Course programme

IFI7182.DT	EDUCATIONAL GAME PROJECT		
ECTS credits: 4	Amount of contact lessons: 28	Teaching semester: Autumn	Assessment form: Assessment
Course objectives:	The purpose of the educational game project is to support the development of generic competencies and teamwork skills through solving an interdisciplinary problem in a team. Course provides opportunities to implement and develop previously achieved knowledge and skills (in the framework of more theoretical courses) in practical settings.		
Brief description of course content: (including the description of the independent work)	Students form small teams (preferably from students from at least three different academic fields) and execute small projects aimed at solving an interdisciplinary problem. Teams report periodically the results of the project. The course will cover the following topics: • Defining a (educational) problem and providing a solution (learning game). • Providing idea for new learning game and forming a team (negotiation skills, cultural and social competence, understanding and fulfilling role expectations) • Implementing discipline-specific knowledge (research, conceptual design, instructional design, graphical design, prototyping, programming, marketing, etc.) • Project management Project result can be: • Developing game prototype to fully operational software and testing the software with end-users. • Development and execution of serious game based service and creating the user community around it. • Implementation of existing game in the learning conditions and collecting learners' feedback and analyzing the data. • Launching and marketing an existing game on the global market. Collecting the statistics of use of the game and analyzing the metrics of the use. If the project has a smaller scale or if the team is bigger, all previously listed aspects can be executed.		
Learning outcomes:	The student will be able to:		

	• Correctly use the basic concepts of interdisciplinary approach and project management in the collaboratively created project plan • Create links between disciplines while planning projects and analyze the perspectives of other disciplines with regard to the solution chosen for the current problem • Use the skills of identifying and solving problems and time management while launching and implementing projects • Use discipline-specific knowledge newly acquired in the project to bring out its potential for cross-disciplinary implementation • Participate effectively in teamwork during the phases of planning, implementing and defending the project • Track the project's performance and effectiveness by critically assessing the activities and suggesting improvement measures • Make connections between her/his discipline and wider societal and inter-sectoral problems, discussing these issues in a well-founded way on different levels of action • Analyze her/his own and team member's role, obligations and their contribution to the team's activities in a self-reflective report.
Assessment Methods:	The course will end with the (pass or fail) assessment. For passing the course the submission of all team assignments is needed. For more details see sections Participation and exam requirements, Independent work and Grading criteria
Lecturer(s):	Martin Sillaots
Course title in Estonian:	Õpimängude projekt
Prerequisted course(s):	There is no mandatory prerequisites bit it is recommended to take first or to study in parallel some game design related courses like: • IFI6099 Computer Games • IFI7179 Basics of Game Theory and Design • IFI7178 Design of Gameplay and Core Mechanics • IFI7177 Design of Game Assets • IFI7178 Design of Gameplay and Core Mechanics • IFI7083 Learning Game Design
Compulsory literature:	John Hight, Jeannie Novak (2008) Game Development Essentials: Game Project Management
Replacement literature:	This course can't be replaced with literature.

Participation and exam requirements:	For passing the course students have to participate actively in all team activities (at least 107 hours) and submit timely all (100%) team assignments.
Independent work:	All assignments are based on team work: • Game specification (idea, learning goals, challenges, rules, assets, etc.) • Project plan (scope, schedule, budget, resources, etc.) and its presentation • First interim report and presentation • Second interim report and presentation • Third interim report and presentation • Final report and presentation outcome
Grading criteria scale or the minimum level necessary for passing the subject:	Assessment of all team assignments is conducted individually (each team member will receive individual results) based on following scale: 3 points – conditions are exceeded (more deliverables are finished or team member contributed more than planned) 2 points – all conditions (project deliverables are finished based on the plan or the differences are well justified and the team member contribution is realistic) are met. 1 point – some of the conditions (difference from the initial plan is not justified well or the team member contribution is not realistic) are met. 0 points – conditions are not met or the assignment is missing (planned deliverable is missing or is not acceptable or the team member did not contributed according to the plan). Assessment of the entire course is calculated as total of earned points. For passing the course the total score must be 12 or above.
Information about the course: (Topics by contact session, deadlines of independent works and exams/assessments times)	0) 16.09.16 S0: IDP project fair H0: Idea for new learning game 1) 20.09.16 P1: Course introduction S1: Presenting ideas, forming teams, dividing roles and responsibilities P2: Short overview of game design H1: Game specification 2) 27.09.16

	S2: Submission and presentation of game specifications P3: Short overview of project management H2: Project plan 3) 04.10.16 S3: Submission and presentation of project plans P4: Short overview of project reporting 4) 18.10.16 S4: Submission and presentation of the first interim report and presentation of current results 5) 01.11.16 S5: Submission and presentation of the second interim report and presentation of current results 6) 15.11.16 S6: Submission and presentation of the third interim report and presentation of current results 7) 13.12.16 S7: Submission of project final report and presentation of project final results.

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Martin Sillaots
Date:	15.08.16

The course program is registered in the academic unit:

Date:	22.08.2016
Name of academic coordinator:	Viktoria Humal