

Momentum - GameTech Start Up - Programme Structure

ELEVATE

Phase 1: 10 Week Elevate Training

Concentration	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
Project Management	Project Management Fundamentals	Leadership & Management Skills	Project Planning & Costing	Project Organisation	Project Monitoring & Control	Risk Management	Project Financing	Lean Start-Up Management	Management for Digital Media	Legal & IP Issues
Digital Arts	Introduction to Digital Art	2D Art Production I	2D Art Production II	2D Art Production III	User Interface Design I	User Interface Design II	3D Art Production I	3D Art Production II	3D Art Production III	3D Art Production IV
Interactive Software Development	Introduction to Software Development	Coding Fundamentals I	Coding Fundamentals II	Coding Fundamentals III	Working with Frameworks	Web Technologies I	Web Technologies II	Algorithm Design I	Algorithm Design II	Software development Methodologies
Compulsory for Participants Under 25 [and option for others]	Introduction to the workplace	Workplace communication techniques	Oral communication skills	Written communication skills - report writing	Written communication - Email and correspondence	Presentation skills and techniques	Carrying out research	Teamwork fundamentals	Teamwork issues and resolution	Supervision, management and team roles

Participants will be given specialist vocational training for a 10-Week 'Elevate' training phase. This is an intensive 10-week vocational training program with 3 streams: Project Management, Digital Arts and Interactive Software Development. These streams will focus on specialist skills with 30 hours taught time per week.

During this phase, Participants will complete their Project Management training in Ignite Academy 2 days per week using a combination of Ignite Academy and Pulse College trainers. Their Digital Arts and Interactive Software Development training will occur in Pulse College 3 days per week.

Under-25's Workplace Skills will occur weekly with their Career Manager.

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ACCELERATE

Phase 2: 10 Week Accelerate Training

Concentration	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Week 17	Week 18	Week 19	Week 20
Developing a Business	Entrepreneurship Boot camp	Business Generation & Idea Development	Team forming & Skill Assessment	Proof of Concept Development I	Proof of Concept Development II	Proof of Concept Development III	Proof of Concept Development IV	Pitch Development I	Pitch Development II	Pitch & Feedback
Compulsory for Participants Under 25 [and option for others]	Identifying and completing work tasks	Working effectively and independently	Assessing and reviewing yourself and others	Communicating your ideas to others	Using research to back up decisions	Financial skills for the workplace	Working under pressure and to deadlines	Dealing with workplace stress	Tools and techniques to aid productivity	Course reflection

The second 10 weeks of the programme will focus on developing a business with high growth potential. The first 2 weeks are devoted to business generation and entrepreneurial skills with students looking to form teams, develop business plans and generate innovative ideas. The remaining 8 weeks involve focused concept development where teams bring their ideas to a pitch stage through guided mentorship from the Irish games/tech industry. At the completion of this phase students would earn their Scrum Certification.

To ensure continuity, Ignite Academy will attend during pitch and feedback sessions alongside peers and industry professionals and will facilitate feedback in conjunction with staff and the Career Manager. Talks given regarding Back To Work Enterprise Allowance and visits from Local Integrated Development Company Facilitators will ensure they engage in the process at this stage. In addition to this there will be talks from investors, successful start-ups, Enterprise Ireland, the NDRC and more. At this stage students should be prepared with a business that could move to self-employment by week 33.

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INCUBATE

On successful completion of stage 2 graduates of the programme will be offered 10 weeks work placement incubation and mentorship.

The final stage of the programme will involve a 10-week incubation program. This will allow the graduates of the programme to develop their project further and to approach funders for start-up capital or to continue on a lean start-up path. During this phase students will be given the opportunity to network with other successful start-ups, beta-test and build upon their product and fine-tune their business plans.

The 10 weeks work placement will occur when they, as teams, move into Incubation Space themselves to develop their companies and products. Other companies in this space are successful graduates from the NDRC LaunchPad, VentureLab, FinTech and Sandbox programmes and/or members of Games Ireland. The on-site host companies will form part of their management and development teams for this time. Mentors/Consultants from industry (outside GameSpace Incubation) will visit once a week to work with the participant also.

Both GameSpace Incubation and external hosts and mentors include successful Game, App, IOS, online education, platform, e-commerce, software and technology designers and developers.

Graduates will be required to work on-site in Incubation 5 days per week. Up to 2 days per week can be dedicated to meetings and networking events with entrepreneurs, company owners, and business specialists to conduct market research and pitch ideas. If no meetings are planned, Graduates will be required to continue to work within GameSpace to develop their business strategies and products.

This period will focus on a smooth transition to the Back to Work Enterprise Allowance or to areas of full-time employment.