Indian Game Development Challenge IGDC2018, Amaravati

KAMK University on site SRM University

Course curriculum

JUNE	Topic	Weekday
1	Opening ceremonies, BBQ	Fri
2	Team building, preparations	Sat
3	Team building, preparations	Sun
4	Course contents introduction, lectures, IdeaVehicle	Mon
5	Moodle, Brain storming tools, (dev intensive)	Tue
6	Game idea creation, markets, competition research	Wed
7	Game idea creation, markets, competition research	Thu
8	Game pitching event 1: Idea	Fri
9	Free time	Sat
10	Free time	Sun
11	Game Dev Deliverables	Mon
12	Re-evaluation returning documents	Tue
13	Game dev / Brain Storming	Wed
14	Game pitching event 2: Idea	Thu
15	Game dev, , GuestLecture1	Fri
16	To the beach	Sat
17	To the beach	Sun
18	Game dev	Mon
19	Returning documents	Tue
20	Game dev, SOME Marketing start	Wed
21	Game dev	Thu
22	Game dev	Fri
23	Free time	Sat
24	Free time	Sun
25	Game dev, visitors, , GuestLecture2	Mon
26	Game dev, visitors	Tue
27	Game dev	Wed
28	Critical Force day - lectures & biz talk	Thu
29	Game dev, DEVBlog	Fri
30	Free time	Sat

JULY	Topic	Weekday
1	Free time	Sun
2	Game dev	Mon
3	Game pitching event 3: Progress	Tue
4	Game dev, monetisation models	Wed
5	Game dev	Thu
6	Game dev	Fri
7	To the beach	Sat
8	To the beach	Sun
9	Game dev	Mon

10	Game dev, GuestLecture3	Tue
11	Game dev	Wed
12	Game dev	Thu
13	Game dev	Fri
14	OnePlus Games tournament	Sat
15	OnePlus Games tournament	Sun
16	Game dev	Mon
17	Game dev	Tue
18	Game dev	Wed
19	Game dev, GuestLecture4	Thu
20	Game pitching event 4: Beta	Fri
21	Free time	Sat
22	Free time	Sun
23	Game dev, Publish	Mon
24	Game dev, Publish	Tue
25	Game dev, Publish	Wed
26	Preparing to present	Thu
27	Post mortems, Ending ceremonies, Certificates	Fri

"Kajaani has, in our opinion, one of Europe's best game development schools, KAMK University, and to us it is a valuable source of new, talented developers." – Ilkka Paananen, CEO, Supercell