We will present the experience from a 2nd year programming project for 60 electronic design students. Our conclusions from a number of case studies in software industry:
* Ability to learn new things rather than to memorize and repeat static knowledge
* Ability to communicate and to co-operate rather than individual brilliance
* Ability to understand totality rather than having a narrow deep knowledge
* Ability to act and ask questions rather than ability to follow detailed instructions.

We have designed this course to train the new capabilities. The content is computer networking and object oriented architectures. There is a requirement on a graphical user interface with animation and sound. The task this year was to implement a client-server based game-like hotel simulation system. The system implemented will be presented by two of the students. They are happy to discuss the course layout and the general experience from it.