

School of Software and interactive technologies

Autumn semester 2026 (end of August - mid December) *

*Exact dates are published at [Turku UAS Semester Dates](#). Please note that exchange students need to attend the whole semester to complete all courses. There are no special arrangements to complete the courses beforehand.

International Semester in Software Engineering and Project Management 26-27 (needs to be taken as a whole)

Course name + link to study guide	Course code	ECTS credits	Prerequisites / quota of students / weekly schedules to avoid overlapping, etc.
Software Engineering and Modelling	TE00BR84	5	max 5 students
Front-End Development	TT00BR85	5	max 5 students
Advanced UI and UX Design	TE00CD84	5	max 5 students
Mobile Application Development	TE00CY22	5	max 5 students
Advanced ICT Projects	TE00BR89	10	max 5 students
Total		30	

International Semester in Game Development 26-27* (needs to be taken as a whole)

Course name + link to study guide	Course code	ECTS credits	Prerequisites / quota of students / weekly schedule etc.
Game Development Essentials	5051259	5	
Object-oriented Programming with C#	5051125	5	
Intro to Game Development Tools	5051234	5	
Applied Gaming	TT00DK44	5	
Game Mathematics and Algorithms or 2D Game Graphics	5051236 or TE00BL90	5 or 5	
Game Physics and Algorithms or 3D Game Graphics	5051233 or TE00BL91	5 or 5	
Total		30	

*Prerequisites: Fundamental skills in Mathematics, Computer Science, Programming and/or Graphical Design (2D/3D). The semester courses are mainly 3rd year ICT engineering (B.Eng.) courses.

(* Choose either Game Mathematics and Algorithms and Game Physics and Algorithms or [2D Game Graphics](#) and [3D Game Graphics](#)

Spring semester 2027 (January - May)*

*Dates are published at [Turku UAS Semester Dates](#). Please note that exchange students need to attend the whole semester in order to complete all courses. There are no special arrangements to complete the courses beforehand.

International Semester in Software Engineering and Project Management 26-27 (needs to be taken as a whole)

Course name + proper link to study guide	Course code	ECTS credits	Prerequisites / quota of students / weekly schedules to avoid overlapping, etc.
Project Management	TE00BR83	5	max 5 students
ICT Projects	TE00BR87	10	max 5 students
Technical Sales	TE00BR88	5	max 5 students
Innovation Project ICTU	TE00DI85	10	max 5 students
Total		30	

International Semester in Game Development 26-27* (needs to be taken as a whole)

Course name + link to study guide	Course code	ECTS credits	Prerequisites / quota of students / weekly schedule etc.
Advanced UX and UI Technologies	5051238	5	
Serious Games Project	5051239	10	
Innovation Project ICTU	TE00DI85	10	
3D Modelling with Blender or Unity Development C#	TE00CR36 or TE00CY20	5 or 5	
Total		30	

*Prerequisites: Fundamental skills in Mathematics, Computer Science, Programming and/or Graphical Design (2D/3D). The semester courses are mainly 3rd year ICT engineering (B.Eng.) courses.

Choose either 3D Modelling with Blender or Unity Development C#