

FIȘA DISCIPLINEI

1. Date despre program

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

2. Date despre disciplină

2.1 Denumirea disciplinei	Specialized Internship (FADMGA 1208)						
2.2 Titularul activităților de curs	Lect. Univ. Dr. Ing. Valentin Lucian Ciorba						
2.3 Titularul activităților de seminar	Lect. Univ. Dr. Ing. Valentin Lucian Ciorba						
2.4 Anul de studiu	1	2.5 Semestrul	1+2	2.6 Tipul de evaluare	V	2.7 Regimul disciplinei	DA

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

3.1 Număr de ore pe săptămână	4	din care: 3.2 curs		3.3 seminar/laborator	4
3.4 Total ore din planul de învățământ	120	din care: 3.5 curs		3.6 seminar/laborator	120
Distribuția fondului de timp:					ore
Internship în ateliere					120
Informații despre firma					
Descrierea activităților derulate					
Job description					
Analiza proprie: puncte tari / slabe. Plusuri / minusuri					
Realizarea portofoliului					
3.7 Total ore studiu individual					
3.8 Total ore pe semestru					
3.9 Numărul de credite	3				

4. Precondiții (acolo unde este cazul)

4.1 de curriculum	Specialized Internship
4.2 de competențe	Creating an image of the producer-beneficiary relationship; informing internships of the flow of information in a unit; familiarization with teamwork in Game Design

5. Condiții (acolo unde este cazul)

5.1 de desfășurare a cursului	•
5.2 de desfășurare a seminarului / laboratorului	The material base specific to the internship institution UVT material base: Video projector Interactive whiteboard, computer, internet access Google Classroom, Google Meet

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

Knowledge	<ul style="list-style-type: none"> • Demonstrate knowledge of video game history, artistic trends and their contemporary developments, • It classifies video games based on their interaction with game environments, such as simulation games, strategy games, adventure games, and arcade games. • It recognizes the different genres and narratives that exist in the gaming world. • Has knowledge of adding diverse digital content (images, 3D objects, etc.) on predefined surfaces so that the user can interact in real time with the technology using devices such as mobile phones, headsets, AR glasses, etc. • Has specialized knowledge of 3D object reproduction using 3D printing technologies. • He has specialized knowledge of the digital process that simulates lighting in a 3D environment to create context scenes. • Has specialist knowledge of the digital process of simulating lighting in the context of a concept illustration. • Has specialized knowledge of the process of digital painting and applying a type of texture to a 2D, 3D images • Has specialized knowledge of the digital painting process and applying a texture type in the context of a concept illustration. • Has specialized knowledge of the process of adapting to a theme, making 3D objects and using them to render concept illustrations. • Is able to propose advanced 3D implementation methods specific to the creation of spaces, landscapes, objects and vehicles. • Is capable of rendering body movement, kinematics, etc. using the processes and principles of 2D and 3D animation, • Is able to express concepts of space, landscape, object, vehicle using the processes and principles of 2D and 3D animation, • He has specialized knowledge of using game engines as specialized visualization and interaction tools designed for rapid iteration of computer games. • Analyzes recent trends, developments and innovations in modern visualization and modeling technologies in the virtual environment. • Research information to develop new ideas and concepts for the design of a particular production. •
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Abilities	<ul style="list-style-type: none"> • Appreciate a fair contextualization of the result of the concept art process. • Apply the principles of visual communication at an advanced level and on exact topics. • It uses specialized graphics tools that enable digital editing, modeling, rendering, and graphic compositing. These tools are based on the mathematical representation of three-dimensional objects. • Apply a variety of visual techniques to design graphic material and combine graphic elements to convey concepts and ideas. • Develops new artistic concepts and creative ideas. • Develops 3D models by transforming and digitizing previously designed characters and objects using specialized 3D tools. • Develops a computer-generated 3D representation of a set, such as the simulated environment in which users interact. • Elaborate a representation based on traditional but also digital techniques of some characters, objects or landscapes, which clearly convey information with aesthetic, morphological and functional content. • Develops 3D models using line segments to connect points and edges to create a polygonal network of surfaces. • Creates and processes two-dimensional and three-dimensional digital images depicting animated objects or illustrating a process, using computer animation or modeling programs. • It proposes optimized models for their subsequent use within a large-scale project. • Develops a digital game story by imagining a detailed working scenario and storyboard with game descriptions and objectives.
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Responsibility and autonomy	<ul style="list-style-type: none"> • Work both within a complex team and in a context of full autonomy, when assuming all creative decisions and project responsibility. • Takes decisions appropriate to the hierarchical level at which it operates and assumes responsibility towards higher hierarchical levels. • Develop critical analysis skills when evaluating both modern and past games. • Consults with directors and other production staff to develop ideas and concepts applicable to later stages of a project (digital game, animation, film production). • 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. • Changes approach in unpredictable situations such as unexpected and sudden changes in needs or trends, by changing strategies and adapting naturally to these circumstances. • Interpret theoretically and interpersonally the subjects of study, with a view to personal development. • Explore in depth the process of writing a screenplay and storyboard for a game, differentiating between all the stages involved and analyzing the key components and concepts that should be found in a screenplay. • Specify the useful resources for the documentation related to the project. • Appreciate the workload and personal involvement in completing the project. • Elaborate a phasing of the objectives to be achieved in order to achieve the results assumed in the project. • Respect the previously established deadlines related to the elaborated project. • He deduces from his own experience the consumption of time necessary to achieve the result. • Maintain an art portfolio to showcase his own styles, interests, skills, and accomplishments. • Perform self-promotion. • Effectively expresses his own point of view, formally and informally, on his own approach to achieving objectives and results. • Apply the code of ethics for the professional activity in which he is qualified. • Respect the rights and obligations from the perspective of labor and intellectual property rules and regulations.
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7. Conținuturi

