

# PRODUCTION (PRDN)

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## **PRDN 1101 Credits: 0**

### **Prod Landscape: Anim & VFX Total Hours: 20**

In this course, learners will navigate the organization and interdependencies of people and processes in animation & VFX production. Through guest speakers, case studies, and independent research, they will explore a variety of studio business models, and the resulting variations in the production pipeline. Learners will also examine the skills, characteristics and attitudes that help foster a successful career in production.

## **PRDN 1103 Credits: 0**

### **Project Management: Anim & VFX Total Hours: 20**

In this course, learners will deepen their understanding of the production pipeline, using a variety of tools and approaches to project manage a selection of production case studies. They will hone their scheduling, documentation and presentation skills, while considering diverse audiences and stakeholders.

## **PRDN 1105 Credits: 0**

### **Comm & Leadership: Anim & VFX Total Hours: 20**

In this course, learners will practice skillful communication in the animation & VFX production context. They will develop key leadership and mentorship competencies to be a strong part of a production team, contribute to a healthy workplace environment, and support and motivate others across the organization.

## **PRDN 1107 Credits: 0**

### **Work Integration: Anim & VFX Total Hours: 15**

In this course, learners will synthesize their knowledge and skills in Animation & VFX production, incorporating new understanding into their practice, and preparing for the job market.

## **PRDN 1201 Credits: 0**

### **Video Game Industry Landscape Total Hours: 20**

In this course, learners will navigate the organization and interdependencies of people and processes in video game production. Through guest speakers, case studies, and independent research, they will explore a variety of factors including studio business models, and game platforms and delivery models, that influence project management in video games. Learners will also examine the skills, characteristics and attitudes that help foster a successful career in the project management stream in the video game industry.

## **PRDN 1203 Credits: 0**

### **Project Management: Vid Games Total Hours: 25**

In this course, learners will deepen their understanding of video game production, using a variety of tools and approaches to project manage a selection of case studies. They will hone their scheduling, documentation and presentation skills, while considering diverse audiences and stakeholders.

## **PRDN 1205 Credits: 0**

### **Comm & Leadership: Vid Games Total Hours: 15**

In this course, learners will practice skillful communication in the project management for video games context. They will develop key leadership and mentorship competencies to be a strong part of the project manager/producer stream, contribute to a healthy workplace environment, and support and motivate others across the organization.

## **PRDN 1207 Credits: 0**

### **Work Integration: Vid Games Total Hours: 10**

In this course, learners will synthesize their knowledge and skills in Project Management for Video Games, incorporating new understanding into their practice, and preparing for the job market.