# Organisation of Production and Team Management

**6 ECTS** | **Year 2 Semester 3** | **Project Management**

## Description

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

This module establishes advanced management training for students who aim to be future heads of projects. They lead the second-year video game development project, as well as other project-management references, all of which helps prepare them to deal with their professional environment during their internships.

## Detailed objectives

- For a head of project, determine and implement the steps of the second-year pre-production projects: reinforce concepts relating to economic models, differentiate financing (project/company) and the economic model of a game, complete the presentation of the most commonly used models and of their consequences on the design and production of a game.
- Run workshops in at least two registers to create scenarios which can be transposed to the economic models of the Second-Year Pre-Production projects:
  - Apply a different economic model to a known game (e.g. space invaders), what are the consequences on the design, present findings in the form of a group presentation/debriefing.
  - Exercise by using an application software on 'Free to Play' games: reminder of the life cycle of a product, specific design features, organisation of production for F2P, examples of games and documents)
- Organising the preparation for the second-year pre-production project presentations in front of a jury and professional audience in order to 'seduce' them, while convincing them of the relevance and meaningfulness of their presentation, giving essential details such as: introduction, pitch elevator, description (features, USP, Vertical Slice, etc.), teaser, video editing, artistic and technical direction, economic model (e.g. premium or freemium or episodic or early access or other), etc.
- Run workshops on three themes so that the project leaders can make decisions relating to the six second-year pre-production projects:
  - What contractual provisions must be put in place for relations with the various partners? (at different stages, such as the designing of the video game within the team and the marketing of the video game with entities)
  - What are the legal uses of the profession?
  - The rights and obligations of the head of project
- Set up a structure in order to build a 'legal survival kit' for the entrepreneur:
  - Monitoring of a series of online mini-modules online (governance, contract, etc.)
  - Taking the first steps in a contractual relationship: drafting a letter of intention in a group.

# Assessment methods

| Evaluation method | Percentage of overall mark |
|---|---|
| Continuous assessment during practical classes.<br>Individual written exam using the "Group Maturity Evaluation" form, which is made up of 2 parts. | |
| 1. The first part contains an evaluation of the group dynamics according to 10 criteria. This summary assessment requires gathering the opinions of group members in the *RETour d'eXperience* (RETEX) or Post-mortem stage. | 30% |
| 2. The second part contains two sections allowing Project Managers to reflect on their Project Management practice: the first section requires Project Managers to write 4 comments, whereas the second section one requires the Project Manager to identify two areas for improvement. | 70% |