ID	3414
Curricular Unit	Design of Digital Games
Regent	Francisco dos Santos Rebelo
Learning Outcomes	- Understand and identify the taxonomy of digital games. - Mastering and implementing the steps of the development of user-centric digital games.
Syllabus	1. Introduction to the design of digital games: - Types of games (fantasy, science fiction, season or contextual) architecture - Types of games (action, strategy, role-playing, sports, simulation, adventure, casual, educational) 2. Graphics 3D Modeling: - Practice with a graphical editor - Blender 3D - Prototyping 3D with Blender 3. Development and evaluation of games: - 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 3. Iterative Evaluation of digital games: - Evaluating the user experience in digital games - Presentation and discussion of the work developed by the students
Evaluation	Model A: Continuous Evaluation, pratical work and parctical worksheet reports. Model B: Practical exercise including practical and theoretical components of this subject.
Bibliography	Main Bibliography: John Feil and Marc Scattergood (2005). Beginning Game Level Design. Thomson Course Technology ISBN: 1-59200-434-2. Jesse Schell (2008). The Art of Game Design: A book of lenses. (ISBN 978-0-12-369496-6) Shneiderman, Ben and Catherine Plaisant (2004). Designing the User Interface: Strategies for Effective Human-Computer Interaction. 4th ed. Boston, MA: Pearson/Addison-Wesley. Cennydd Bowles and James Box (2010). Undercover User Experience Design. New Riders (ISBN 13-978-0-321-71990-4). Other Bibliography: To be provided during classes.