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: Team project, part 2

Module code: 13-PG2P-PZ2

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-PZ2-1	Familiarity with the principles of work in design teams.	K_K06	4
		K_U05	4
		K_W06	2
13-PG2P-PZ2-2	The ability to cooperate in the field of game development and creation.	K_K07	4
		K_U05	4
13-PG2P-PZ2-3	The ability to creatively solve problems during the realization of the team project.	K_K04	4
		K_U05	4
13-PG2P-PZ2-4	The ability to communicate within and lead the project team.	K_K02	4
		K_K08	4
		K_U05	4
		K_U10	3
13-PG2P-PZ2-5	The ability to use the specialist terminology in a foreign language.	K_U09	4
13-PG2P-PZ2-6	Familiarity with the principles of protection of industrial property and copyright.	K_K09	4

3. Module description	
Description	The student will be able to cooperate within a team in order to realize a shared project including graphic, technical and literary elements of a game.
Prerequisites	No preliminary requirements

4. Assessment of the learning outcomes of the module

code	type	description	learning outcomes of the module
13-PG2P-PZ2-w-1	Credit project	Verification of knowledge and skills on the basis of the standard of realization of the individual visual art project performed by the student.	13-PG2P-PZ2-1, 13-PG2P-PZ2-2, 13-PG2P-PZ2-3, 13-PG2P-PZ2-4, 13-PG2P-PZ2-5, 13-PG2P-PZ2-6

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	
PZ2-fs-1	practical classes	Workshop preparing for the independent and conscious preparation of individual visual art projects (all students)	30	Work based on the discussed visual art techniques, including knowledge and skills necessary for the realization of the credit project	60	13-PG2P-PZ2-w-1