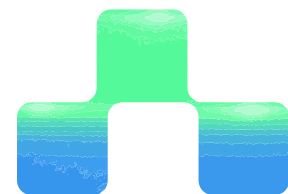# CERTIFICATE
OF COMPLETION

CAMBRIDGE ACADEMY
OF DIGITAL GAMES
AND INNOVATION

XAMK
PULSE

CYPHERDELIC

This is to certify that Wasan Husham Eesa Al-Rashid has successfully completed the **Introduction to Video Games Creation (IVGC)** course, jointly organised by South-Eastern Finland University of Applied Sciences (XAMK), Cypherdelic Ltd., Cambridge Academy of Games and Innovation (CADGI), and Cambridge Gamechanger Ltd.

By completing this course, the student has earned 35 European Credit Transfer and Accumulation System (ECTS) credits, reflecting the investment of time and effort in accordance with the standards set forth by the European Higher Education Area.

This certification stands as a testament to the dedication and proficiency demonstrated by the student in acquiring the skills necessary for the initiation into the world of video game creation.

DATE 31.08.2024

Dr. Jan Henrik Storgårds,
Director and Course Leader

James Shepherd,
CEO at Cypherdelic Ltd.

ECTS stands for European Credit Transfer System. 1 ECTS credit corresponds to approximately 25-30 hours of workload. The student can study up to 35 ECTS in total.
This course has been developed in collaboration between XAMK South-Eastern Finland University of Applied Sciences, CADGI (Cambridge Academy of Digital Games and Innovation),
Cambridge Gamechanger Ltd. and Cypherdelic Ltd. All rights reserved (2019-2024).

Introduction to video games creation - Course, 35ECTS

This course provides an introductory understanding of video game development through 15 modules. Each module provides increasing difficulty.

Theory modules:

Module 10 - History of Games (1 ECTS): VERY EASY
Module 11 - Game Experience Analysis (1 ECTS): VERY EASY
Module 12 - Innovation in Games (1 ECTS): VERY EASY
Module 13 - Games Industry and Data Analytics (1 ECTS): EASY
Module 14 - Analysis of The Game I Play Now (1 ECTS): EASY
Module 15 - Ideation and Value Creation in Games (1 ECTS): EASY
Module 16 - Artificial Intelligence for Games (2 ECTS): INTERMEDIATE
Module 17 - Video Games Production (1 ECTS): VERY EASY
Module 18 - Game Concept Design (2 ECTS): INTERMEDIATE

Game development modules:

Module 1 - Introduction to development tools (2 ECTS): INTERMEDIATE
Module 2 - "The Return", text adventure game (1 ECTS): INTERMEDIATE
Module 3 - "Merlin's Demon War", card combat game (4 ECTS): DIFFICULT
Module 4 - Pixel Art 2D (2 ECTS): INTERMEDIATE
Module 5 - Mobile Snake game (5 ECTS): DIFFICULT
Module 6 - Space Shooter (10 ECTS): VERY DIFFICULT

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