

1. Field of study	Creative management in new media
2. Faculty	Krzysztof Kieślowski Film School
3. Academic year of entry	2022/2023 (winter term), 2023/2024 (winter term), 2024/2025 (winter term)
4. Level of qualifications/degree	second-cycle studies
5. Degree profile	general academic
6. Mode of study	full-time

Module: Video Game Production

Module code: W8-ZN-S2-PGV

1. Number of the ECTS credits: 2

2. Learning outcomes of the module			
code	description	learning outcomes of the programme	level of competence (scale 1-5)
PGV_1	Students will understand the planning and execution of video game production.	K_W11	5
PGV_2	The student knows the applied methods and techniques of video game project management.	K_W09	4
PGV_3	The student can plan the production process of a video game, determine the conditions of its completion, define the organizational structure, create a plan for the use of resources, and production schedule, identify the risk of product realization, and plan the budget of a video game and assess the whole process of a video game production.	K_U09 K_U13	5 4
PGV_4	The student will identify the processes involved in video game production to create video game functionality and content.	K_U01	4
PGV_5	The student can critically assess the work performed during the production of a video game; thanks to the knowledge of the roles of the employees of a video game development studio, he/she is competent in terms of the creative work of a team.	K_K03	4
PGV_6	The student is competent in managing a video game production team.	K_K09	3

3. Module description

Description	In this course, students will learn about the process of creating video games from concept, through production and publication to support and release. They will learn about the different stages of pre-production, production, and publishing of games, such as Vertical Slice, Alpha, and Beta. They will understand what is essential at each stage and the critical tasks. They will learn about the typical roles of video game development studio employees. Learn about the example processes that allow the successful creation of features and content for video games. Learn methods that help estimate the time required to create a game and create high- and low-level production plans. They will learn to use Jira and Confluence software popular in game dev and the basics of version control systems. Students will learn about the standard cooperation between a game developer and publisher and the roles of a producer in a development studio and a publisher. They will learn how the publishing process works on PCs and consoles.
Prerequisites	The student should have basic knowledge of video games, the processes and stages of video game development, and agile methodologies (Agile).

4. Assessment of the learning outcomes of the module			
code	type	description	learning outcomes of the module
PGV_w_1	Test	Verification of the extent to which students achieve the established learning outcomes will be carried out using a test on the issues discussed in class.	PGV_1, PGV_2
PGV_w_2	Continuous evaluation	The student demonstrates activity in class (participation in discussions and solving tasks/problems), case study, and project work.	PGV_3, PGV_4, PGV_5, PGV_6

5. Forms of teaching						
code	form of teaching			required hours of student's own work		assessment of the learning outcomes of the module
	type	description (including teaching methods)	number of hours	description	number of hours	
PGV_fs_1	lecture	Lecture combined with discussion and presentation of a specific case study.	15	Analysis of the subject literature and case studies, analysis of lecture contents, searching for examples in practice, independent realization of the indicated parts of the material taking into account the subject literature.	15	PGV_w_1
PGV_fs_2	practical classes	Didactic classes of a practical nature are conducted with an activating method - work in small groups.	15	Individuals realize the material indicated in the syllabus and analyze examples selected by the lecturer, repeating and consolidating knowledge and skills acquired during the classes.	15	PGV_w_2