAME LAB

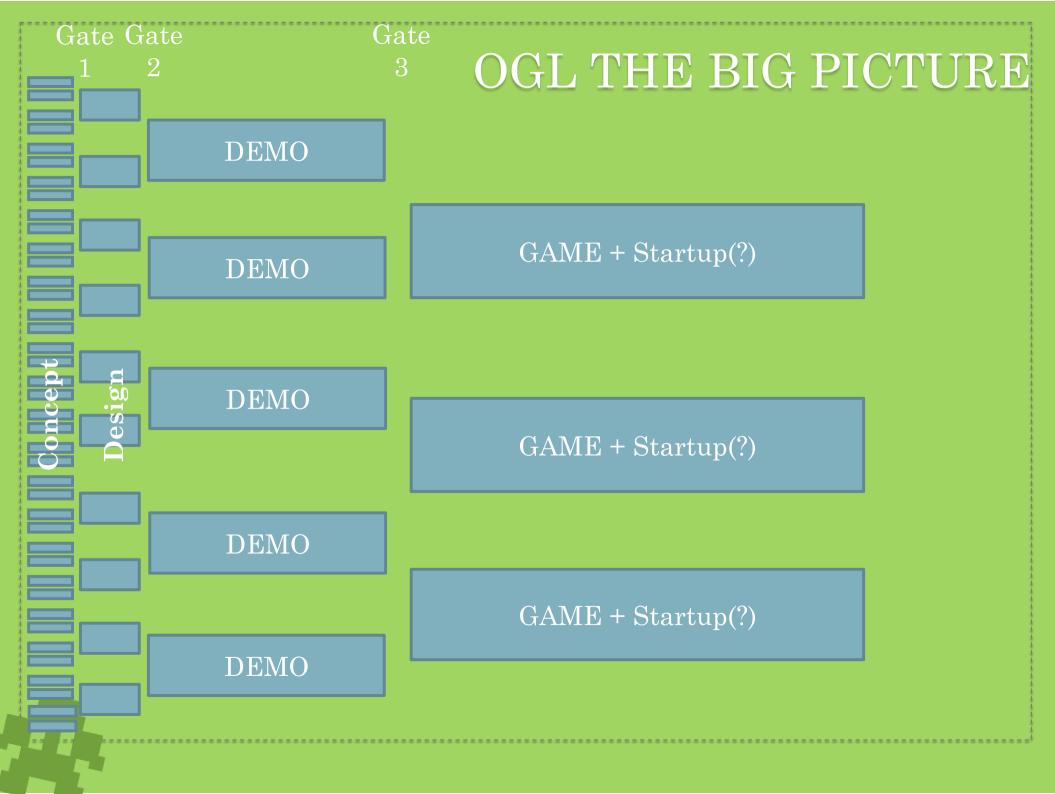
Experience

Love for games

Professions











Frozen Vision
Hawina Productions
Helmeni
Viima

Winner – Kickstart Business Competition

Winner – Midnight Pitch Fest

100 Most Promising European Game Startups

11 Million downloads on Fail Hard











FOUR MORE TO COME

Hamster Scape / Meizi, Grit, Der Kapitän, Dark Continent



Oulu Soho 2012-2013 200 square meters ~30 students



Oulu Covent Garden 2013-> 270 square meters ~45 students

AND WE'RE EXPANDING!

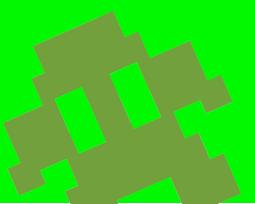
Now 3 floors, 450 square meters and 65 students 2014 expectations: 3700+ credits



EDUCATION EXPORT

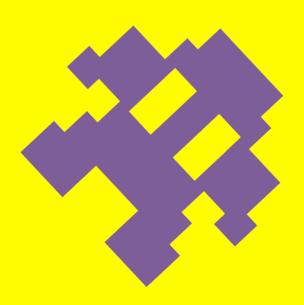


- Cooperation with Kouvola
 - Game Starter
- Cooperation with Jyväskylä
 - Expa Game Lab
- Cooperation with Ylivieska
 - Game education since Q4/2008
 - -> Centria Game Lab
- Cooperation with Sendai, Japan
 - Global Lab Sendai
 - 100 student package



THANK YOU! ANY QUESTIONS?





Jussi Autio

jussi.autio@oamk.fi

+358 40 6528304