Learning objectives of the subject

The teacher will explain the new content with references and exercises to the students they will have to study and prepare during the following days in order to practice and deeper understand the contents.

The course, apart from the required specific theory, is intented to be rather practical, focusing on the student's learning by doing and understanding the tools to gauge how a business works and students will participate also commenting in the classroom real-life cases.

This is a business driven subject, that needs to be as practical as possible to students understand the need profitability that each game (or product) needs to drive and notions of finance that will be helpful for them in the future.

They will learn which and how the financial reports are required to managing and running a company.

It will be important that students participate during the course in the creation of business plans, investor pitches and budgeting controlling. As the best way of learning will be by doing.

There will be at least 2 practical cases for students to carry on, where the teacher will present the case and students will have to develop it, explain it to the rest of the classroom and others will comment.

Oral presentations will be important as this may take the students away from their comfort zone and forces them to synthesize and summarize information, very important also for their future as entrepeneurs or individual workers.
- Understand how to create a budget for the development and commercialization of a videogame, fund a company and fundamentals of finance controlling
- High-level comprehension of your company’s financial controls, key facts of business finance, annual accounts, profit and loss, balance sheet and how the cash circulates in a business
- Students will need to recognize key indicators of the company
- They will need to have a fair knowledge of excel
- Students should learn to understand a company thru the numbers and be able to plan its performance for the following period of time (month, year, years)
- They will be able to look for the best possible options to forecast cost and sales, and differentiate variable and fix costs in order to forecast them over the time
- They will develop the understanding to challenge other departments forecast
- They will be able to build a budget from scratch
- By the end of the course they should be able to understand a Budget and its deviation
- Different business models within the industry, revenue sources as a studio, as a single-person business (freelancer) or consultant, and what the market is looking for, as well as in-game business models that will bring money to the company from the end users
- Be aware of the different investor needs depending on the stages of the company, and create the best pitch to help you finance your company in a highly competitive and saturated business as the videogames industry
- Practice your investor pitch

**Study load**

<table>
<thead>
<tr>
<th>Total learning time: 150h</th>
<th>Hours large group: 30h</th>
<th>20.00%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hours medium group: 18h</td>
<td>12.00%</td>
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<tr>
<td>Hours small group: 0h</td>
<td>0.00%</td>
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<tr>
<td>Guided activities: 12h</td>
<td>8.00%</td>
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<tr>
<td>Self study: 90h</td>
<td>60.00%</td>
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</tbody>
</table>
# STARTUPS

**Description:**
- What are the different stages for funding a (startup) company?
  - Seed
  - Series A
  - Series B / Series C
  - Exit

**Learning time:** 2h
- Theory classes: 2h

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# VIDEOGAME CREATION PROCESS OVERVIEW

**Description:**
- Life-cycle milestones
- Roles
- Approval processes

**Learning time:** 2h
- Practical classes: 2h

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# BUDGETING

**Description:**
- How do I create a budget for my videogame?
- How do I control my budget?
  - Roles and organization chart inside the studio
  - Producer and Business Controller roles coordination to input Costs
  - One Cost Centre or more Cost Centers / Analytics Accounting
  - Fixed and variable costs
  - Forecasting
  - Create your spread sheet: Budget / Actual / Deviation. Managing deviation
  - Most important KPI to control
- Class practical case

**Learning time:** 8h
- Practical classes: 8h
## 804251 - FMN - Financiation and Business Models

<table>
<thead>
<tr>
<th>Section</th>
<th>Learning time:</th>
<th>Practical classes:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FINANCE AND FINANCING</strong></td>
<td>20h</td>
<td>20h</td>
</tr>
<tr>
<td><strong>Description:</strong></td>
<td></td>
<td></td>
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<tr>
<td>a. FINANCE: Introduction to Finance</td>
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<tr>
<td>i. The three financial reports (6h)</td>
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<tr>
<td>1. Balance Sheet</td>
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<tr>
<td>2. Income Statement: P&amp;L</td>
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<tr>
<td>3. Cashflow</td>
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<tr>
<td>b. FINANCING: How do I finance my videogame?</td>
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<tr>
<td>i. Overview</td>
<td></td>
<td></td>
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<tr>
<td>ii. Private Funding</td>
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<tr>
<td>iii. Public administration</td>
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<tr>
<td>iv. Role Playing</td>
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<tr>
<td><strong>BUSINESS MODELS</strong></td>
<td>12h</td>
<td>12h</td>
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<tr>
<td><strong>Description:</strong></td>
<td></td>
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<tr>
<td>a. What are the different models for earning money in the videogame industry?</td>
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<tr>
<td>i. B2B</td>
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<tr>
<td>ii. B2C</td>
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<td></td>
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<tr>
<td>b. THE BUSINESS PLAN</td>
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</tr>
<tr>
<td><strong>ENTREPRENEURSHIP</strong></td>
<td>2h</td>
<td>2h</td>
</tr>
<tr>
<td><strong>Description:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>a. What is means to be an entrepeneur</td>
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<tr>
<td>b. What makes a successful entrepeneur</td>
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<tr>
<td>c. Finding help for early entrepeneurs: Catalonia incubators and accelerators</td>
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<tr>
<td><strong>INVESTOR PITCH</strong></td>
<td>4h</td>
<td>4h</td>
</tr>
<tr>
<td><strong>Description:</strong></td>
<td></td>
<td></td>
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<tr>
<td>Practical exercise; elevator pitch</td>
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</tbody>
</table>
## Qualification system

15% of the final grade: Practical case study 1  
30% of the final grade: Partial exam  
15% of the final grade: Practical case study 2  
30% of the final grade: Final exam  
10% of the final grade: Student involvement and attitude (running all course)  

This soft skill evaluation will value student’s team-work and presentations. The student shall need to create different real-live cases and present them to the rest of the class.

## Bibliography

### Basic:


### Complementary:


### Others resources:

#### Hyperlink

  Guia de Finançament de la Generalitat

#### Audiovisual material

- [http://www.enisa.es/es/financiacion](http://www.enisa.es/es/financiacion)  
  Ministerio de Economía, Industria y Competitividad

- [https://www.cdti.es](https://www.cdti.es)  
  CENTRO PARA EL DESARROLLO TECNOLÓGICO INDUSTRIAL