THE
HELSINKI
MODEL
OF
GAMES
INDUSTRY
TALENT
BUILDING

Interreg
Baltic Sea Region

EUROPEAN
REGIONAL
DEVELOPMENT
FUND
EUROPEAN UNION

neogames
HUB OF THE FINNISH GAME INDUSTRY

bgi
Baltic
Game
Industry

FORMAL EDUCATION

PUBLIC ENTREPRENEUR TRAINING

WORK-BASED LEARNING

NON-FORMAL EDUCATION

AGE 35

TOP GAME INDUSTRY TALENT

30

LIFE LONG LEARNING
MOOCs, certificates,
further education services
etc.

NEWCO – CLUSTER ORGANISATION
public support measures
for game dev studios

2nd Round Start-Up

IGDA FINLAND
facilitating local game
dev community and
enabling community
based knowledge
sharing

FINNISH GAME JAM
supporting devotion to
game development as
a leisure activity

HELMET LIBRARIES
securing the access
to games culture
through public
libraries

work experience

AALTO UNIVERSITY UNIVERSITY OF HELSINKI
doctoral studies
on game research

25

A PROFESSIONAL GAME DEVELOPER

GAME FACTORY ACCELERATOR
an accelerator for
launching
a game dev studio

1st Round Start-Up

AALTO UNIVERSITY UNIVERSITY OF HELSINKI
master studies on game research

GAME FACTORY FARM
a preincubator for starting
the first company

METROPOLIA UAS LAUREA UAS HAAGA-HELIA UAS AALTO UNIVERSITY UNIVERSITY OF HELSINKI
bachelor studies
on game research

?
GAME STUDIO
a game entrepreneurship
education environment

20

DIGITALENTS
developing expertise
and working life skills of
young game industry
professionals

IGDA FUTURE
giving young amateurs
tools and aiding them in
becoming independent,
confident and skilled
game devs

AN AMATEUR GAME DEVELOPER

STADIN VOCATIONAL COLLEGE AMIEDU VOCATIONAL COLLEGE
Vocational qualifications on game studies

GAME DEV CLUB
Game Development Youth Club for
advanced amateur game devs

UPPER SECONDARY SCHOOL
Provides students with the capabilities
to continute to further game studies

COMPREHENSIVE SCHOOL
(grades 7-9)
basic skills on algorithmic thinking and
elementary level programming, mathematics,
music, arts, first language and secondary
languages in cooperation with
local edugame developers

YOUTH CENTRES
game development activities
in youth centres

15

JUNIOR GAME JAMS
youth work activities initiating
interest in game development

COMPREHENSIVE SCHOOL
(grades 1-6)
basic skills on visual programming, mathematics,
music, arts, first language and secondary languages
in cooperation with local edugame developers

SUMMER CAMPS ON GAME DEVELOPMENT
cultural youth work
in game development
and education

10

GENERAL GAME KNOWLEDGE

5

EARLY CHILDHOOD EDUCATION
multiliteracy and ICT skills
in cooperation with local edugame developers

HELMET LIBRARIES
access to game culture, game literacy and game education