SUMMARY REPORT FOR PUBLICATION

Name of the project
International Triple Co-operation in Information Systems Education (ITriple)

Coordinating Institution
Kajaanin Ammattikorkeakoulu

Partner institution(s)
Lapland University of Applied Sciences, Trident College of Information Technology

Objectives of the project
International Triple Co-operation in Information Systems Education, shortened to ITriple was a joint project by Kajaani University of Applied Sciences, Lapland University of Applied Sciences and Trident College of Information technology.

Information Systems is international, continuously developing discipline with emerging technologies. Education within this field requires updating according to this development. Information Systems covers broadly different aspect from building sensors and applications to networks, cloud services and games. To offer up-to-date education, there is a constant need to share best practices and experiences and build education together internationally.

ITriple aimed to deepen and extend the existing co-operation between Finnish and Japanese partners, thus answering this need. High level objectives were to deepen the cooperation between KAMK and Trident, deepen the cooperation between KAMK and Lapland UAS in international exchange and start new cooperation between Lapland UAS and Trident, get to know the professional life in partner universities.

At the beginning of the project, co-operation covered game development studies between Kajaani University of Applied Sciences and Trident College of Information Technology, and ITriple aimed to extend this collaboration further. ITriple also aimed to start new co-operation between Lapland University of Applied Sciences and Trident College of Information Technology.

Achieved results and outcomes
ITriple has achieved the high-level goals set in the project description. Existing international co-operation between Kajaani University of Applied Sciences and Trident College of Information Technology was
deepened and the relationship between the two institutes kept on improving throughout the project and both institutes value each other as a valuable international partner. Discussions were held to talk about expanding the exchange studies to other disciplines in the field of information technology, and they are still on the table to be discussed in further detail with COVID-19 postponing these discussions to a later date.

The increased mobility in 2019 helped communicate ideas and deepen the relationships between all the partners. A lot of progress in improving the relations and methods took a leap due to increased mobility of 2019, with communication being frequent and meetings in corresponding educational institutes proved to be fruitful. Co-operation between the partners has enabled the partners to advance their game development studies further by exchanging information about and gaining further understanding of each other’s environments and study cultures.

A new co-operation between Lapland University of Applied Sciences and Trident College of Information technology was started, culminating in the possibility of sending an exchange student from Lapland UAS to Trident in autumn 2020. This exchange unfortunately had to be cancelled due to the global pandemic and remains to be discussed on a later date.

Some of the working packages were left partial or incomplete due to COVID-19 taking away the possibilities to actual travelling and limiting the time resources in implementing new ideas. New ideas for remote studies/lecturing have been in discussion, but implementation will be done later as things have just recently started to settle down and normalize after COVID-19.

### Activities carried out during the project

**Staff Mobility** in 2019 included organizational visits from all partner schools to other partner schools allowing the partners to sit in the same table and get to know the practices and opportunities of another school. These mobilities were valuable experiences and helped the partners to understand the needs, possibilities, and requirements of the other institutes on a much deeper level of understanding.

Student exchange between Trident College of Information Technology and Kajaani University of Applied sciences has been ongoing since 2016 with both parties valuing the co-operation and exchange studies with each other to a high level. Student Exchange from Kajaani University of Applied Science to Trident College of Information Technology was continued 2018 & 2019 and vice versa and improved during the project. Plans were made to extend the exchanges for staff exchange and additional student exchange to pilot a new time for exchange studies, but these were later cancelled due to travelling restrictions caused by the corona pandemic.
All partner schools have work-life based game projects as part of the curriculum, ideas were exchanged to further. Ideas about joint project courses or unification of project courses were discussed during the project, but the differences in curricula and academic made it more beneficial to maintain the courses as separate entities and focusing on sharing good practices.

Professional seminars were attended during the project, KAMK staff was able to visit Tokyo Game Show in Japan, giving a valuable possibility to deepen the understanding of Japanese Game Development culture and its differences and similarities to its Finnish counterparts. This visit also improved the insight of Japanese Game Development studies, with multiple schools attending the event as exhibitors. Students from Trident visited Northern Game Summit in Finland, giving them a possibility to learn about practices and working culture in Finnish Game Development industry.

As a part of deepening collaboration with professional game development, piloting a Kajaani University of Applied Sciences student’s internship in Japan was planned. This was later cancelled as the required amount of official documentation and requirements for Japanese language in professional life proved to be unfeasible in the timeframe of the project. As a substituting act the lessons learned about the professional environments from ITriple’s Japanese partners were decided to be summarized and documented for possible later use, should a suitable candidate Kajaani University of Applied Science want to apply for internship in a Japanese game development company.

Designing and implementing joint e-learning courses were planned during the project. The need for such courses varied individually by each of the partner schools. The courses planned during the project aimed to smooth out the beginning of exchange studies at a new country. Possibility to offer additional learning material via e-learning was also introduced during the project. The implementation of these courses had to be postponed with the outbreak of COVID-19 and will be revisited at a more suitable time.

As a final climax for the project, the partner universities organized an online game jam type competition, Triple Game Jam for their students. The event was held simultaneously in all three locations, and students working in chains to develop a game with a team of each partner institute working on a same game in turns. In total eight teams created eight games in three days. Each game was worked on by a minimum of two groups, teams being from different location. The event proved to be a success with a lot learned about working across very different time zones and different languages. After the event, partners agreed upon common interest to organize another event in the following year, with a possibility of expanding the event to include common international partners as well.

At the end of the project, the lessons learned were gathered into a joint publication, which is to be released in Theseus. This publication summarizes the experiences, actions taken and implications of COVID-19 into a general package the partners can use in their own communication.
Future developments, resulting from the project

Relationships formed and deepened during the project will be continued to be built upon. The exchange studies between KAMK and trident are being built and improved upon. Kajaani University of Applied Sciences and Trident College of Information Technology have expressed the interest to maintain and improve a valuable and beneficial international partnership. The new co-operation between Lapland UAS and Trident College of Information Technology provides both with extended international network and interesting possibilities for future co-operation.

Future developments have been discussion, including organizing the game competition next year and extending these events to other international partners as well. With the world changed by COVID-19, the possibilities of remote applications to supplement physical mobilities will likely be assessed again in the future. These possibilities will revisit e-Learning and remote staff exchange and other new types of remote activities that are being globally assessed to replace and supplement otherwise diminished mobilities.

The information and experiences gained during the project are important and valuable assets, which will be utilized to develop the co-operation to even higher levels. These learnings have deepened the understanding of the needs and desires of each partner, allowing better and more efficient implementation of future international co-operation between the partners.