

FIȘA DISCIPLINEI

1. Date despre program

1.1 Instituția de învățământ superior	Universitatea de Vest Timisoara
1.2 Facultatea / Departamentul	Facultatea de Arte si Design
1.3 Departamentul	Departamentul Design și Arte Aplicate
1.4 Domeniul de studii	Arte vizuale
1.5 Ciclul de studii	Masterat
1.6 Programul de studii / Calificarea	Game Art / Digital artist for video games

2. Date despre disciplină

2.1 Denumirea disciplinei	Methodology of research for Master's thesis (Final Project II) (FADMGA 2201)						
2.2 Titularul activităților de curs							
2.3 Titularul activităților de seminar							
2.4 Anul de studiu	II	2.5 Semestrul	2	2.6 Tipul de evaluare	E	2.7 Regimul disciplinei	DA, DO

3. Timpul total estimat (ore pe semestru al activităților didactice)

3.1 Număr de ore pe săptămână	4	din care: 3.2 curs	2	3.3 seminar/laborator	2
3.4 Total ore din planul de învățământ	5	din care: 3.5 curs	2	3.6 seminar/laborator	28
	6		8		
Distribuția fondului de timp:					ore
Studiul după manual, suport de curs, bibliografie și notițe					15
Documentare suplimentară în bibliotecă, pe platformele electronice de specialitate / pe teren					30
Pregătire seminare / laboratoare, teme, referate, portofolii și eseuri					30
Tutoriat					10
Examinări					9
Alte activități					
3.7 Total ore studiu individual	94				
3.8 Total ore pe semestru	150				
3.9 Numărul de credite	6				

4. Precondiții (acolo unde este cazul)

4.1 de curriculum	<ul style="list-style-type: none"> Research ethics
4.2 de competențe	<ul style="list-style-type: none"> It is considered that the students have, from previous stages of schooling, terminological notions and skills in artistic drawing, artistic anatomy and computer-aided graphics.

5. Condiții (acolo unde este cazul)

5.1 de desfășurare a cursului	<ul style="list-style-type: none"> • Course attendance: min. 60% • Video Projector/Interactive WhiteBoard, Internet Access • Google Classroom, Google Meet
5.2 de desfășurare a seminarului / laboratorului	<ul style="list-style-type: none"> • Laboratory attendance: min. 60% • Video Projector/Interactive WhiteBoard, Internet Access • Google Classroom, Google Meet

6. Obiectivele disciplinei - rezultate așteptate ale învățării la formarea cărora contribuie parcurgerea și promovarea disciplinei

Cunoștințe	<ul style="list-style-type: none"> • The Graduate researches information to develop new ideas and concepts for the design of a particular production.
Abilități	<ul style="list-style-type: none"> • The Graduate develops new artistic concepts and creative ideas.
Responsabilitate și autonomie	<ul style="list-style-type: none"> • The Graduate takes decisions appropriate to the hierarchical level at which it operates and assumes responsibility towards higher hierarchical levels. • The Graduate understands the available digital media related to the game not only from a player's point of view, but also from a game producer's point of view. • The Graduate specifies the useful resources for the documentation related to the project. • The Graduate appreciates the workload and personal involvement in completing the project. • The Graduate elaborates a phasing of the objectives to be achieved in order to achieve the results assumed in the project. • The Graduate deduces from his own experience the consumption of time necessary to achieve the result. • The Graduate respects the rights and obligations from the perspective of labor and intellectual property rules and regulations.

7. Conținuturi

7.1 Curs	Metode de predare	Observații
<p>Curs 4. Creation of a text structure, correlation of bibliographic and imaging sources</p> <p>Curs 5. Writing a text according to academic writing requirements.</p>	<p>Interactive teaching, visual support and tutorial.</p> <p>Lecture, through image projections and debates (Case Study),</p> <p>Application, on groups, feedback</p>	<p>The course is correlated, in order to meet the established objectives, the lecture will be interactive</p> <p>Consult guidelines, methodologies and best practice examples</p> <p>Teaching activities are conducted exclusively face to face</p> <p>Videoconferencing platform used: Google Meet (link available from Google Classroom – code found in the timetable)</p>
<p>Bibliografie:</p> <p>Metodologia FAD/UVT</p> <p>Buzan, Tony / Buzan, Barry - <i>Hărți mentale în română</i> Curtea Veche 2012_.pdf</p> <p>Eco, Umberto – <i>Cum se face o teză de licență</i>, Ed. Pontinca 2000_.pdf</p> <p>Gaimster, Julia – <i>Visual research methods in Fashion</i>, Bloomsburry Berg Publishers 2011_.pdf</p> <p>Lynn P. Nygaard - <i>Writing Your Master's Thesis: From A to Zen</i>, Sage 2017</p> <p>Matthew Wysocki - <i>Ctrl-Alt-Play: Essays on Control in Video Gaming</i>, McFarland & Company Inc, 2013</p> <p>Refrew, Elinor & Colin – <i>Developing A Collection</i>, Ava Publishing 2009</p> <p>Seivewright, Simon – <i>Research And Design</i>, Ava Publishing 2007</p>		
7.2 Seminar / laborator	Metode de predare	Observații
<p>The methodology anchored in the project.</p> <p>Purpose, objectives and working method in research.</p> <p>The results of the research, the evaluation of the results and their contextualization.</p>	<p>Application, in groups, with debate.</p>	<p>Consult guidelines, methodologies and best practice examples</p> <p>Teaching activities are conducted exclusively face to face</p> <p>Videoconferencing platform used: Google Meet (link available from Google Classroom – code found in the timetable)</p>
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8. Coroborarea conținuturilor disciplinei cu așteptările reprezentanților comunității epistemice, asociațiilor profesionale și angajatori reprezentativi din domeniul aferent programului

Conținutul cursului va fi în concordanță cu nomenclatorul de meserii – COR – oferind studenților abilitatea de a se angaja la finalizarea studiilor pe unul dintre posturile existente. Astfel studentul va fi capabil să acopere cerințele existente pe piața de muncă în diversele domenii, sau va putea continua activitatea de cercetare prin etapele superioare de studiu.

9. Evaluare

Tip activitate	9.1 Criterii de evaluare	9.2 Metode de evaluare	9.3 Pondere din nota finală
9.4 Curs	Acquisition of terminology and methodological approaches. Correct use of methodological tools. Completion of semester assignments.	Attendance at course activities - minimum 60% attendance. Examination - formative	50%
9.5 Seminar / laborator	Text elaborated according to the requirements of academic writing, respecting the stated requirements	Homework completed during the semester	50%
9.6 Standard minim de performanță			
Solving a real/hypothetical problem at work in real time, under conditions of qualified assistance, respecting the norms of professional ethics. To access the final exam (examination form E, C or V), the student must attend at least 60% of the laboratory/seminar hours. Also, the student must solve at least 50% of the volume of tasks drawn by the practical applications. An extra assignment is given to increase the grade.			

Data completării
02.03.2023

Titular de disciplină

Data avizării în departament

Director de departament