

Course Unit	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		22 PL - T nd problem-solving; PL - Problem-		Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Ines Monteiro Barbedo de Magalhaes, Ricardo Jorge Vieira Correia Name(s) of lecturer(s)

Learning outcomes and competences

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

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 Know the game industry and its fundamental characteristics
 Develop teamwork skills and resolution of possible conflicts
 Know and use tools for the promotion of collaborative work dynamics
 Understand the fundamentals and procedures of internationalization processes
 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

Language of instruction

Portuguese, with additional English support for foreign students

Electronic validation			
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14-10-2023	15-10-2023	15-10-2023	16-10-2023