



COURSE INTRODUCTION

R&D Project in Serious Games

The course is 10 ECTS credits.

Course description

The goal of the R&D Project in Serious Games course is to integrate the working skills of the experts into actual serious game projects in working life. During the course, the students learn serious game development process in a practice, and what kind of tasks and deliverables that include. The serious game project course is useful for those who are interested in a gamification and game development and those who plan to work as a game development expert in an organization. After the R&D project in serious game course student has such project management skills that the project team will be able to participate in the determination of the project goals and further specify the goals during the project period to use the project's resources from client's need point of view. The topics of the serious game project's assignments can be research projects, studies, design projects, implementation projects and evaluation work.

Learning outcomes:

After completing the R&D project in serious games course the student should has skill to participate serious game project work. Student will learn to acquire information in the topic area, and has a skill to conduct serious game project like a professional knowing in project work tasks and management. Students learn how to collectively produce; monitor and update the serious game project plan (project with fixed time and recourses), and learn how to build professional working knowledge and skills focused in the topic area. Student also learns to develop creative and analytical skills for successful completion of the serious game project, analyze status of the serious game project (time versus human recourses) in real time within the project team (weekly/daily meeting).

Student learns to use meaningful tools for project work that help communication and transparency of the serious game project. He/she learn how to communicate with the customer in real life context, manage project review with steering group and project team, report the project status with argumentation (progress, results, and future estimations) of the serious game project to the members of steering group that support their decision making process.

Learning activities:

Project work 260 hours per students. Students report their working hours during the project (steering group meetings). Before allocation of the project teams, project course kick off activities (reading course introduction documents) need to fill and sign. Preparing a serious game project portfolio, takes three hours, positioned at the end of the course.

Course completion: Self-study as well as teamwork and peer learning with project group. Also steering group working. The course does not have an active teacher or tutor.

Time: The course can be completed at 5.9. - 31.12.2017

Content:

1. Introduction – kick off-course description
2. Project team allocation according to students interest in the subject area e.g. learning games, sports games, health games)
3. Expertise Knowledge in the topic are of serious game project (report)
4. Project work Knowledge
 - a. Steering Group 1 (project plan, status of the project- time versus human recourses)
 - b. Steering Group 2 (project plan, status of the project- time versus human recourses)
 - c. Steering Group 3 (project plan, status of the project- time versus human recourses)
5. Project work pitching (video)
6. Project portfolio (template)

Reading materials:

Material of the topic area of the customer is delivered by the client organization, also other relevant material of topic area need to collected and studied by the serious game project team.

Assessment methods and criteria:

The student group reports the acquired project skills in project portfolio. Detailed information and criteria of the project portfolio will be given at the template document.