

Description

This module is intended for students in the Project Management specialisation.

This module enables students to:

- Further investigate a range of data.
- Gain an understanding of project management, organisation, managerial methodology, a quality and process approach, documentary management and risk management.
- Understand the reality and relevance of the different production modes in the business with regard to the methods taught and First-Year Mini-project.

Detailed objectives

- Determine the concepts, methods and tools specific to managing a video game project (to anticipate which ones will be required for the Second-Year Multi-disciplinary Pre-production project: concept of production pipeline and risk management).
- Establish risk-management scenarios to anticipate problems.
- Create a 'toolbox' to help project heads make choices in the following fields: construction of a staffing plan and associated budget, methods and prioritisation tool (P-Priorities, MoSCoW, etc.), examples of project-rationalisation documentation (feature list, game pillars, risk list, decision-making process, macroplanning, construction of a production workflow for a game element).
- Create schedules and the methodology for monitoring planning to select their level of effectiveness: schedule-creation method (Macro, Micro planning), introduction of the concept of workload and calculation methods (challenge and risk on the estimates), introduction of the concept of capacity and of calculation methods (work on Excel for the various methods for calculating a capacity).
- Identify the concepts of 'open development' and their impact on production in preparation for the First-Year Mini-project: community development (acquisition levers and retention mechanisms, the 'Games2Gether' case), cross-cultural awareness (cultural pillars in sociology and 'culture web'), community empowerment (promotion of community interactions and self-regulation), communication (online meetings and Community Greenlight, events and press relations management).
- Determine the bases for crowdfunding in the video game industry to analyse the ramifications of the economic models in design decisions and in video games editing.

Assessment methods

Evaluation method	Percentage of overall mark
<p>Create a '5 minutes to convince' video (structured testimony, professional interview, storytelling, argumentation, etc.) Example: "I address you..."</p> <ul style="list-style-type: none">- a student entering the first year of the master's- a business contact to help find a first-year internship- a professional that the student knows through the degree programme- etc.	30%
<p>Create a log about the links established between two data groups (summary note, presentation on professionalism, portfolio of skills, etc.)</p> <ul style="list-style-type: none">- between the contributions from professionals and the experience of managing a Mini-project in semester 2- between the contributions from professionals and the evolution in the 'portfolio of skills' of the student (characteristics of the skills acquired in first year and those yet to be acquired in second year). <p>The document will be 20 pages maximum.</p>	70%