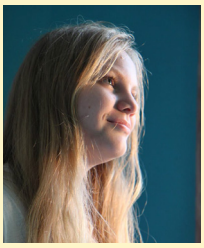
Utrecht University

Department of Information and Computing Sciences

Journey to Gametechnology

I was looking for a study that did something with game development, just to see what is offered here in the Netherlands. When researching the different WO and HBO studies, this was the only WO study that had some substantial game development related courses, while also offering some broader computer science courses. Since Gametechnology is technically seen as a minor or path within Computer Science, it still provides me with a Computer Science bachelor's degree with which I can get a wider variety of job opportunities.

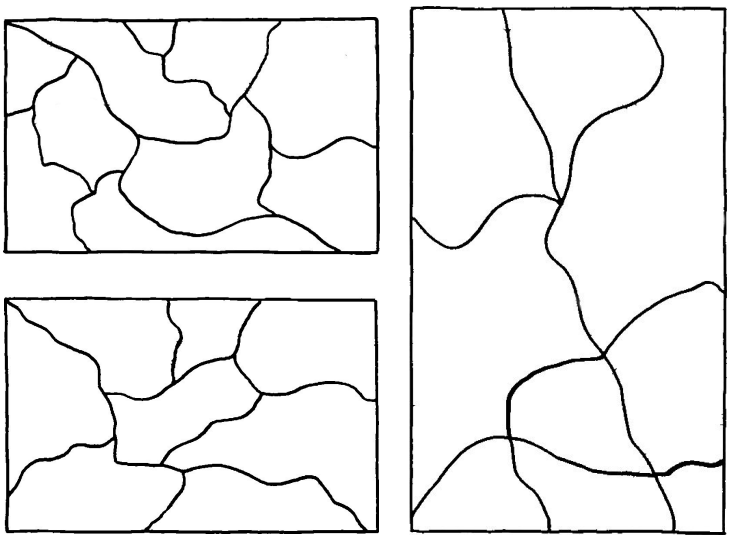
Currently I'm enjoying the study and the studieassociation Sticky. The courses are interesting and challenging at times, but these challenges are easily conquered with a bit of help from friends, Sticky and professors.



Hey, I'm Merel. I'm 21 and a Gametechnology first year. When it comes to choosing which study to do, my first choice was KI in Amsterdam since I liked their balance of computer science and psychology. Since this study became numerus fixus the year I finished vwo, I decided to look for another option, because of the unpredictability that comes with numerus fixus. I knew I wanted to look for something within the technical field, IT to be specific. Computing science intimidated me at first, this first changed when I found Gametechnology.

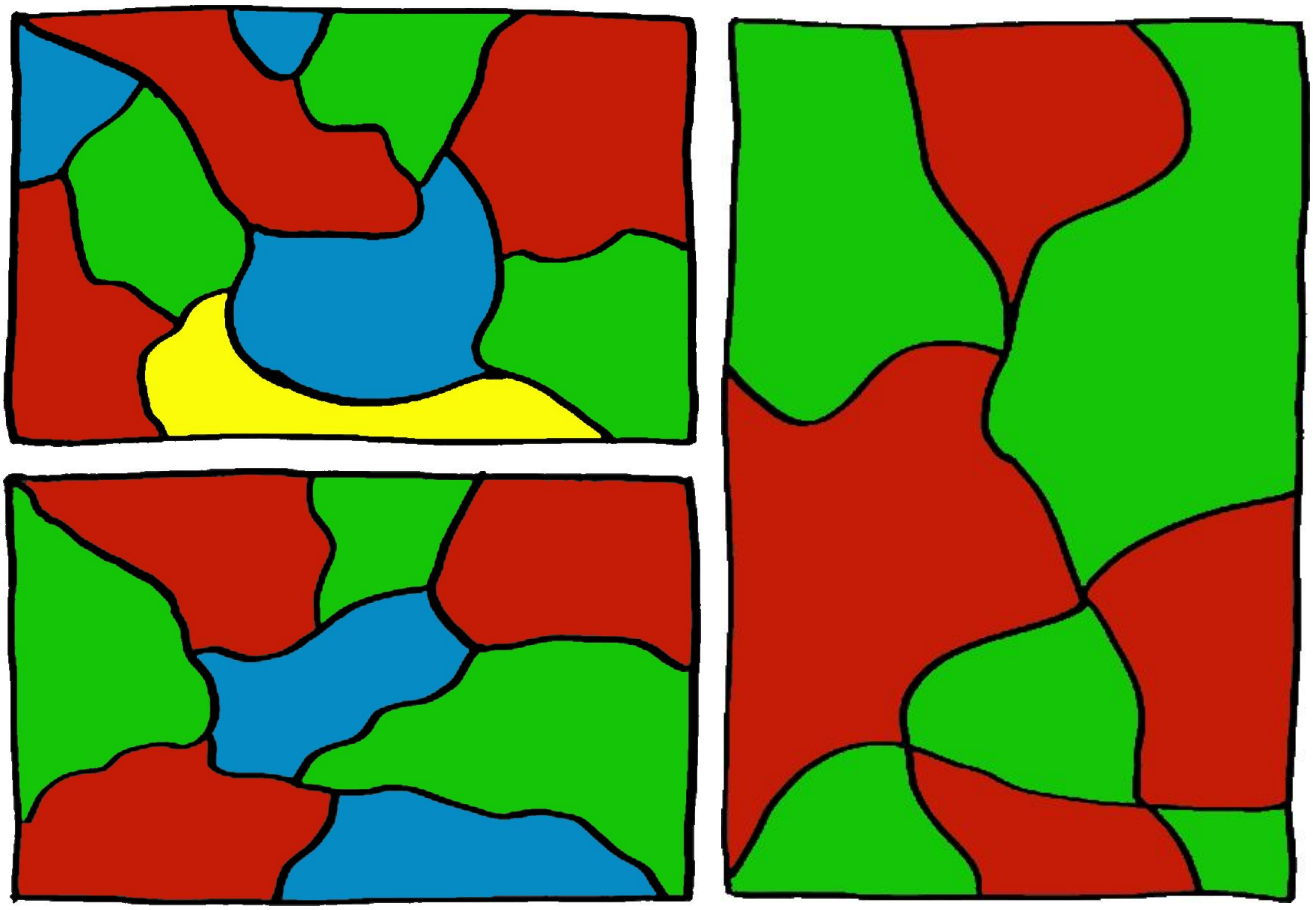
? Below you will have some fun exercises to give you an impression of what we do here at the university.

This assignment will give you some insight in optimization problems. On the right side we have the map coloring problem. Every country on the map needs to be colored. Because you don't have the funds to color every country a different color you need to try and color the countries with as little colors as possible, the only problem is that countries with the same color can not touch each other. If the countries only meet at a single point they can have the same color. Can you color this with as few colors as possible?



Answer!

As you can see in the answers, every land on the map does not touch a land with the same color. Some maps only need two colors to solve the problem, other maps do even need four colors to color the map correctly.



This handout has been created by WICS (**wics.sites.uu.nl**), the women's network of the Department of Information and Computing Sciences, and WIT, the Women in IT group of student association Sticky (**svsticky.nl**).

You can download this and more handouts from: **wics.sites.uu.nl/outreach**

WICS
Women in Information and Computing Sciences