



GAME-based  
learning in  
MAtematics

# Satakunta University of Applied Sciences

Faculty of Technology



GAMMA: Project No. 2020-1-HR01-KA201-077794

Co-funded by the  
Erasmus+ Programme  
of the European Union





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# SAMK

- Welcome to SAMK: <https://youtu.be/gaFvgkozvtU>
- SAMK team in GAMMA project
  - Mirka Leino, principal lecturer, head of automation research team
  - Janika Tommiska, teacher/researcher
  - Antti Koivisto, teacher/researcher
  - Leila Tasku, project assistant

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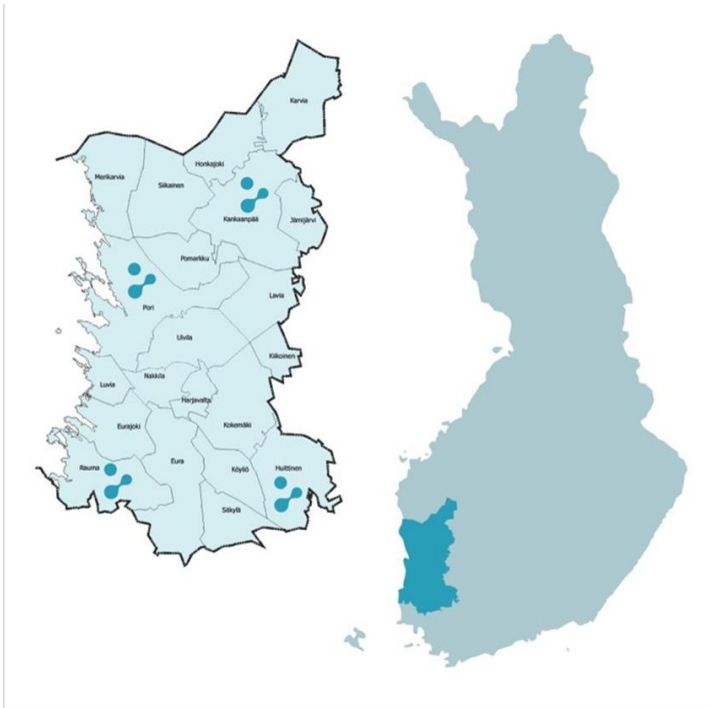
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- SAMK operates on the west coast of Finland



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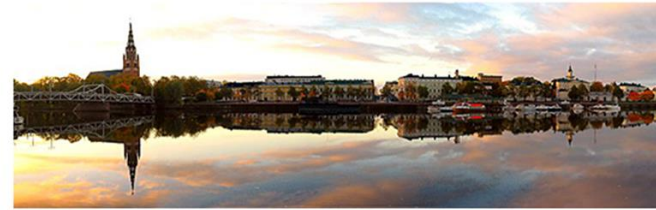




