

<b>ID</b>	3820
<b>Curricular Unit</b>	Design of Digital Games
<b>Regent</b>	Francisco dos Santos Rebelo
<b>Learning Outcomes</b>	<ul style="list-style-type: none"> <li>- Understand and identify the taxonomy of digital games.</li> <li>- Mastering and implementing the steps of the development of user-centric digital games.</li> </ul>
<b>Syllabus</b>	<ol style="list-style-type: none"> <li>1. Introduction to the design of digital games: <ul style="list-style-type: none"> <li>- Types of games (fantasy, science fiction, season or contextual) architecture</li> <li>- Types of games (action, strategy, role-playing, sports, simulation, adventure, casual, educational)</li> </ul> </li> <li>2. Graphics 3D Modeling: <ul style="list-style-type: none"> <li>- Practice with a graphical editor</li> <li>- Blender 3D</li> <li>- Prototyping 3D with Blender</li> </ul> </li> <li>3. Development and evaluation of games: <ul style="list-style-type: none"> <li>- Heuristics for evaluating digital games</li> <li>- Development of narratives</li> <li>- Development of scenarios</li> <li>- Development of flows</li> <li>- Development of interfaces</li> <li>- Practice with UNITY 3D software</li> <li>- Prototyping of digital games with 3D UNITY</li> </ul> </li> <li>3. Iterative Evaluation of digital games: <ul style="list-style-type: none"> <li>- Evaluating the user experience in digital games</li> <li>- Presentation and discussion of the work developed by the students</li> </ul> </li> </ol>
<b>Evaluation</b>	<p>Model A: Continuous Evaluation, practical work and practical worksheet reports.</p> <p>Model B: Practical exercise including practical and theoretical components of this subject.</p>
<b>Bibliography</b>	<p>Main Bibliography:</p> <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> <p>Other Bibliography:</p> <p>To be provided during classes.</p>