

Courses open for Ukrainian university students 2023-2024

Course code, name and credits	Teacher in charge	Period	Pre requirements
AXM-E5001 Game Design, 3-6 cr	Miika Junnila	period I-II, 21.8.-8.12.2023	Master level student, Game design skills required
AXM-E5008 Games Now!, 3 cr	Annakaisa Kultima	period I-V, 18.9.2023–2.6.2024	Master level student, Game design skills required
AXM-E5003 Game Project 1, 6 cr	Miika Junnila	period I-II, 7.9.–30.11.2023	Master level student, Game design skills required
AXM-E5002 Game Analysis, 6 cr	Perttu Hämäläinen	period II, 23.10.–28.11.2023	Master level student, Game design skills required
AXM-E5004 Game Project 2, 6 cr	Miika Junnila	period III-V, 11.1.–30.5.2024	Master level student, Game design skills required
AXM-E5007 Advanced Topics In Game Design, 3 cr	Miika Junnila	period II, 24.10.–10.11.2023	Master level student, Game design skills required
AXM-C0102 Type Design studio, 6 cr	Tuomas Kortteinen	period I, 5.9.-28.9.2023	Bachelor level student
AXM-C0101 Illustration Studio, 6 cr	Penni Osipow	period I-II, 3.10.-2.11.2023	Bachelor level student
AXM-C0103 Information Design Studio, 6 cr	Rupesh Vyas	period II, 7.11-30.11.2023	Bachelor level student
USP-E0314 Capstone Project, 12 cr	Antti Ahlava	periods I – II, 5.9.2023–5.12.2023	The student needs to be an master level student in USP, Architecture, Landscape Architecture or Interior Architecture in Ukraine (not graduated)
ARK-E1021 Studio Spring, Emergent Design Methodologies, 18 cr	Antti Ahlava	periods III-IV, 12.1.–12.4.2024	The student needs to be an master level student in Architecture, Landscape Architecture or Interior Architecture in Ukraine (not graduated)
ARK-E1026 Inclusive Space Design, 3 cr	Ira Verma, Pirjo Sanaksenaho	period III, 8.1.2024-12.2.2024	
ARK-E2021 Interplay of Cultures Research & Theory, 6 cr	Taru Niskanen, Saija Hollmen	period III, IV and V, 8.1.-2.6.2024	master level student of architecture
ARK-E3020 Sustainable Design Principles, 6 cr	Matti Kuittinen, Toni Kotnik, Elisa Lähde	periods I-II, 7.9.–30.11.2022	master level students of architecture
ARK-E5517 Urban Design Thinking, 3 cr	Tommi Lindgren, Karin Krokfors	period II, 25.10.-13.12.2023	bachelor degree completed in architecture
MUO-E1071 Sustainable fashion and textile design 9-12 cr	Kirsi Niinimäki	period I, 5.9.-19.10.2023	Master level student
MUO-C3034 Design Project, 9cr	Simo Puintila	period III, 10.1.-15.2.2024	Bachelor level student
MUO-C0006 History of Innovations and Design, 3cr	Heidi Paavilainen	period I-II, 4.9.-8.12.2023	Bachelor level student
MUO-C1050 Fashion in Society, 3cr	Annamari Vänskä	period IV, 28.2.-17.4.2024	Bachelor level student
MUO-C3033 Experimental Design Project, 9cr	Anna-Marie van der Lei	period V, 23.4.-6.6.2024	Bachelor level student
MUO-C0140 Design Bits, 2cr	Pirjo Kääriäinen	period I-V	Bachelor level student