

Title:	Gamedev Project Management and Client Communication
Lecture hours:	15
Study period: (summer/winter)	Winter and summer
Number of credits:	3
Assessment methods:	Project (Game Design Doc) + Attendance and Activity
Language of instruction:	English
Prerequisites:	English language competence at B1
Course content:	<ol style="list-style-type: none"> 1. Introduction to project management. 2. Waterfall model for game-related projects. 3. Common tools for short-term project management. 4. Life after SCRUM – strategies in non-digital games design. 5. Teambuilding and developer-producer communication. 6. Basics of client communication in game industry. 7. Concept docs, GDDs.
Learning outcomes:	<ol style="list-style-type: none"> 1. Students can name and describe different methods of project management and apply most appropriate tools for project development. 2. Students understand the specifics of game-related project management. 3. Students can prepare a Game Design Document for both digital and non-digital games. 4. Students understand the principles of client communication in game industry and can practically apply this skill.
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Literature:	<p>Chandler, H. (2013). The Game Production Handbook, Jones and Bartlett: Sadbury.</p> <p>Lock, D. (2001). The Essentials of Project Management. 2nd Ed., Gower.</p>