

Hitpointti-Project organized by Jyvässeudun 4H-yhdistys

Project overview

Hitpointti-project aims to teach video game development to 16-23 years old youth in Jyväskylä. Another goal is to give them opportunities to learn from and to work with international peers through international partners. Project will be funded by Leader (EU funding for rural projects)

Schedule

Project is planned to start in april 2022 and will last 3 years

Target group

16-23 years old youth

Contents

Activities are organized as club activities. Most likely 2 times a week, where most of them are remote meetings. There will be learning materials on the internet so the members can also study and improve on their own.

We will teach game development with following softwares

- Construct 3 (code-free game engine)
- Unity (game engine using C# as coding language)
- Blender (3D graphics software)
- Piskel (pixel graphics software)
- Audacity (audio software)

At the beginning members will learn the basics of the game development with the learning materials and after that they will be put into groups (possibly international groups?) where they will make their own game project.

We wish to cooperate with international partners (1-3 partners). The cooperation consists of sharing information, networking between project members, possibly making game projects together and if getting funding for it, arranging exchange opportunities.

What we would want from a partner

We would want our partner to have or be willing to make a similar project focusing on game development or tech in general. Partners can be a school, a club, an organization or an union. Preferably one whose target group is youth.

NOTE!

This project is still in the planning phase so everything can change. We wish to plan things with our partners so we can be of most help for each other.

Contact information

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If you have anything to ask or comment, please send me an email.