ID	719
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. - Iterative Evaluation of digital games. - Presentation and discussion of the work developed by the students.
Evaluation	Another to provide during classes.
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).