

Information and Communication Technology / Rovaniemi

Autumn 2018

<i>Degree Programme in Information Technology (Rovaniemi)</i>			
ID	Study unit	Time of implementation	ECTS
R504T22A1	Basics of Mobile Technologies	Autumn 2018	5
R504T22C1	Embedded Software	Autumn 2018	5
R504T42	Engineering English	Autumn 2018	5
TELU134	Project Management for Exchange Students	Autumn 2018	15
TELU133	Quality Management for Exchange Students	Autumn 2018	15
R504T15B1	Swedish for IT-Engineers	Autumn 2018	5
VV7U	Survival Finnish (courses are held online)	Autumn 2018	5

Spring 2019

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R504T42	Engineering English	Spring 2019	5
TELU134	Project Management for Exchange Students	Spring 2019	15
TELU133	Quality Management for Exchange Students	Spring 2019	15
R504TL15	Swedish for ICT Engineers	Spring 2019	5
VV7U	Survival Finnish (courses are held online)	Spring 2019	5

Practical training/project work in Information Technology Laboratory (pLab) 15 ECTS also available.

In addition to study field courses Lapland UAS offers free choice and language courses for all exchange students. Changes are possible, so always check current situation from electronic course catalogue called SoleOPS.

Information Technology, Practical training in pLab

Rovaniemi, Rantavitikka campus, Spring 2019

TELU134 Project Management for Exchange Students, 5- 15.00 ECTS credits

Contents:

Web-developer

If you know the basics of web-development from back-end (one or more of the following)

- PHP
- Python
- Databases to front-end (one or more of the following)
- JavaScript (jQuery)
- CSS
- HTML5

and are capable of working independently or in small groups, feel free to apply. It's beneficial if you are familiar with MVC design pattern and web frameworks e.g. Django, Laravel and CakePHP

3D game programmer

Work is mainly game programming with unity 3d game engine into different projects. Student will be part of project group so good English skill is needed. Student has to have basic programming skills with C++ or C# or other object oriented language and 3D graphics. It is recommended that students have some experience with game engines, game programming and 3D game production line. Knowledge of distributed simulations, virtual reality, multiuser online games or serious gaming is an advantage.

3D modeler

Work is mainly modeling of different kind of artifacts, characters and buildings using 3D modeling software, such as Blender and 3DMax. The produced models will be used in, for example, Unity 3D game engine. Thus the models have to be constructed accordingly. Basic knowledge of image editing is in advantage.