Course Unit	Project and Production Management for Games		Field of study	Management Sciences
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism
Academic Year	2022/2023	Year of study	3	Level	1-3	ECTS credits	6.0
Type	Semestral	Semester	1	Code	8309-414-3104-00-22

| Workload (hours) | 162 | Contact hours | T | - | TP | 60 | PL | - | TC | - | S | - | E | - | OT | - | O | - |

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s)	Joao Carlos de Carvalho Franco

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:
1. Create organizational behaviors;
2. Develop teamwork skills;
3. Induce a corporate project spirit;
4. Know and use electronica tools for project management;
5. Develop rigorous habits in the performance of tasks;
6. Develop organizational workflow skills in digital games development.

Prerequisites

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

Course contents

1. Introduction to Project Management 2. The Project Management life cycle 3. Planning - To define 4. Planning - To plan 5. Implementation - To organize 6. Implementation - To control 7. Implementation - To close 8. Communication 9. Risk

Course contents (extended version)

1. Introduction to Project Management
    - What is a project
    - What is a project management
    - Why use project management
    - The major causes of project failure
2. The Project management life cycle
3. Planning - To Define
    - State of Problem
    - Identifying project goals
    - Listing of objectives
    - Determining preliminary resources
    - Identifying assumptions and riscks
4. Planning - To plan
    - Identifying project activities
    - Estimating time and cost
    - Sequencing project activities
    - Identifying critical activities
    - Writing a project proposal
5. Implementation - To organize
    - Determine Personnel Needs
    - Recruiting the project manager
    - Recruiting the project team
    - Organizing the project team
    - Assigning Work tasks
6. Implementation - To control
    - Defining a management style
    - Establishing control tools
    - Preparing status reports
    - Reviewing the project schedule
    - Issuing orders to alter objectives
7. Implementation - To close
    - Obtaining the client's acceptance
    - Installing logistics for delivering
    - Documenting the project
    - Issuing the final report
    - Conducting a post-implementation audit
8. Communication
    - Processes required to ensure the raising of appropriate information
    - Real-time information (collecting, analysis, storage and data finalization)
    - Teamwork techniques (meetings)
9. Risk
    - Processes for identifying, analyzing and responding to the project's risk factors
    - Maximizing positive results and minimizing consequences of adverse events

Recommended reading

1. Chandler, H. M. (2010). The Game production handbook, (2th ed.). Sudbury, Mississauga & Londres: Jones and Bartlett Publishers. [ISBN: 1934015407]
2. Lewis, J. (2007). Fundamentals of Project Management. ANACOM: American Management Association. [ISBN: 0814408796]
3. Silva, M. (2010). Microsoft Project 2010. FCA - Editora de Informática. [ISBN: 978-972-722-663-4]
4. Weiss, J. e R. Wysocki. (1992). 5-Phase Project Management, a practical planning and implementation guide. Addiaon-Wesley. [ISBN: 0201563169]
5. Westland, J. (2006). The Project Management Life Cycle - A complete step-by-step methodology for initiating, planning, executing and closing a project successfully. Kogan Page. [ISBN: 0749449071]

Teaching and learning methods

CONTACT HOURS: Exposition of content, interrogative and active metidos. NON-CONTACT HOURS: Active method. RESOURCES: Available digital games and their documentation (design documents and post-mortems).

Assessment methods

1. Distributed Evaluation - (Regular) (Final, Supplementary, Special)
   - Practical Work - 40% (-Final Work (Minimum mark: 8/20). includes the project between curricular units)
   - Development Topics - 10% (-Activity developed within the framework of the interdisciplinary week DJD)
   - Final Written Exam - 50% (Minimum mark: 8/20. According with the exame' s calendary)
2. Distributed Evaluation - (Student Worker) (Final, Supplementary, Special)
   - Practical Work - 50% (-Final Work (Minimum mark: 8/20). includes the project between curricular units)
   - Final Written Exam - 50% (Minimum mark: 8/20. According with the exame' s calendary)
3. Erasmus/mobility Students - (Regular, Student Worker) (Final, Supplementary, Special)
   - Practical Work - 40% (-Final Work (Minimum mark: 8/20). includes the project between curricular units)
   - Final Written Exam - 50% (Minimum mark: 8/20. According with the exame' s calendary)
   - Development Topics - 10% (-Activity developed within the framework of the interdisciplinary week DJD)

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

Joao Carlos de Carvalho Franco	Barbara Costa Vilas Boas Barroso	Catarina Alexandra Alves Fernandes	Luisa Margarida Barata Lopes
10-01-2023	10-01-2023	10-01-2023	15-01-2023