Kaakkois-Suomen ammattikorkeakoulu

Induction Programme Game Design GD17S

Kouvola Campus 21. – 25.8.2017

Monday 21.08.2017
Meduusa Studio, Rykmenttitie 4

10.00 – 10.15
Opening Speeches & Welcoming Meduusa Studio, room MS10

Petteri Ikonen, Education Director, Business & Culture
Jorma Fagerström, Director of Education, Department of Culture
Game Design programme leader, Marko Siitonen
Introduction of Lecturers Sarah-Jane Leavey,
Brenda Jiménez- Rodriguez, Jori Pölkki and Katariina Silvola, Study Counsellor
Introduction of Game Student Tutors

10.15 – 11.00
Introduction to Game Design Studies and Meduusa Studio, room MS10
Introduction to curriculum
Marko Siitonen, Sarah-Jane Leavey,
Brenda Jiménez-Rodriguez and Jori Pölkki

11.00 – 12.00
Lunch break with Game Design Student Tutors

12.00 – 13.30
Student Guide to Electronic services
Sari Metsälä, Educator
Riikka Räikkönen, Moodle Trainer
Kai Kepsu, IT Support
Oili Valtonen, Information specialist
Heli Kauppinen, Communication co-ordinator

13.30 – 14.30
Peppi student registration systems
Registration of study place and checking of original certificates
IT usernames and passwords (International Students)
Student Affairs Office

14.30 – 15.30
Campus tour with Game Design Student Tutors

Tuesday 22.08.2017

9.00 – 9.45
Language studies at Xamk

9.45 – 10.15
Issuing of access Key Tags (photo ID required, e.g. passport), Main lobby
Juha Pyykkönen, Building Caretaker

10.15 – 11.15
Student well-being
Anne Vuorivirta, Student well-being adviser
Karoliina Peltola, Study Psychologist
Minna Salminen, Public Health Nurse
Mikko Wirtanen, Campus Chaplain

11.15 – 12.15
Lunch break with Game Design Student Tutors

12.15 – 13.15
Peppi student registration systems and Lukkarikone timetable system
Katariina Silvola, Study Counsellor

13.15 – 14.15
Recognition of Prior Learning
(Only for those with previous university/UAS level studies)
Marko Siitonen and Katariina Silvola

14.15 – 14.30
Coffee break with Game Design Student Tutors

14.30 – 15.30
Programme arranged by Game Design Student Tutors

Wednesday 23.08.2017

8.15 – 9.30
Swedish Language Test (Swedish is only for Finnish students)

9.30 – 10.30
Moodle online learning environment
Riikka Räikkönen, Moodle Trainer

10.30 – 11.30
Library services info
Oili Valtonen, Information Specialist

11.30 – 12.30
Lunch break with Game Design Student Tutor

12.30 – 14.00
Programme arranged by Game Design Student Tutors

Thursday 24.8.2017

10.00 – 10.45
Student Union Kaakko, Heimo & Kupla
International Student Tutors

10.45 – 11.30
Lunch break with Game Design Student Tutors

11.30 – 12.30
Safety and Security info
Jussi Jokivaara, Head of Security and Safety

12.30 – 16.00
Freshmen programme arranged by Campus tutors

Friday 25.8.2017

Note: Changes to the above schedule are possible check: https://lukkarikone.xamk.fi/muodostaKori.php?1=1&g[]=GDKV17SP&c=a%3A1%3A%7Bs%3A8%3A%22GDKV17SP%22%3Bs%3A16%3A%22rgb%28191%2C223%2C127%29%22%3B%7D **for the latest information.**

Please remember to bring all certificates and keep a photo ID (e.g. passport) with you during the week in case identification is needed.

Please note unless you have already bought or own a computer that you intend to bring to school do not purchase any equipment prior to Autumn term you will be advised about equipment specifications programs during induction week.

Normal studies will continue according to scheduled timetables on Monday 28.8.2017.