



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

**SUBJECT DESCRIPTION**

<b>Credits (ECTS)</b>	7.00 ECTS
<b>Assessment</b>	pass/fail
<b>Aim of the subject and short description</b>	
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.	
<b>Learning outcomes:</b>	
Student: <ol style="list-style-type: none"><li>1. understand the importance of effective team communication and collaboration in managing a 3D asset production company, ensuring successful teamwork and project outcomes;</li><li>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;</li><li>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.</li></ol>	