

途游游戏 AI in Gaming 实习训练营

AI in Gaming – Internship & Training Fieldtrip by Tuyoo Games (Beijing)



**TUYOO
GAMES**

Bringing the joy of gaming to all our users



Duration:	May 24 – Jun 6, 2026 (14 Days)
Location:	Beijing, China
Number of Interns:	Maximum 20 students
Eligibility:	HKUArts undergraduate students only
Course Credits:	Non-credit-bearing Internship and Training (Unpaid)
Application:	Sign-up HERE by Apr 7, 2026 (Tue) 23:59
Languages:	Fluency in Mandarin (speaking, reading and writing) is required.
Interview:	Shortlisted students will be invited to attend a zoom interview with HR Team of Tuyoo Games (on rolling basis)
Deposit:	HKD 4,500 (Payment is due immediately upon receipt of admission confirmation in mid-Apr)
Remarks:	<ul style="list-style-type: none">• This is an unpaid internship. However, flights, visa costs (if applicable) and accommodation will largely be covered by HKUArts. HKUArts will subsidize students' flight and accommodation cost at a maximum of \$7,000 (reimbursement base) after completion of fieldtrip and submission of final report.• Students shall absorb local transportation and meal cost at own cost.• Please review the internship and training dates carefully, as they fall during the assessment period of the Second Semester of the 2025/26 academic year. Participants admitted to the fieldtrip may need to request special arrangements for the courses they are enrolled in, including exam rescheduling or make-up assessments. Apply only if you are prepared to manage these arrangements and take full responsibility for any necessary academic adjustments.

Student Info Session

Fieldtrip Info Session Apr 1, 2026 (Wed) 17:00 - Sign-up [HERE](#) by Mar 30, 2026 (Mon) 23:59

Course Enquiries: Heidi Wan (heidywan@hku.hk)
Career Development Advisor, Faculty of Arts

1. 公司介绍 (Company Introduction)

途游游戏 (Tuyoo Games) 成立于 2013 年, 服务于全球十余亿用户, 集移动游戏研发、运营、发行于一体, 拥有多项自主研发专利和数字智能技术, 是中国优秀的互动娱乐供应商。公司基于全球, 围绕策略、休闲两条产品线自研自发, 多次获得全球主流应用商城推荐, 屡次在政府部门、行业协会、专业媒体评选的奖项中获得殊荣。

目前已在北京 (总部)、上海、广州、深圳、长沙、香港、新加坡等多地设立办公室。公司员工近 2,000 人, 多数来自世界顶尖高校和知名互联网/游戏公司。

Tuyoo Games, founded in 2013, serves more than one billion users worldwide. Integrating mobile game R&D, operations, and publishing, the company holds multiple independently developed patents and digital intelligence technologies and is a leading interactive entertainment provider in China. With a global footprint, Tuyoo focuses on two product lines—strategy and casual games—developing and publishing titles in-house. Its games have been recommended multiple times by major global app stores and have received numerous honors in awards selected by government departments, industry associations, and professional media.

Tuyoo has established offices in Beijing (headquarters), Shanghai, Guangzhou, Shenzhen, Changsha, Hong Kong, Singapore, and other locations. The company employs nearly 2,000 people, most of whom come from top universities and well-known internet and gaming companies worldwide.

2. 课程目标 (Learning Objectives)

结合目前最新的 AI 技术及应用, 以团队协作的方式, 进行为期 2 周的课程+实战的训练营, 深入了解游戏研发及营销的过程。

A two-week training bootcamp combining coursework and hands-on practice, centered on the latest AI technologies and applications. Delivered through team-based collaboration, it provides an in-depth understanding of the end-to-end process of game development and marketing.

3. 课程内容及大纲 (Course Content and Outline)

- 游戏研发类 (Game Development)

课程内容	Course Content
《如何成为游戏策划》	《How to Become a Game Designer》
《AI 游戏开发》	《AI Game Development》
《游戏引擎》	《Game Engine》
《AI 美术实战》	《AI Art: Hands-on Practice》

- 游戏发行类 (Game Publishing)

课程内容	Course Content
《广告投放概念》	《Concepts of Ad Placement》
《数据分析》	《Data Analysis》
《美术能力与创意脚本分镜》	《Art Skills and Creative Script Storyboarding》
《视频制作的基础流程》	《Basic Workflow of Video Production》
《AI 在内容营销的应用》	《Applications of AI in Content Marketing》

**The above is a tentative course outline and may be subject to change.*

4. 课程主要负责人 (Lead Instructor)

翟鹏：途游游戏项目孵化中心总经理 (Peng Zhai, General Manager of the Project Incubation Center)

张利新：途游游戏发行中心总经理 (Lixing Zhang, General Manager of the Game Publishing Center)

5. 我们希望你 (We hope you will... ..)

- 热爱游戏，愿意将游戏行业作为自己的未来职业选择之一； Passionate about games and willing to consider the gaming industry as one of your future career choices;
- 能将普通话作为日常交流语言； Able to use Mandarin as your daily language for communication;
- 愿意团队合作，擅长沟通交流； A team player with strong communication and interpersonal skills;
- 大三、大四同学优先。 Preference will be given to seniors undergraduate Arts students.