GAME-based  
learning in  
M $A$ thematics

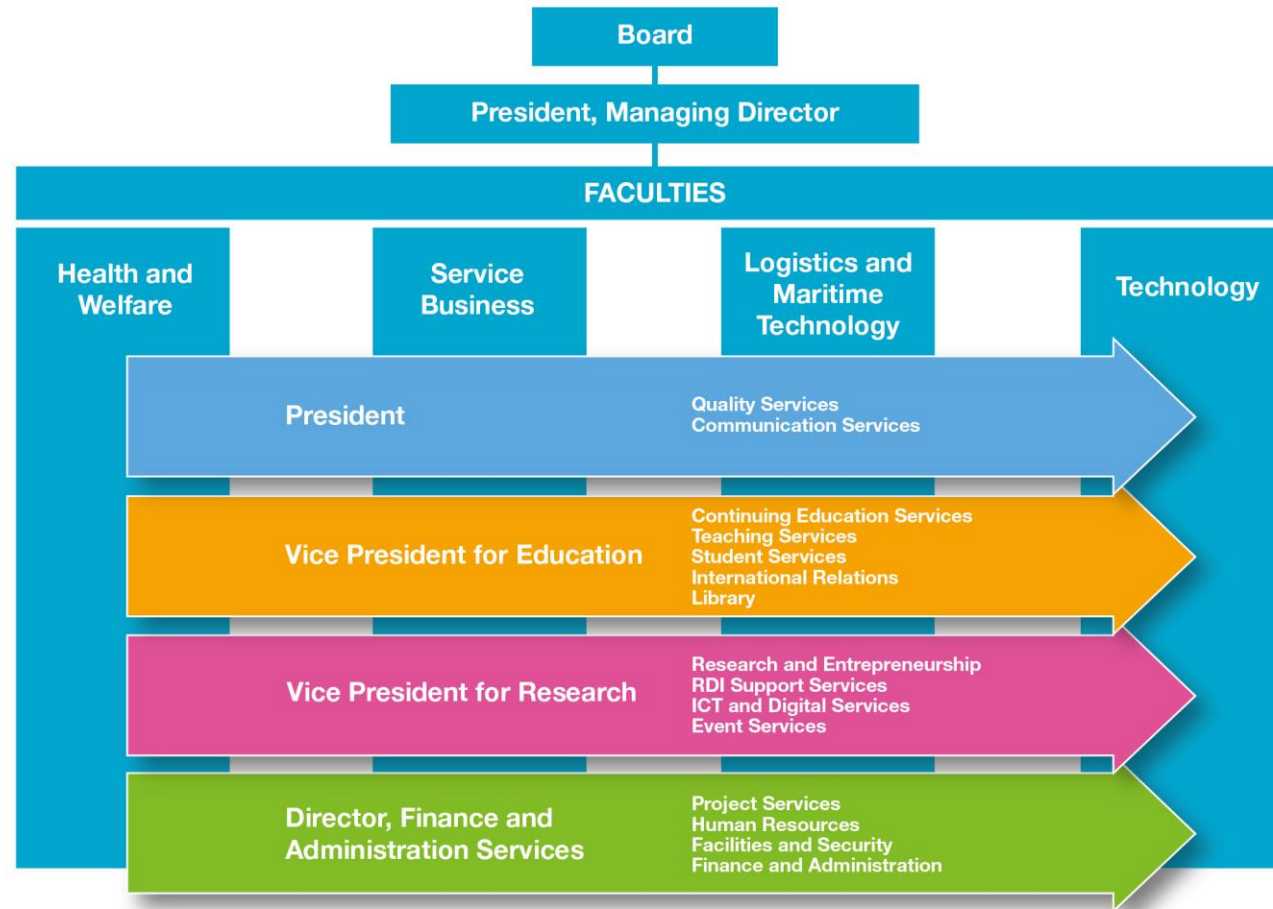
## Satakunta region in Finland

- One of Finland's 18 regions
- The most industrialised region in Finland
- Branches of industry
  - Energy
  - Metals
  - Offshore
  - Robotics
  - Food processing
  - Chemicals





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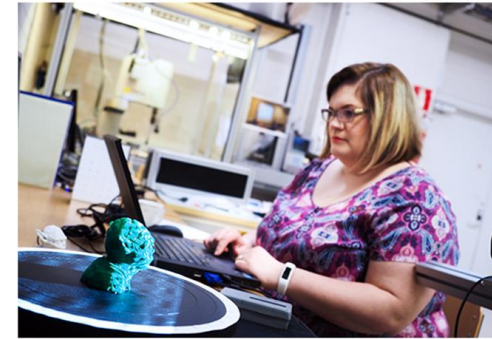




## GAME-based learning in MAtematics

### Research Teams

- Automation Technology
  - Accessibility
  - Enhancing the Functioning of the Work Force
  - Indoor Environment
  - Logistics
  - Mental Health
  - Services for the Ageing
  - Smart Energy Solutions
  - Smart Urban Business
  - Tourism Business
  - Well-Being Enhancing Technology
- 
- We aim at rapid utilizations of the research results.
  - Senior Fellows enhance the quality of SAMK's applied research and continuing education.



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## Bachelor's Degrees in English

- Artificial Intelligence (AI)
- Industrial Management
- International Business
- International Tourism Development
- Logistics
- Nursing
- Physiotherapy
- Robotics
- Sea Captain



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## Master's Degrees in English

- Business Management and Entrepreneurship
- Maritime Management
- Rehabilitation
- Welfare Technology
- Tourism Management (2021)

- Our business degree programmes in English have a NIBS International Accreditation.



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VISION: All SAMK  
students will be  
employed



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