

FIȘA DISCIPLINEI

1. Date despre program

1.1 Instituția de învățământ superior	West University Timisoara
1.2 Facultatea / Departamentul	Faculty of Arts and Design
1.3 Departamentul	Design and Applied Arts
1.4 Domeniul de studii	Visuals Arts
1.5 Ciclul de studii	Master
1.6 Programul de studii / Calificarea	Game Art

2. Date despre disciplină

2.1 Denumirea disciplinei	Script and storyboard (FADMGA 1107)						
2.2 Titularul activităților de curs	Associate professor Nani Corina						
2.3 Titularul activităților de seminar	Associate professor Nani Corina						
2.4 Anul de studiu	I	2.5 Semestrul	I	2.6 Tipul de evaluare	V	2.7 Regimul disciplinei	Dsi, Dop

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

3.1 Număr de ore pe săptămână	2	din care: 3.2 curs	1	3.3 seminar/laborator	1
3.4 Total ore din planul de învățământ	2 8	din care: 3.5 curs	1 4	3.6 seminar/laborator	14
Distribuția fondului de timp:					ore
Studiul după manual, suport de curs, bibliografie și notițe					
Documentare suplimentară în bibliotecă, pe platformele electronice de specialitate / pe teren					
Pregătire seminare / laboratoare, teme, referate, portofolii și eseuri					
Tutoriat					
Examinări					
Alte activități					
3.7 Total ore studiu individual	122				
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"> Completion of the other mandatory subjects related to the field of design
4.2 de competențe	<ul style="list-style-type: none"> It is considered that the students have, from the previous stages of schooling, terminological notions and skills in the field of graphic design assisted by the computer

5. Condiții (acolo unde este cazul)

5.1 de desfășurare a cursului	<ul style="list-style-type: none"> Attendance at the course: min. 60% Material base: Video projector/Interactive whiteboard, computer, internet access Google Classroom, Google Meet
5.2 de desfășurare a seminarului / laboratorului	<ul style="list-style-type: none"> Prezența la laborator min. 60% Baza materială: Videoproiector Tablă interactivă, computer, acces la internet 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"> Classify video games based on their interaction with game environments, such as simulation games, strategy games, adventure games and arcade games. Recognise the different genres and narratives that exist in the world of games. Has knowledge of adding diverse digital content (images, 3D objects, etc.) to 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 expert knowledge of the use of game engines as specialised visualisation and interaction tools designed for rapid iteration of computer games. Analyses recent trends, developments and innovations in modern visualisation and modelling technologies in virtual environments. Researches information to develop new ideas and concepts for the design of a given production.
Skills	<ul style="list-style-type: none"> Applies a variety of visual techniques to design graphic material and combines graphic elements to convey concepts and ideas. Develops new artistic concepts and creative ideas. Develops a digital game story by imagining a detailed working scenario and storyboard with descriptions and game objectives.
Responsibility and autonomy	<ul style="list-style-type: none"> To work both within a complex team and in a context of full autonomy, where they take full creative decisions and responsibility for the project. To explore, in depth, the process of writing the scenario and storyboard for a game, differentiating between all the stages involved and to analyse the key components and concepts that should be found in a scenario. To meet previously set deadlines related to the project developed. Keep an artistic portfolio to show their own styles, interests, skills and achievements. Respect rights and obligations in terms of labour and intellectual property rules and regulations.

7. Conținuturi

7.1 Course	Teaching methods	Comments
Course 1 1.1. Script and Storyboard 1.2. History of the Video Game 1.3. Product Sheet 1.4. Ideas Source 1.5. Narrative through Images	Lecture, through image projections and debates (Case study)	The course is linked, in order to achieve the objectives set, the lecture will be interactive Free software: https://wonderunit.com/storyboarder/

