

## UČNI NAČRT PREDMETA / COURSE SYLLABUS

<b>Predmet:</b>	Delovna praksa
<b>Course title:</b>	Work Practice

Študijski program in stopnja Study programme and level	Študijska smer Study field	Letnik Academic year	Semester Semester
Razvoj videoiger in razširjenih resničnosti, visokošolski strokovni študijski program prve stopnje	-	Tretji	Šesti
Game and Extended Reality Development, first cycle Professional Study Programme	-	Third	Sixth

**Vrsta predmeta / Course type**

Obvezni / Obligatory

**Univerzitetna koda predmeta / University course code:**

4-RVRR-VS-DPR-2025-02-27

Predavanja Lectures	Seminar Seminar	Vaje Tutorial	Klinične vaje work	Druge oblike študija	Samost. delo Individ. work	ECTS
-	-	-	-	360	90	15

**Nosilec predmeta / Lecturer:**

Izr. prof. dr. Urška Fric

**Jeziki / Languages:**

**Predavanja / Lectures:** Slovenski, angleški / Slovene, English

**Vaje / Tutorial:** Slovenski, angleški / Slovene, English

**Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:**

Pogoj za vključitev v delo je vpis v 3. letnik študija.

**Prerequisites:**

Prerequisite for inclusion is enrolment into the third year of the study.

**Vsebina:**

Seznanitev z organizacijo, v kateri študent opravlja delovno prakso (DP):

- vrsta dejavnosti, položaj v regiji in državi, organiziranost, materialni in kadrovski pogoji za delo, uspešnost poslovanja

Študent se v organizaciji, v kateri opravlja DP, praktično seznanja s predmetno-specifično vsebino razvoja videoiger in /

**Content (Syllabus outline):**

Familiarisation with the organisation offering work practice (IWP) to students:

- type of activity, organisation position within the region and state, organisational form, material and human resource conditions necessary for the performance of work, business performance

In the organisation offering WP, students

ali razširjenih resničnosti.

become familiar with subject-specific content of video games and/or extended reality development.

### **Temeljni literatura in viri / Readings:**

*Pravilnik o izvajanju delovne prakse študentov na Fakulteti za informacijske študije v Novem mestu.*

*Regulations on performing student work practice at the Faculty of Information Studies in Novo mesto.*

### **Cilji in kompetence:**

*Učna enota prispeva k razvoju naslednjih splošnih:*

- Prepoznavanje in ocenitev aktualnih in nastajajočih tehnologij in sodobnih metod, veščin in tehnik s področja videoiger in razširjenih resničnosti ter ocenitev njihove uporabnosti za reševanje potreb uporabnikov.
- Sposobnost interdisciplinarnega povezovanja in nadgradnje znanj iz drugih sorodnih kreativnih področij.
- Usposobljenost za skupinsko delo v vseh fazah razvoja in oblikovanja programske opreme.
- Upoštevanje etičnih načel v produkciji videoiger in razširjenih resničnosti.
- Poznavanje pomena kakovosti in prizadevanje za kakovost strokovnega dela skozi avtonomnost, samoiniciativnost, (samo)kritičnost, (samo)refleksivnost in (samo)evalviranje v strokovnem delu.

*In predmetno-specifičnih kompetenc:*

- Zmožnost vzpostavljanja in vzdrževanja kooperativnih odnosov za delo z mentorjem, v skupini in s partnerji organizacije.
- Zmožnost za prepoznavanje in izkoriščanje priložnosti (profesionalizacija), ki se ponujajo v delovnem okolju.
- Usposobljenost za samostojno in avtonomno delo na področju videoiger in razširjenih resničnosti.
- Pridobivanje praktičnih znanj in izkušenj za delo v poslovnem procesu.

### **Objectives and competencies:**

*The instructional unit contributes to the development of the following general and subject-specific competences:*

*General competences:*

- Identification and evaluation of current and emerging technologies and contemporary methods, skills and techniques in the fields of video games and extended reality, and assessment of their applicability to address user needs.
- Ability to interdisciplinarily integrate and build on knowledge from other related creative fields.
- Ability to work as part of a team at all phases of software development and design.
- Compliance with ethical principles in the production of video games and extended reality.
- Understanding of the importance of quality and striving for quality in professional work through autonomy, self-initiative, (self-)criticality, (self-)reflexivity and (self-)evaluation in professional work.

*Subject-specific competences:*

- Ability to establish and maintain cooperative relations with mentor, team members and partners of the organisation.
- Ability to recognise and use the opportunities (professionalism) in the working environment.
- Qualification for individual and independent work on the fields of

- Razvijanje odgovornosti, strokovnega pristopa, poklicne identitete profesionalnosti, multidisciplinarnosti, samoiniciativnosti in sposobnosti timskega dela.

