



Professional teamwork Internship II (AD-033)
(ERIALASE MEESKONNATÖÖ PRAKTIKA II)
(Практика командной работы по специальности II)

SUBJECT DESCRIPTION

Credits (ECTS)	7.00 ECTS
Assessment	pass/fail
Aim of the subject and short description	
The objective of the Professional teamwork internship is to develop collaboration skills in a team, apply specialized knowledge and skills (modeling, texturing, rendering) within the framework of a real game development project, and prepare students to work effectively in a professional development team. The practice aims to foster creativity and problem-solving abilities, deepen technical knowledge, and improve communication and leadership skills, which are essential at every stage of the game development process.	
Learning outcomes:	
Student: <ol style="list-style-type: none">1. understand the importance of effective team communication and collaboration in managing a 3D asset production company, ensuring successful teamwork and project outcomes;2. is able to develop and apply strategies for maximizing profits on online marketplace platforms, including setting appropriate pricing, engaging in marketing, and managing customer interactions;3. demonstrate problem-solving skills by overcoming challenges during different phases of the production pipeline, such as resolving technical issues in 3D modeling and navigating competition on the marketplace.	

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