Course 2: Key Components in Scripts and Storyboard 2.1. Conflict 2.2. Defining Keys 2.3. Antagonists, NPCs 2.4. The Scene	Lecture, through image projections and debates (Case study)	The course is linked, in order to achieve the objectives set, the lecture will be interactive Free software: https://wonderunit.com/storyboarder/
Course 3: The script 3.1. Key Concepts 3.2. The Story 3.3. The Plot 3.4. Literary Script 3.5. . The Play-List 3.6. Technical Script	Lecture, through image projections and debates (Case study)	The course is linked, in order to achieve the objectives set, the lecture will be interactive Free software: https://wonderunit.com/storyboarder/
Course 4: The Script: Fundamentals of the Narrative 4.1. Dialogue: The Rightful Importance of the Word 4.2. Types of Characters 4.3. How to Create a Character 4.4. Transformation Arches	Lecture, through image projections and debates (Case study)	The course is linked, in order to achieve the objectives set, the lecture will be interactive Free software: https://wonderunit.com/storyboarder/
Course 5: The Hero's Journey 5.1. Stages of the Hero According to Vogler 5.2. How to Apply the Hero's Journey to Our Stories 5.3. Examples of Applied Hero's Journey	Lecture, through image projections and debates (Case study)	The course is linked, in order to achieve the objectives set, the lecture will be interactive Free software: https://wonderunit.com/storyboarder/
Course 6: Review and synthesis course	Lecture, through image projections and debates (Case study)	The course is linked, in order to achieve the objectives set, the lecture will be interactive
<p>Bibliography:</p> <ul style="list-style-type: none"> ● Begleiter, Marcie. <i>From Word to Image: Storyboarding and the filmmaking process</i>. Michael Wiese Productions, 2001. ● Campbell, Joseph. <i>The Hero with a Thousand Faces</i>. 1949. Princeton University Press, 3rd printing, 1973. ● Hallford, Neal and Jana Hallford. <i>Swords and Circuitry: A Designer's Guide to Computer Role-Playing Games</i>. Premier Press, 2001. ● Imdb.com "DVD Video aspect ratios." http://www.imdb.com/Sections/DVDs/AspectRatios/ 12 February 2004. ● Lucas, George. <i>Star Wars Episode I: The Phantom Menace Illustrated Screenplay</i>. Del Rey, 1999. ● McKee, Robert. <i>Story: Substance, structure, style, and the principles of screenwriting</i>. ReganBooks, 1997. ● Pedersen, Roger E. <i>Game Design Foundations</i>. WordWare, 2003. ● Rollings, Andrew and Dave Morris. <i>Game Architecture and Design</i>. Coriolis, 2000 ● Saunders, Phil. Sample storyboards. http://www.saunderscreative.com/storyboard.htm 12 February 2004. ● Simon, Mark. <i>Storyboards: Motion in Art</i>. 2nd ed. Focal Press, 2000. ● Trottier, David. <i>The Screenwriter's Bible</i>. 3rd ed. Silman-James Press, 1998 		

7.2 Seminar / laborator	Metode de predare	Observații
Theme 1: Research project, study different scenarios. How to analyse the elements of a scenario	<ul style="list-style-type: none"> • independent documentation • field visits - (identification of features in different types of protected historic areas); • discussions to guide the work; • Analysis, dialogue, corrections 	Documentare (studiu de caz imagini) Software gratuit: https://wonderunit.com/storyboarder/
Theme 2: Research project, urban hero study; How to improve a scenario, how do we imagine the game scenario?	<ul style="list-style-type: none"> • independent documentation • field visits - (identification of features in different types of protected historic areas); • discussions to guide the work; • Analysis, dialogue, corrections 	Documentare (studiu de caz imagini) Software gratuit: https://wonderunit.com/storyboarder/
project feedback		
Bibliografie: <ul style="list-style-type: none"> • Begleiter, Marcie. <i>From Word to Image: Storyboarding and the filmmaking process</i>. Michael Wiese Productions, 2001. • Campbell, Joseph. <i>The Hero with a Thousand Faces</i>. 1949. Princeton University Press, 3rd printing, 1973. • Hallford, Neal and Jana Hallford. <i>Swords and Circuitry: A Designer's Guide to Computer Role-Playing Games</i>. Premier Press, 2001. • Imdb.com "DVD Video aspect ratios." http://www.imdb.com/Sections/DVDs/AspectRatios/ 12 February 2004. • Lucas, George. <i>Star Wars Episode I: The Phantom Menace Illustrated Screenplay</i>. Del Rey, 1999. • McKee, Robert. <i>Story: Substance, structure, style, and the principles of screenwriting</i>. ReganBooks, 1997. • Pedersen, Roger E. <i>Game Design Foundations</i>. WordWare, 2003. • Rollings, Andrew and Dave Morris. <i>Game Architecture and Design</i>. Coriolis, 2000 • Saunders, Phil. Sample storyboards. http://www.saunderscreative.com/storyboard.htm 12 February 2004. • Simon, Mark. <i>Storyboards: Motion in Art</i>. 2nd ed. Focal Press, 2000. • Trottier, David. <i>The Screenwriter's Bible</i>. 3rd ed. Silman-James Press, 1998 		

8. Coroborarea conținuturilor disciplinei cu așteptările reprezentanților comunități 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
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9.4 Curs	prezența și participarea activă la cursuri; Cunoașterea, înțelegerea și utilizarea noțiunilor specifice de limbaj vizual;	testarea continuă pe parcursul semestrului - 10% testare practică a capacității de realizare tehnică practică a unor exerciții simple, prin utilizarea unor funcțiuni de baza software, monitorizarea asimilării metodelor de lucru predate	Examen Respectarea tematicii cursurilor și cerințelor aplicative de atelier 40%
9.5 Seminar / laborator	Complexitate, originalitate, creativitate, incadrarea în tema; Se evaluează performanța studenților pe baza realizării proiectelor de seminar;	proiecte, teme de creație în format printat (A3) și format digital prin google classroom; demonstrație, argumentare a etapelor urmate - oral/practice	Prezentarea lucrărilor practice de semestru Realizarea lucrării de examen cf. temei enunțate și a cerințelor 60%
9.6 Standard minim de performanță Soluționarea în timp real, în condiții de asistență calificată, a unei probleme reale/ipotetice de la locul de muncă, respectând normele de etică profesionale. Pentru mărire de notă se primește o temă în plus Nota finală se calculează: media notelor de semestru, media de la examen și se ține cont de numărul de prezențe (participare minimă la curs și seminar 50%)			

Data completării

05.03.2023

Data avizării în departament

Titular de disciplină



Director de departament