### Project title: Workshops for Entrepreneurship and Design in Game Education (WEDGE)

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<th>Coordinator</th>
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The global games industry continues to rapidly grow and represents a significant area for economic growth. Game design and development education at the higher education level has similarly grown to support this industry such that an increasing number of programs are offered globally. However, fewer opportunities exist to support the actual link between game design at the higher education level and the commercialization of game products. In this way, increased efforts are necessary in order to support higher education students to enter the game industry by building their competencies in entrepreneurship and understanding of commercial game development as well as doing this across global markets. As a result, the objectives of this project are: to develop entrepreneurship competencies in participants relating to mobile game development globally and expand teaching and program collaboration between the partner HEIs with the goal of building closer and sustainable integration in game education.

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<th>Partners</th>
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| Hong Kong Polytechnic University  
Centria University of Applied Sciences |

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