

### Internship in Game Development

<b>Supervisor</b>	Prof. Dr. João Ricardo Bittencourt Prof. Dr. Rossana Baptista Queiroz
<b>Project</b>	Game Development for a Social Context <a href="http://www.unisinos.br/graduacao/jogos-digitais">http://www.unisinos.br/graduacao/jogos-digitais</a>
<b>Description</b>	The main objective of this project is to allow the student to experience the creation of a game (digital, board game or hybrid) for attending a social context demand. The experience includes the interaction with the client (such as schools and non-profit organizations), including the immersion in their environment, as well as designing and development process of the game in our game studio/laboratory, during a short but complete cycle of game creation.
<b>Tasks</b>	Our laboratory has a game studio infrastructure for coding, designing and crafting of games. We also have external partnerships like schools and non-profit organizations that play the role of clients with demands of games for different social contexts (for instance, education, health and environmental awareness). The student will participate of an entire game creation process and be assigned for the role of programmer, game designer, UX designer, sound designer or 2D/3D artist.
<b>Requirements</b>	<ul style="list-style-type: none"> <li>• Students of Computer Science, Design or Arts</li> <li>• Undergraduate student (at least beginning of the 2nd year)</li> <li>• Basic skills in Computer Science (to be assigned to the game programmer position).</li> <li>• Basic skills in Game Design, Graphics Design, UX or 2D/3D art to be assigned to game designer or game artist positions.</li> </ul>
<b>Language Skills</b>	English (Portuguese would be nice, but is not necessary).
<b>Duration</b>	3-6 months
<b>Possible Beginning</b>	February/July or Summer Internship
<b>Credits</b>	According to agreement
<b>Payment</b>	None