

Course 201 – “Methodology and Process” - [6 ECTS]

6 days – 48 hours

Manager: Jacky PRIEUR

Description or General Objectives:

This course identifies various economic and organisation production models in business in the fields of video games and digital interactive media (stakeholders, the issues surrounding economic models, the organisation of the different production phases, the generic methods used in businesses, etc.)

Prerequisites:

None

Learning: content of interventions (concepts covered, knowledge, references, methods, tools, searches to be extended, etc.):

1. Identifying the basic concepts, methods and specific tools in order to use them in project management for video games (context and market, cascade project management, creation of documents for project management, Game Design Overview workshop)
2. Determining which approaches can be taken to using the agile methods from software engineering for a multidisciplinary public (programmers, artists, game designers, ergonomists and project leaders) with a view to application in the fields of video games and digital interactive media.
3. Conducting the first implementations using the agile mini-games approach, in order to use them in the short term in the framework of project groups during M1 mini-projects.
4. Recognising in the video game professions the various structures of organisations in terms of the scaling of the projects to be carried out (size of teams, development stages, distribution of effort, duration and costs);
5. Building the first hypotheses for the application of methodology and tools relating to management vis-a-vis the market (economic models, related markets and aids, focus on the issues encountered in video games and digital media)
6. Providing pragmatic, practical clarification in the ‘product’ and ‘market’ reading of a creation in order to determine the life cycle, not of a business but of the product.

Assessment methods:

- Individual written examination to obtain an assessment mark for knowledge [60% of the overall mark]
- Collaborative work in a group for the M1 mini-project group using the ‘scrum’ toolbox [40% of the overall mark]