

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	II	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	72				
3.8 Total ore pe semestru	100				
3.9 Numărul de credite	4				

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"> Attendance at the laboratory min. 60% 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"> 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 Introduction, History and Evolution of the Art of the Storyboard 1.1. Functionality and Art 1.2. Writing and Drawings in Storyboard 1.3. Choice of Framing, Continuity, Angulation, Clarity	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: Staging of Characters: 2.1. Pre-Posing 2.2. Environments, Backgrounds and Shading 2.3. Written Information and Conventional Signs	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 Animatic 3.1. Use of Animatic 3.2. Precursors to Animatic in Storyboard 3.3. How to Make an Animatic 3.4. Timing	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: Genres and Narrative 4.1. Character Design 4.2. Adventure 4.3. Narrative Adventures 4.4. RPGs	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: Dialogue through a Script 5.1. Love, Humor and Surrealism 5.2. Fear, Horror and Disgust 5.3. Realistic Dialogues 5.4. Interpersonal Relationships	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
Bibliography: <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, Storyboarding techniques:	<ul style="list-style-type: none"> ● independent documentation 	Documentare (studiu de caz imagini) Software gratuit:

Scenario and extraction of main ideas; • Selection of moments and frames for the storyboard; • Basic sketches; • Defining the main features of the characters;	<ul style="list-style-type: none"> field visits - (identification of features in different types of protected historic areas); discussions to guide the work; Analysis, dialogue, corrections 	https://wonderunit.com/storyboarder/
Theme 2: Research project, Storyboarding techniques: Settings and layering; • Storyboard design;	<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 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 Course	Attendance and active participation in classes;	continuous testing during the semester - 10%	Check Compliance

	Knowledge, understanding and use of specific visual language concepts;	practical testing of the ability to carry out simple exercises using basic software functions, monitoring the assimilation of the methods taught	the course themes and requirements workshop requirements 40%
9.5 Seminar / laborator	Complexity, originality, creativity, fit with theme; Students' performance is assessed on the basis of the completion of seminar projects;	projects, creative assignments in printed format (A3) and digital format via google classroom; demonstration, argumentation of the steps followed - oral/practical	Presentation practical semester work Completion of the examination paper cf. the stated topic and requirements 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 profesională. 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 minima la curs și seminar 50%)			

Data completării
05.03.2023

Titular de disciplină
asociat prof. Corina Nani



Data avizării în departament

Director de departament