Learning Diary – Week 2
Global Game Industry

Stellar work, everybody! Strong improvement across the field, and it was a true delight to see honest and sincere reflections on the course itself. Some homework for me again, and more on that below. But for now, reminding everyone again: include exercises, teamwork, sessions, and readings in your learning diary – basically, everything we cover during the course. Failure to do so results in point deductions. Also, speaking of point deductions, if you haven't submitted all the learning diaries so far, please include any missing entries in the final submission (this week!). Reduced points for late submission, but still some points up for grabs!

Then to the actual reflections! Hot topics from this week: ethics, user interviews (cool you found it insightful and fun!), joining Johnathyn's stream (also great to see discussion for / against the pleasures of streaming), witnessing yours truly getting schooled in Smash, connections to other industries / what you have studied or learned before, and business side of games / monetization. In short, really enjoyed reading your learning diaries also this week!

Also, special nominations for these issues / viewpoints: community aspect, honesty, and conversation (not only during the sessions but in your learning diaries). And then that homework for me: tighter connection between sessions and exercises (two case studies this week with an improved structure, hope you'll like them!), and better utilization of breakout rooms. Noted! Will try my best to include these suggestions during this final week. All in all, think it's amazing how we've been forming a learning community – we have achieved so much in these two weeks!

*** End of pep talk *** ☺

All in all, keep up the good work! Combining our sessions, team assignment, readings, and personal experiences is a good way to have a meaningful dialogue in your learning diaries. The more you are able to articulate your business knowledge in the context of video game industry, the better chances you have in terms of being employed in this industry or collaborating with game companies.

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Learning Diary – Week 1
Global Game Industry

Great reflections, everybody! Also, nice personal touches in terms of language used, format, and style! Keep it up!

I really liked how some of you made connections between this course and the courses you've taken previously. Would be great to see more reflections along these lines. Namely, how does the game industry differ from what you've studied before? How does it challenge existing theories and frameworks in the business domain? Or does it?

In many ways the game industry is governed by the same business logics as any other industry, but two things set games apart from anything else: 1) games are not played to satisfy a vital need (e.g. hunger, thirst, etc.) and 2) players shape the experience games give – without players a game is not a game since there's no one to experience it (kinda different from movies and other forms of entertainment).

Then some helpful tips and tricks in case you would like to score more points:

- Include the readings in your reflections

- Include the exercises in your reflections
- Reflections on your team project

So basically, don't forget to include everything we cover during the course. When working on your submission for Week 2, take a look at your previous submission and see whether you covered the points mentioned above. In most cases, point deductions occurred because of the abovementioned aspects were missing.

I shared these two points in this morning's email, but think they're worth mentioning again.

- More discussions on readings in the class: noted! As said, readings were integrated into today's exercise and we have an oldskool debate coming up this week. But in general, I'll make sure to weave the sessions and readings tighter together.
- Inclusive language: apologies for this! I often get carried away because I'm excited about this topic, and as a result I forget that not everyone is familiar with all the concepts and terminology we cover. I'm more excited about learning, so for me it's important that everyone feels they're being taken into account. So from this point on, I'll make sure to unpack all the concepts and terminology. And if there's something I miss, hope you can help me by pointing this out!

And also, much appreciated that you shared some wishes and expectations for the upcoming weeks! To reiterate, this course comes alive with your active input. Please continue being active and curious about the topic – as one of you said in their learning diary, this really reflects the Mikkeli spirit. This gives me goosebumps! ☺

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