

## DISCIPLINE DESCRIPTION

### 1. Information about the program

1.1 Higher education institution	Babeş-Bolyai University
1.2 Faculty	Political, Administrative and Communication Sciences
1.3 Department	Journalism
1.4 Field of study	Communication sciences
1.5 Level of study	Master
1.6 Study program / Qualification	Digital Media, Internet and Game Studies

### 2. Information about the discipline

2.1 Discipline title	Game Production Project (P) / Proiect de producție a unui joc (P)						
2.2 Course lecturer	lect. dr. Paul Boca						
2.3 Seminar assistant	lect. dr. Paul Boca						
2.4 Year of study	1	2.5 Semester	II	2.6. Evaluation type	C	2.7 Discipline type	OBL

### 3. Total estimated time (hours of didactic activities per semester)

3.1 Number of hours per week	3	of which: 3.2 course		3.3 seminar/laboratory	3
3.4 Total hours in the study plan	42	of which: 3.5 course		3.6 seminar/laboratory	42
Time distribution:					hrs
Studying the manual, course reader, bibliography and notes:					
Supplementary documentation in the library, on electronic platforms and in the field:					14
Preparing seminars/laboratories, homework, syntheses, portfolios and essays:					62
Tutorials					28
Examinations					4
Other activities: Project work					
3.7 Total hours of individual study	108				
3.8 Total hours per semester	150				
3.9 Number of credits	6				

### 4. Prerequisites (where applicable)

4.1 based on the curriculum	•
4.2 based on competences	•

### 5. Conditions (where applicable)

5.1 for the course	•
5.2 for the seminar/laboratory	•

## 6. Accumulated specific competencies

Professional competencies	<ul style="list-style-type: none"> <li>Applying theoretical and methodological knowledge to produce the a digital game (observing the characteristics of the communication channel)</li> </ul>
Transversal competencies	<ul style="list-style-type: none"> <li>Solving, in a realistic manner, with both theoretical and practical argumentation, of common professional situation, in view of an efficient and deontological solution.</li> <li>Applying efficient working techniques in a multidisciplinary team to accomplish certain tasks on hierarchical levels</li> </ul>

## 7. Discipline objectives (from the accumulated competencies grid)

7.1 General objective	<ul style="list-style-type: none"> <li>Exercising the practical abilities to create and edit multimedia content</li> </ul>
7.2 Specific objectives	<ul style="list-style-type: none"> <li>Understanding the multimedia production workflow</li> <li>Building a portfolio of multimedia products in an institutional context</li> </ul>

## 8. Contents

8.1 Course	Teaching methods	Observations
8.2 Seminar		
1. Building the teams	Discussion	
2. Organizational structures	Discussion	
3. Distributing the tasks	Discussion	
4. Organizational communication	Discussion	
5. Resolving conflicts	Discussion	
6. Drawing objectives	Discussion	
7. Time management	Discussion	
8. Evaluating the intermediary prototypes	Discussion	
9. Individual projects	Discussion	
10. Group projects	Discussion	
11. Evaluating the workflow	Discussion	
12. Self-evaluation	Discussion	
13. Preparing the final product	Discussion	
14. Colloquium		

## 9. The corroboration of discipline contents with the expectations of epistemic community representatives, professional associations and representative employers in the study program's corresponding field

<ul style="list-style-type: none"> <li>The project follows up on the previous semester's project to turn it into a functional product with commercial or other problem-solving potential. It is an opportunity to apply the knowledge and skills gathered throughout the first year of master studies, under the supervision of an experienced tutor, in such a way that the activity is useful when integrating into a professional environment.</li> </ul>
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## 10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Weight in final mark
10.4 Course			

10.5 Seminar/laboratory	Game production project	C	100%
Build and present a prototype for a game, that can demonstrate its functionalities.			
<ul style="list-style-type: none"> <li>Create a functioning game that exhibits the components discussed in class</li> </ul>			

Date

1.11.2019

Course lecturer signature

lect. dr. Paul Boca

Seminar assistant signature

lect. dr. Paul Boca

Date of approval in the Department

1.11.2019

Head of department's signature

PhD Elena Abrudan