## Course Syllabus

| | |
|---|---|
| **Code - Course Title** | **DOT310 - Project Management** |
| **Course Type** | VI. SEMESTER |
| **Laboratory + Practice** | 3+0 |
| **ECTS** | **3.0** |
| **Language of Instruction** | Türkçe |
| **Course Type** | Required Courses |

| | |
|---|---|
| **Mode of Delivery** | The mode of delivery of this course is face to face. |
| **Prerequisites** | There is no prerequisite or co-requisite for this course. |
| **Courses Recomended** | There is no recommended optional programme component for this course. |
| **Recommended Resources** | Homo Ludens, The Art of Game Design, Fundamentals of Game Design, Game Mechanics: Advanced Game Design |
| **Work Placement** | N/A |

## Course Syllabus

| Weeks | Learning Outcomes | Topics | Teaching Methods |
|---|---|---|---|
| **Week - 1** | | Project Concept | |
| **Week - 2** | | Dynamics of Game Projects | |
| **Week - 3** | | Project Cycle and Project Management Knowledge Areas | |
| **Week - 4** | | Project Vision, Scope, and Stakeholder Identification | |
| **Week - 5** | | Requirements Analysis and Scope Management | |
| **Week - 6** | | Types of Requirements in Game Projects, Creating a Scope Document | |
| **Week - 7** | | Time Management and Creating Gantt Charts | |
| **Week - 8** | | Team Structures, Role Distribution, and Communication Management | |
| **Week - 9** | | Agile Project Management: Scrum and Kanban | |
| **Week - 10** | | Budget and Resource Management | |
| **Week - 11** | | Risk Management and Crisis Scenarios | |
| **Week - 12** | | Quality Management and Game Testing Processes | |
| **Week - 13** | | Project Monitoring, Control, and Reporting | |
| **Week - 14** | | Project Closure Steps, Delivery Files, Team Evaluation | |

## Learning Outcomes

| # | Learning Outcome |
|---|---|
| 1 | Explain the project lifecycle in game development projects |
| 2 | Define project management knowledge areas (scope, time, cost, quality, human resources, etc.) |
| 3 | Perform requirement analysis and resource planning specific to game projects |
| 4 | Effectively manage team roles, communication, and collaboration processes |
| 5 | Integrate agile methods such as Scrum and Kanban into game development processes |
| 6 | Develop risk analysis and crisis management strategies |
| 7 | Create a comprehensive project file including project plan, Gantt chart, and task distribution for a game project |
| 8 | Use appropriate tools for prototype development and progress tracking |

## Sustainable Development Goals

*No content has been provided.*

## Course Theme

*No content has been provided.*

## AKTS Workload

| Activity | Duration (Hour) | Count | Workload |
|---|---|---|---|
| Teorik Derse Katılım | 0 | 0 | 0 |
| Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı) | 0 | 0 | 0 |
| Ödevler | 0 | 0 | 0 |
| Proje - Rapor - Sunum Hazırlama | 0 | 0 | 0 |
| Ara Sınav Hazırlığı (sınav süresi dahil) | 0 | 0 | 0 |
| Final Sınavı Hazırlığı (sınav süresi dahil) | 0 | 0 | 0 |
| Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.) | 0 | 0 | 0 |
| Staj Uygulaması | 0 | 0 | 0 |
| | | **Calculated ECTS** | **0** |

## Assessment Method and Passing Requirements

*No content has been provided.*