

ID	2629
Curricular Unit	Design of Digital Games
Regent	Francisco dos Santos Rebelo
Learning Outcomes	<ul style="list-style-type: none"> - Understand and identify the taxonomy of digital games. - Mastering and implementing the steps of the development of user-centric digital games.
Syllabus	<p>1 Introduction to the design of digital games:</p> <ul style="list-style-type: none"> - Types of games (fantasy, science fiction, season or contextual) architecture; - Types of games (action, strategy, role-playing, sports, simulation, adventure, casual, educational). <p>. 2 Graphics 3D Modeling:</p> <ul style="list-style-type: none"> - Practice with a graphical editor - Blender 3D - Prototyping 3D with Blender. <p>. 3 Development and evaluation of games:</p> <ul style="list-style-type: none"> - Heuristics for evaluating digital games; - Development of narratives; - Development of scenarios; - Development of flows; - Development of interfaces; - Practice with UNITY 3D software; - Prototyping of digital games with 3D UNITY. - Iterative Evaluation of digital games. - Presentation and discussion of the work developed by the students.
Evaluation	Another to provide during classes.
Bibliography	<p>John Feil and Marc Scattergood (2005). Beginning Game Level Design. Thomson Course Technology ISBN: 1-59200-434-2.</p> <p>Jesse Schell (2008). The Art of Game Design: A book of lenses. (ISBN 978-0-12-369496-6)</p> <p>Shneiderman, Ben and Catherine Plaisant (2004). Designing the User Interface: Strategies for Effective Human-Computer Interaction. 4th ed. Boston, MA: Pearson / Addison-Wesley.</p> <p>Cennydd Bowles and James Box (2010). Undercover User Experience Design. New Riders (ISBN 13-978-0-321-71990-4).</p>