- video games and extended reality.
- Obtain practical knowledge and experience required for work related to business processes.
  - Develop a sense of responsibility, professional approach, professional identity, professionalism, multidisciplinary attitude, personal initiative, and capabilities required in teamwork.

### **Predvideni študijski rezultati:**

Znanje in razumevanje:

*Študent/študentka:*

- se ustrezno sporazumeva in sodeluje z mentorjem, zaposlenimi v organizaciji in partnerji organizacije;
- pridobi praktično znanje in izkušnje v poslovnem procesu organizacije;
- razvija odgovornost, strokovni pristop, poklicno identiteto, profesionalnost, multidisciplinarnost, samoiniciativnost in sodeluje pri timskem delu;
- uporablja teoretična znanja in praktične izkušnje pridobljene med študijem;
- se seznanja z osnovnimi dejstvi organizacije (vrsta dejavnosti, položaj v regiji in državi, organiziranost, materialni in kadrovski pogoji za delo, uspešnost poslovanja);
- se seznanja z internimi in medorganizacijskimi poslovnimi procesi.

### **Intended learning outcomes:**

Knowledge and understanding:

*The student:*

- properly communicates and cooperates with the mentor, organisation employees and organisation's partners;
- gains practical knowledge and experience within a business process of an organisation;
- develops a sense of responsibility, professional approach and identity, professionalism, multidisciplinary attitude, personal initiative, and capabilities required in teamwork;
- uses theoretical knowledge and practical experience obtained during studies at the Faculty
- gets accustomed with basic facts of an organisation (activity types, position within a region and state, organisational structure, material and HR work conditions, business performance);
- gets accustomed with internal and inter-organisational business processes;
- gets accustomed with information systems within an organisation.

### **Metode poučevanja in učenja:**

- delo študenta v izbrani organizaciji v realnem delovnem okolju;
- urejanje, zbiranje in vodenje predpisane dokumentacije za delovno prakso;
- priprava poročila o delovni praksi in ustni zagovor poročila.

### **Learning and teaching methods:**

- students are required to work for a chosen organisation, in real life work environment;
- arrangement, collection and management of required documentation for work practice;
- preparation of a report on the work practice and oral defence of the report.

<b>Načini ocenjevanja:</b>		Delež (v %) / Weight (in %)	<b>Assessment:</b>
Način (pisni izpit, ustno izpraševanje, naloge, projekt):			Type (examination, oral, coursework, project):
<ul style="list-style-type: none"> <li>• pozitivna ocena mentorja delovne prakse ob zaključku dela v izbrani organizaciji;</li> <li>• priprava pisnega poročila delovne prakse z vsemi ustrezno izpolnjenimi pripadajočimi obrazci in pozitivno ocenjenega ustnega zagovora poročila.</li> </ul>	80		<ul style="list-style-type: none"> <li>• positive assessment of the work practice mentor at the conclusion of the work practice in the selected organisation;</li> <li>• preparation of the written report of the work practice including all required forms filled out properly and positively evaluated oral defense of the written report.</li> </ul>
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**Reference nosilca / Lecturer's references:**

<ul style="list-style-type: none"> <li>• FRIC, Urška, LUTMAN, Tomaž, MLINAR, Tinkara. State aid in academia-industry cooperation: an overview of the existing conditions and challenges through the ExSACT project. CERN ideaSquare journal of experimental innovation. 2024, vol. 8, no. 2, str. 28-32.</li> <li>• TOPIĆ, Jelena, FRIC, Urška, ČIKIĆ, Ante, MUHIČ, Simon. Life cycle assessment of using firewood and wood pellets in Slovenia as two primary wood-based heating systems and their environmental impact. Sustainability. 2024, vol. 16, iss. 4, str. 1-14</li> <li>• FRIC, Urška, O'GORMAN, Bill, RONČEVIĆ, Borut. Strategic competence model for understanding smart territorial development. Societies. 2023, vol. 13, iss. 3, str. 1-16.</li> <li>• FRIC, Urška, TOMIĆ STARC, Nina. Computer-implemented inventions and computer programs: status Quo in Slovenia and EU. Informatica: an international journal of computing and informatics. 2021, vol. 45, no. 5, str. 667-673.</li> <li>• FRIC, Urška, RONČEVIĆ, Borut, DŽAJIĆ URŠIČ, Erika. Role of computer software tools in industrial symbiotic networks and the examination of sociocultural factors. Environmental progress &amp; sustainable energy. 2020, vol. 39, no. 2, 7 str. 1944-7442.</li> </ul>
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