

## Asia Programme, final report for projects 2015-2017

### SUMMARY REPORT FOR PUBLICATION

<b>Name of the project</b>
Workshops for Entrepreneurship and Design in Game Education (WEDGE) Kiina-1-2015-09
<b>Coordinating Institution</b>
Oulu University of Applied Sciences

#### Objectives of the project (as indicated in the project proposal)

<p>The objectives of the WEDGE project were:</p> <ol style="list-style-type: none"><li>1. to develop entrepreneurship competencies in participants relating to mobile game development globally; and</li><li>2. to expand teaching and program collaboration between the partner HEIs with the goal of building closer and sustainable integration in game education.</li></ol>
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#### Achieved results and outcomes

<p>The WEDGE project fully completed the planned key outcomes of planning and hosting two workshops per year between 2016 and 2017. These workshops connected with existing curriculum and teaching at partner institutions in Finland and Hong Kong in the fields of game education and entrepreneurship. In 2016, 6 Hong Kong students and 1 staff member visited Oulu, while 6 Oamk and 1 Centria University of Applied Sciences student, plus one Oamk staff person visited Hong Kong. In 2017, 6 Hong Kong students and 1 staff person again visited Oulu, while 3 Oamk students (plus 1 staff person) including 1 student from Centria visited Hong Kong. Each way, these visits were intensive one-week workshops (joint study modules) in which visiting students took part in game education activities and events from the host institution.</p>
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#### Activities carried out during the project

<p>Specifically, the week-long workshops involved a series of teaching sessions, as well as visits to local game industry sites and events including visits to local game companies and opportunities to share</p>
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student work through presentations to host communities. Pedagogically, these events afforded students and staff from the partners the opportunity to share best practices and compare the game education structure and content between Finland and China. Ultimately, it is expected that these visits will support students to have a greater international perspective of the global game industry and support further professional sharing in the field of game education between the partner institutions.

### **Future developments, resulting from the project**

As of the end of 2017, the Oulu University of Applied Sciences and the Hong Kong Polytechnic University continue to proceed with the finalizing of an agreement to support further collaboration and mobility in the field of games education. This work will continue into 2018 beyond the lifespan of the project. In this way, the Asia Programme funding has successfully enabled the initiation of a growing institutional relationship between these two institutions.