

# TARINATALO - TIMELINE

2022

Project planning, Media Industry Research  
Foundation of Finland  
University of Lapland, 28.11.2022

01/2024

Finishing game design document  
INTERACT and OASIS, 01/2024

School workshop 4  
INTERACT, Hiukkavaara, 12.1.2024

Undergraduate mini game project first meeting  
University of Oulu, 17.1.2024

Graduate mini game project first meeting  
University of Oulu, 25.1.2024

02/2024

Collaboration meeting  
OAMK, INTERACT and OASIS, 2.2.2024

First build ready  
OAMK, 9.2.2024

Mini game thesis first meeting  
University of Oulu and OAMK, 12.2.2024

Collaboration meeting  
INTERACT, OASIS, University of Lapland and OAMK,  
13.2.2024

Workshop  
INTERACT, OASIS and University of Lapland,  
14.-15.2.2024

04/2024

Workshop + stakeholder group meeting  
University of Oulu, University of Lapland and OAMK,  
5.4.2024

School workshop 7  
INTERACT, Hiukkavaara, 5.4.2024

11-12/2024

Workshop  
University of Oulu and University of Lapland,  
14.11.2024

School workshop 10  
INTERACT, OASIS and OAMK, Talvikangas, 10.12.2024

School workshop 11  
INTERACT and OASIS, Talvikangas, 17.12.2024

4/2025

School workshop 13  
INTERACT and OASIS, Kaakkuri, 7.4., 10.4. and  
15.4.2025

UX course test session  
University of Oulu, Kaakkuri, 11.4.2025

School workshop 14  
INTERACT and OASIS, Laanila, 14.4.2025

8/2025

VR project conclusion + next version kick-off  
University of Oulu, OAMK and University of Lapland,  
18.8.2025

2023

Escape room pilots at University of Eastern  
Finland  
University of Lapland, 23.3.-27.4.2023

Table top game testing  
University of Lapland, 05/2023

Ideation meeting  
INTERACT and OASIS, 05/2023

Making game design document  
INTERACT, OASIS and University of Lapland, 10-12/2023

Design workshop (research group)  
INTERACT, OASIS and University of Lapland, 17.11.2023

School workshop 1  
INTERACT, Steinerkoulu, 4.12.2023

School workshop 2  
INTERACT, Steinerkoulu, 11.12.2023

School workshop 3  
INTERACT, Hiukkavaara, 15.12.2023

03/2024

Game has all floors navigatable  
OAMK, 8.3.2024

School workshop 5  
INTERACT and OASIS, Kaakkuri, 20.3.2024

School workshop 6  
INTERACT and OASIS, Kaakkuri, 25.3.2024

UX testing project first meeting  
University of Oulu, 27.3.2024

05/2024

Student projects ended  
University of Oulu, 1.5.2024

School workshop 8  
INTERACT, OASIS and OAMK, Steinerkoulu, 3.5.2024

School workshop 9  
INTERACT, OASIS and OAMK, Hiukkavaara, 17.5.2024

Last changes to the game  
OAMK, 24.5.2024

Tarinatalo PC game ready  
OAMK, 31.5.2024

3/2025

Tarinatalo sound project first meeting  
OAMK, 18.3.2025

UX testing project first meeting  
University of Oulu, 25.3.2025

School workshop 12  
INTERACT and OASIS, OIS, 31.3.2025

5/2025

UX course final meeting  
University of Oulu, 5.5.2025

Sound project final meeting  
OAMK, 20.5.2025

VR version ready  
OAMK, 30.5.2025

Tarinatalo has been featured in events:

Rails Ahead Spring 2025, University of Oulu, 3.4.2025  
University Business Forum 2024, University of Oulu, 31.10.2024  
The Rails Ahead, Oulu, 3.10.2024  
ICT breakfast, University of Oulu, 2.9.2024  
Amazing North, Oulu, 21.-22.5.2024  
Metaverse in Action, Helsinki, 20.5.2024  
Metaverse development day, University of Oulu, 18.4.2024  
UniOulu Science Day 2024, University of Oulu, 17.4.2024

Universities  
Oulu University of Applied Sciences (OAMK)  
School workshop  
University of Lapland  
University of Oulu (INTERACT and OASIS)  
Student projects  
Collaboration



Euroopan unionin  
osarahoittama



POHJOIS-  
POHJANMAA  
COUNCIL OF OULU REGION