SYLLABUS

Professional practices 15 credits W0030E

Yrkesmässiga metoder

Course syllabus admitted: Autumn 2024 Sp 1 - Present

DECISION DATE
2024-02-15

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Professional practices 15 credits W0030E

Yrkesmässiga metoder

First cycle, W0030E

Education level
First cycle

Grade scale
U G#

Subject
Medieteknik

Subject group (SCB)
Computer Technology

Main field of study

Media Technology

Entry requirements

In order to meet the general entry requirements for first cycle studies you must have successfully completed upper secondary education and documented skills in English language and courses corresponding with W0019E - 3D graphics 7.5 hp, W0020E - Animation and Rigging 7,5 hp, W0021E - Realtime Graphics 7,5 hp, W0024E - Compositing 7,5 hp, W0026E - Advanced 3D graphics 7,5 hp and W0027E - Visual effects and simulation 7,5 hp. Good knowing in English, equivalent to English 6

Selection

The selection is based on 1-165 credits.

Course Aim

On completing this course the student shall be able to:

1. Describe production roles, team processes, and ethical and legal considerations relevant to the computer graphics industries
2. Pitch, plan, execute and deliver projects in a range of scenarios and pipelines, both alone and in groups
3. Use established tools and processes to organize their own work in collaboration with others
4. Critically reflect on, and evaluate the processes and outcomes of collaborative creative projects
5. Explain and discuss their knowledge with different groups.

Contents

The course discusses the following subject areas:

- Current and emerging pipelines and workflows for VFX and games
- Project management processes, tools and conventions
- Team roles and collaboration with others in creative projects
- Legal and ethical issues relating to creative productions.

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Realization

Each course occasion´s language and form is stated and appear on the course page on Luleå University of Technology's website.

This course is only offered to programme students. You will have access to your own workstation in the campus studio, which has most hardware and software provided. You will have to arrange some equipment, such as headphones and certain specialized software, on your own. Access to the studio is contingent on following the posted rules.

Your skill as an artist and technical problem-solver is developed through continuous practice. This programme is largely based on assignments carried out on your own or in collaboration with others, outside scheduled activities. This format challenges you to develop good skills in organizing your time, searching for information, independently troubleshooting issues, and consciously exercising your practical skills. You are encouraged to use the studio as much as possible to take advantage and inspiration from your fellow students' learning processes.

Examination

If there is a decision on special educational support, in accordance with the Guideline Student's rights and obligations at Luleå University of Technology, an adapted or alternative form of examination can be provided. The course objectives are examined in various forms, as defined in the Modules section below. A module may consist of multiple assignments, each with specific criteria. Each assignment is detailed in the study guide for the course offering. Assignments must be submitted according to the assignment description, as well as according to general assignment guidelines communicated in the study guide for the course.

Late submissions are handled the same as failed assignments. No submissions are accepted after the final date of the course. Re-examination of assignments after the end of the course depends on the assignment type and teacher availability but can always be redone at the next course offering. Students who fail all or most parts of a course may not attempt re-exam assignments of individual assignments and will instead need to retake the course at the next course offering.

Support assignments involve the student mentoring or giving feedback to another student, often over an extended period. If this needs to be redone, a new opportunity can generally be arranged during any study period.

In seminars, participation in the scheduled activity is mandatory. Much of the work for some seminars lies in the preparation before the activity. For other seminars, the main work may be a follow-up assignment. Re-examination of seminars after the end of the course is organized at the beginning of the fall semester.

Projects are practical computer graphics productions carried out in miniature, under set conditions, in a given time, and with close interaction with a mentor. Re-examination of projects is possible before the beginning of the fall semester or else at the next course offering.

Assignments are about doing some type of independent work and then submitting the result, usually a digital file. Practical assignments generally involve creating some visual result, while theoretical assignments require you to write a document. Some assignments involve a process either before or after the file submission, which must be carried out per instructions for the file submission to be considered as complete. Re-examination of hand-in assignments is usually possible at the next re-exam period.

Unauthorized aids during exams and assessments

If a student, by using unauthorized aids, tries to mislead during an exam or when a study performance is to be assessed, disciplinary measures may be taken. The term "unauthorized aids" refers to aids that the teacher has not previously specified as permissible aids and that may assist in solving the examination task. This means that all aids not specified as permissible are prohibited. The Swedish version has interpretative precedence in the event of a conflict.

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Course offered by

Department of Computer Science, Electrical and Space Engineering

Modules

Code	Description	Grade scale	Cr	Status	From period	Title
0001	Support	U G#	1.5	Mandatory	S24	
0002	Seminars	U G#	3	Mandatory	S24	
0003	Projects	U G#	9	Mandatory	S24	
0004	Assignments	U G#	1.5	Mandatory	S24	

Study guidance

Study guidance for the course is to be found in our learning platform Canvas before the course starts. Students applying for single subject courses get more information in the Welcome letter. You will find the learning platform via My LTU.

Last revised

by Robert Brännström 2024-02-15

Syllabus established

by Robert Brännström 2023-02-15

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