DISCIPLINE DESCRIPTION

1. Information about the program

1.1 Higher education institution	Babeș-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 Prototyping Project (P) / Proiect de prototipare 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:					

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	• Applying theoretical and methodological knowledge to produce the prototype of a game (observing the characteristics of the communication channel)
Transversal competencies	• Solving, in a realistic manner, with both theoretical and practical argumentation, of common professional situation, in view of an efficient and deontological solution. • Applying efficient working techniques in a multidisciplinary team to accomplish certain tasks on hierarchical levels

7. Discipline objectives (from the accumulated competencies grid)

7.1 General objective	• Exercising the practical abilities to create and edit multimedia content
7.2 Specific objectives	• Understanding the multimedia production workflow • Building a portfolio of multimedia products in an institutional context

8. Contents

8.1 Course	Teaching methods	Observations
8.2 Seminar		
1. Buiding 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. Individual projects	Discussion	
9. Group projects	Discussion	
10. Evaluating the intermediary prototypes	Discussion	
11. Evaluating the workflow	Discussion	
12. Self-evaluation	Discussion	
13. Preparing the final prototype	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

• The project follows the developing of a proof for the feasibility of the game up until the point where the viability of turning it into a final product (digital or otherwise) can be demonstrated. 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.

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 design prototype project	C	100%
Build and present a prototype for a game, that can demonstrate its functionalities.			
• Create a functioning game that exhibits the components discussed in class			

Date   Course lecturer signature   Seminar assistant signature

1.11.2019   lect. dr. Paul Boca   lect. dr. Paul Boca

Date of approval in the Department   Head of department's signature

1.11.2019   PhD Elena Abrudan