

Course Unit	nit Elective 1 - Collaborative Work and Internationalization			Field of study	Arts/Game Design/Computing/Social and Business Sciences	
Master in	Digital Game Design and Development			School	School of Public Management, Communication and Tourism	
Academic Year	2023/2024	Year of study	1	Level	2-1	ECTS credits 3.0
Туре	Semestral	Semester	1	Code	5074-802-1103-02-23	
Workload (hours)	81	Contact hours			C - S -	E - OT - O Fieldwork; S - Seminar, E - Placement; OT - Tutorial; O - Other
Name(s) of lecturer(s)  Ines Monteiro Barbedo de Magalhaes, Ricardo Jorge Vieira Correia						

# Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

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  1. Know the game industry and its fundamental characteristics

  2. Develop teamwork skills and resolution of possible conflicts

  3. Know and use tools for the promotion of collaborative work dynamics

  4. Understand the fundamentals and procedures of internationalization processes

  5. Know new internationalization models and strategies for an early internationalization

#### Prerequisites

Before the course unit the learner is expected to be able to: Not applicable

#### Course contents

- Collaborative work
- 2 Internationalization

## Course contents (extended version)

- 1. Collaborative work:
  - Strategies for collaborative and cooperative work Vision and values

  - Objectives of collaborative work

  - Collaborative leadership
     Collaborative skills and behavior
  - Trust and commitment to mutual benefit
- Information and knowledge sharing
   Measuring and optimizing the relationship
   Exit strategies
   Internationalization:
- - Introduction to internationalization
     Classic and current internationalization models
- The importance of networks in internationalization
- Challenges and barriers
- Success factors and best practices in internationalization

#### Recommended reading

- Cannone, G., & Ughetto, E. (2014). Born globals: A cross-country survey on high-tech start-ups. International Business Review, 23 (1), 272-283.
   Collis, B., & Margaryan, A. (2004). Applying activity theory to computer-supported collaborative learning and work-based activities in corporate settings. Educat Tech Res and Develop, 52(4), 38-52.
   Kahiya, E. T., & Dean, D. L. (2016). Export stages and export barriers: Revisiting traditional export development. Thunderbird International Business Review, 58 (1), 75-89.
   Piesala, R. (2016). Internationalization, networks and industry related factors: the case of Finnish digital game industry.
   Romeiro, P, Nunes, F., & Santos, P. A. (2020). Atlas do Setor dos Videojogos em Portugal (#2), Sociedade Portuguesa para a Ciência dos Videojogos (SPCV).

### Teaching and learning methods

The contents will be introduced and explored in an expositive way, through the reading and analysis of articles and case studies. Exercises will be proposed and questions asked, in order to promote the debate of ideas, communication, research, critical analysis and reasoning, as well as the development of interpersonal skills. Students, organized in teams, will work collaboratively.

# Assessment methods

- Continuous Evaluation (Regular, Student Worker) (Final)
   Reports and Guides 100% (Research and analysis of proposed issues in Collaborative Work (50%) and internationalization (50%))
   Final Evaluation (Regular, Student Worker) (Supplementary, Special)
   Reports and Guides 100% (Research and analysis of proposed issues in Collaborative Work (50%) and internationalization (50%))
   Final Evaluation (incoming students) (Regular, Student Worker) (Final, Supplementary, Special)
   Reports and Guides 100% (Research and analysis of proposed issues in Collaborative Work (50%) and internationalization (50%))

# Language of instruction

Portuguese, with additional English support for foreign students

Electronic validation

Ines Monteiro Barbedo de Magalhaes,
Ricardo Jorge Vieira Correia

14-10-2023

15-10-2023

Anabela Neves Alves de Pinho
Luisa Margarida Barata Lopes
15-10-2023

16-10-2023