7.1 Curs	Metode de predare	Observații
Bibliografie:		
7.2 Seminar / laborator	Metode de predare	Observații

Stagiul de practică constă în realizarea celor 120 de ore echivalentul a 4 săptămâni x 5 zile lucrătoare x 6 ore.	The program of the internship activity can be flexible, being established by mutual agreement with the unit where the activity is carried out. Explanations about the technological flow according to the field, the stages through which a product-work passes by phases. The role of the designer. The place of practice can be the town/region of residence of the student.	Internship workflow Google classroom+ google meet
Bibliografie:		

8. Coroborarea conținuturilor disciplinei cu așteptările reprezentanților comunității epistemice, asociațiilor profesionale și angajatori reprezentativi din domeniul aferent programului

Familiarization of students with the requirements and specifics of the professional industrial environment, as well as the commercial one. Collaboration with potential employers.
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9. Evaluare

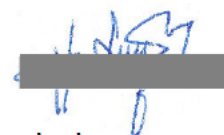
Tip activitate	9.1 Criterii de evaluare	9.2 Metode de evaluare	9.3 Pondere din nota finală
9.4 Curs			

9.5 Seminar / laborator	<p>The duration of the internship will be a minimum of 120 hours, equivalent to 4 weeks x 5 working days x 6 hours. The program of the internship activity can be flexible, being established by mutual agreement with the unit where the activity is carried out. Creation of a practice portfolio that includes information on:</p> <ol style="list-style-type: none"> 1. the practice period 2. information about the company where the internship took place: <ul style="list-style-type: none"> • The Company's name • Address • Profile - what they do (short description) • Year of establishment • Number of Employees • other general statistical data 3. description of the activities carried out in this company / in the form of a daily diary specifying which activities were carried out; <ul style="list-style-type: none"> • images of the products/creations made 4. technologies, machines, used tools 5. job description – description of a position in this company <ul style="list-style-type: none"> • what skills, knowledge, qualifications they require, work schedule 6. evaluation from the company (the evaluation of the head of the unit/compartment where the specialized practice was carried out or of the tutor under whose coordination the activity was carried out, regarding the student's participation in the practice includes a proposal for a grade certified by the signature and/or stamp of the unit/compartment)) it is included in the file in a closed envelope. 7. own analysis: strong / weak points. Pluses / minuses <ul style="list-style-type: none"> • work atmosphere, schedule, career opportunities, business coordination methods, facilities, etc 8. declaration on his own responsibility that he did not carry out the internship formally and that he did not copy or have the internship file copied. 	The presentation of the portfolio is also uploaded to the classroom platform, followed by its oral presentation.	70%
	The aesthetic aspect of the portfolio. (A4 format / edited on the computer / spiral or with rail)		30%
9.6 Standard minim de performanță			
Realizarea portofoliului pentru nota minimă 7.			

Data completării

11.03.2023

Titular de disciplină



Data avizării în departament

Director de departament