

# INTERNATIONAL WEEK\_2024

19TH - 23RD FEBRUARY

Orgullo CoopLearning®



## VIDEOGAMES 2<sup>nd</sup> YEAR

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8:15-9:15		<b>Hans Wichman</b> <u>Creatividad</u> <i>Patricia Santateresa</i>		<b>Abraham de Hond</b> <u>Creatividad</u> <i>Patricia Santateresa</i>	
9:15-10:15		<b>Hans Wichman</b> <u>Creatividad</u> <i>Patricia Santateresa</i>		<b>Abraham de Hond</b> <u>Creatividad</u> <i>Patricia Santateresa</i>	
10:15-10:45	COFFEE BREAK				
10:45-11:45		<b>Hans Wichman</b> <u>Creatividad</u> <i>Vicente Muñoz</i>		<b>Abraham de Hond</b> <u>Creatividad</u> <i>Juan Peralta</i>	
11:45-12:45		<b>Abraham de Hond</b> <u>Creatividad</u> <i>Vicente Muñoz</i>		<b>Hans Wichman</b> <u>Creatividad</u> <i>Juan Peralta</i>	
12:45-13:45		<b>Abraham de Hond</b> <u>Creatividad</u> <i>Vicente Muñoz</i>		<b>Hans Wichman</b> <u>Creatividad</u> <i>Yolanda Escudero</i>	
13:45-14:45		<b>Abraham de Hond</b> <u>Creatividad</u> <i>Vicente Muñoz</i>		<b>Hans Wichman</b> <u>Creatividad</u> <i>Yolanda Escudero</i>	
15:30-16:30			<b>Guillem Sarriá</b> <u>Creatividad</u> <i>Vicente Muñoz</i>		
16:30-17:30			<b>Guillem Sarriá</b> <u>Creatividad</u> <i>Vicente Muñoz</i>		
18:00-19:00			<b>Guillem Sarriá</b> <u>Creatividad</u> <i>Vicente Muñoz</i>		

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## LECTURERS

**Lecturer:** Hans Wichman

**University:** Saxion University (Netherlands)

**Department:** Creative Media & Game Technology

**Title of the course:** Unity Performance Profiling & Optimization

**Lecturer:** Abraham den Hond

**University:** Saxion University (Netherlands)

**Department:** Game development

**Title of the course:** AI-Powered Game Development: Unleashing Creativity with Neural Networks in Unity

**Lecturer:** Guillem Sarri 

**University:** Independent researcher

**Department:** Multimedia and visual arts

**Title of the course:** AI for Video Game Content Creation



## USEFUL INFORMATION

**Assessment:** Attendance 100% of the classes (in case of absence a doctor/employer's note is required, but only a maximum 15% of the class time can be justified) + passing teachers' assignments

**Attendants:** 2<sup>nd</sup> year students (Degree in Videogames)

**Credits:** 1.5