

**Course 308 – “Organisation of Production and Team Management” - [6 ECTS]  
8 days– 48 hours - Manager: Karim MEDJAD**

**Description or General objective:**

This specialised course aims to establish ‘advanced training’ in management for heads of project with regard to both the steering of their project in M2 pre-production and project-management references, preparing them to deal with their professional environment in placements.

**Prerequisites:**

None

**Learning: content of the interventions (concepts covered, knowledge, references, resources, research to be continued, etc.) :**

1. For a head of project, determining and implementing the steps required to label M2 pre-production projects: comprehend 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
2. Run workshops at least in two registers in order to create scenarios which can be transposed to the economic models of the M2 pre-production projects:
  - apply a different economic model to a known game (e.g. space invaders), which consequences on the design, playback in the form of a group presentation and debriefing
  - exercise by using an application on ‘Free to Play’ type games: recap on the life cycle of a product, specific features of design, organisation of production for F2P, examples of games and documents)
3. Setting up preparation for the presentations of M2 pre-production projects before a jury and audience of professionals in order to ‘seduce’ them, while convincing them of the relevance and meaningfulness of their presentation through 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.
4. Run workshops on three themes so that the project leaders can make any decisions relating to the six M2 pre-production projects:
  - What contractual provisions must be put in place for relations with the various partners? (at the stage of design of the video game within the team and of 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
5. 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:**

- Individual written examination to obtain a knowledge evaluation mark [60% of the overall mark]
- Drafting a letter of intention in a group [40% of the overall mark]