



Student Transitions: Example of transitions practice

Title: Work Based Simulation as an enhanced Work Placement.

Transition the practice supports: This activity supports the transition of students into the (computer games development) workplace.

Abstract: Students participate in a multidisciplinary simulated workplace environment providing an authentic experience of the workplace related to employment in computer games development.

Description: Traditional work placements in the computer games development industry are difficult to obtain for large number of students since the majority of companies are relatively small enterprises which find it challenging to accommodate students in a manner which is meaningful to both the students and the employer. To provide students with workplace experience and enhance their transition into employment, the School of Arts, Media and Computer Games at Abertay developed a work based simulation pedagogy which brings to students the authentic experience of the workplace under the auspices of an academic environment. The initiative involved bringing together students from different subject areas (computing, art, design and audio) to work on a multidisciplinary development project. Student teams are provided with live briefs from industrial clients and are jointly mentored by both academic and industry staff as they specify, design and develop their product. Students work in a physical environment which mirrors that which would be found in industry and operate to timelines and milestones consistent with industry practices. The School argues that taking the student population as a whole, the experience obtained is more authentic and provides a more consistent experience than that which could be obtained from a traditional work placement within the targeted industry. All students within the School undertake this activity at an appropriate point within their studies.

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