GAME DESIGN

Code: 27203

Main Scientific Area: Computer Graphics and Multimedia

Lecturer: Marco António Faria do Vale

Language of Instruction: Portuguese

Regime: S1

Contact Hours: 30h Total Workload: 100h

ECTS: 5,0

Objectives

The goal of this curricular unit is to provide the students with the tools and processes associated with game design in its abstract form. All the components of design, desalination, planning and development will be addressed in generic form, as to adapt to a wide range of cases

Learning Outcomes

At the end of this curricular unit, the students should be able to make deliberate decisions about their game design, build a design document and create a development map for their projects.

Course Contents

The curriculum will address these subjects:

-Game elements

-Rules and Game loops

-Game mechanics and systems

-Creativity exercises

-Creation of documentation

Recommended Bibliography

Schells, J. 2019The Art of Game Design: A Book of Lenses,A K Peters/CRC Press

Koster, R . 2013A Theory of Fun,O'Reilly Media

Learning and Teaching Methods

Game design is a multidisciplinary field, which needs deliberate approaches, based on designtools and techniques.

The deliberate use of design tools aid in the creation of ideas which are clear, well organized, and easy to iterate.

Knowing the main ways to create, design and plan a video-game, students will be able to decide which are the best methods and techniques to not only interact with players, but also to develop a video-game within their capacities and skills.
For that matter, its essential that they master the tools of game design.

Assessment Methods

he curricular unit will be graded by attendance only, with student participation, group assignments and a final essay of game design documentation. The final essay will be done in coordinatio with the Integrated Project curricular unit.

The evaluation will be formulated as follows:

student participation: 10%

individual project assignments: 40%

group assignment: 50%