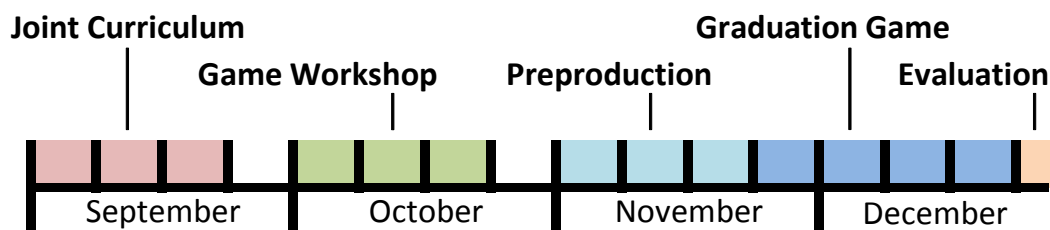




DADIU 2.0 – Info Sheet

The program at DADIU is a specialization, where students are educated in the art and science of creating computer games. The students come from different universities and art schools but are taught a joint curriculum. Each student is assigned to a role on a game development team and will participate in both a 3-week workshop and a 7-week game-production. After graduating from DADIU the students will receive a diploma certifying to the industry that the student has completed the training at the Academy.

The DADIU program covers one complete semester and launches in the second half of 2011.



The Joint Curriculum

The first two weeks of the joint curriculum gives the students a theoretical base for creating computer games. It covers all the aspects of game development and introduces the students to the roles and responsibilities for each of the competences. In the third week the students split up in groups related to their roles on the teams and digs deeper into the theories and methods in game development.

The Game Workshop

In 3 weeks the students will get hands-on experience with the different phases and aspects of game development: concept phase, pre-production, production, testing, pitching, etc. The students are for the most part divided into teams and teachers are assigned full time to each team. The workshop functions as a safety net guiding the students through the various processes with specific exercises and assignments. It ends with a small game-jam like event to give the students a quick experience of trying everything they have learned.

The Graduation Game

The last two months (or 7 weeks) of the DADIU program is spend on creating a real game. Each team will have a production room with computers and software. A consultancy group will give advice and guide the students when needed. Otherwise they are on their own and must work together, using their competences and skills to develop a finished, playable game. A set of conditions will be given to the teams and

the conditions will include information on content-restrictions as well as requirements for document deliveries during the pre-production and production.

The Evaluation

After delivering the graduation game the students will all meet up for a 2-day evaluation seminar. The game is the centre of the evaluation, but the documents produced and delivered during the pre-production and production will also be part of the evaluation.