

1.	Field of study	Games and Virtual Reality Design
2.	Academic year of entry	2014/2015 (winter term)
3.	Level of qualifications/degree	second-cycle studies
4.	Degree profile	practical
5.	Mode of study	full-time

Module: Game mechanics and documentation

Module code: 13-PG2P-PMD

1. Number of the ECTS credits: 3

2. Learning outcomes of the module			
code	description	learning outcomes of the programme	level of competence (scale 1-5)
13-PG2P-PMD-1	The knowledge and understanding concerning the principles of creation of the so-called Game Design Document	K_W08	2
13-PG2P-PMD-2	The knowledge and understanding concerning the principles of creating the description of the development course of a game and all elements of its environment	K_W08	2
13-PG2P-PMD-3	The knowledge and understanding regarding the principles of describing game narrative, characters, mechanics and logic.	K_W08	2
13-PG2P-PMD-4	The ability to use the Game Design Document in the process of graphic creation of the game world	K_U02	3
13-PG2P-PMD-5	The ability to independently create the Game Design Document	K_U06	4

3. Module description	
Description	The student will be able to create the Game Design Document containing the detailed description of the game course, environmental elements, narrative, characters, mechanics and logic.
Prerequisites	No preliminary requirements.

4. Assessment of the learning outcomes of the module			
code	type	description	learning outcomes of the module
13-PG2P-PMD-w-1	Credit project	Verification of knowledge and skills on the basis of the level of realization of an individual plastic arts project performed by the student.	13-PG2P-PMD-1, 13-PG2P-PMD-2, 13-PG2P-PMD-3, 13-PG2P-PMD-4, 13-PG2P-PMD-5

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	
PMD-fs-1	practical classes	The workshop preparing for the independent and conscious preparation of individual plastic arts projects (all students)	30	Work based on the discussed plastic techniques, including knowledge and skills necessary for the realization of the credit project	45	13-PG2P-PMD-w-1