



IDENTIFYING DATA

Video games: Design and development

Subject	Video games: Design and development			
Code	P04G070V01908			
Study programme	(*)Grao en Comunicación Audiovisual			
Descriptors	ECTS Credits	Choose	Year	Quadmester
	6	Optional	4th	1st
Teaching language	Spanish English			
Department				
Coordinator	Legerén Lago, Beatriz			
Lecturers	Legerén Lago, Beatriz			
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General description	Through this *asignatura the student will know that it is a video game, as it designs , how develops , as it puts in the market.			

Competencies

Code	
B5	(*)Habilidade para expoñer os resultados dos traballos académicos de xeito oral ou por medios audiovisuais ou informáticos consonte os canons das disciplinas da comunicación
B6	(*)Capacidade para definir proxectos persoais de creación innovadora que poidan contribuír ao coñecemento ou desenvolvemento das linguaxes audiovisuais ou á súa interpretación
C3	
C8	
C17	
C24	
D2	(*)Capacidade de traballo en equipo e de comunicación das propias ideas mediante a creación dun ambiente propicio, así como capacidade para integrarse nun proxecto común encamiñado á obtención de resultados
D3	
D5	
D6	(*)Orde e método: habilidade para a organización e temporalización das tarefas, realizándoas de xeito ordenado adoptando con lóxica as decisións prioritarias nos diferentes procesos de produción audiovisual
D7	(*)Conciencia solidaria: respecto solidario polas diferentes persoas e pobos do planeta, polos valores universais de educación, cultura, paz e xustiza, e polos dereitos humanos, a igualdade de oportunidades e a non discriminación de mulleres e persoas con discapacidade

Learning outcomes

Expected results from this subject	Training and Learning Results	
1.- Identify the technicians and processes of production and diffusion of products *entretenimiento interactive, in his diverse phases, from the point of view of the organisation and management of the technical resources, humans and budgetary necessary	C3 C8	
2.- Recognise the resources, elements, methods and procedures used in the construction interactive products of *entretenimiento.	C8 C17	
3.- Use the technicians and processes of production and diffusion of products *entretenimiento interactive, in his diverse phases, from the point of view of the organisation and management of the technical resources and necessary humans	C17 C24	D3
4.- Design personal projects of innovative creation in the field of the *entretenimiento interactive near to the indie proposal that are developing in the actuality and value the importance to correct the errors and differences that produce along the creative process	B6	D3 D5

5.- Organise the work in team and interpret the roles that commission them in each moment as well as assume the leadership of the group if it was necessary and respect the differences between all the members of the team.	D2 D7
6.- Organise and schedule the tasks to determine the decisions *prioritarias in the different processes of an interactive production of *entretenimiento	D6
7.- Defend in public an innovative project according to the canons of the disciplines of the communication	B5

Contents

Topic	
Video games. History and Genders	State of the Art
*Narración Interactive for projects of *entretenimiento	Of the linear history to the *narración following the different paradigms no linear
Design of contents of *entretenimiento interactive	Rules, Mechanical and Technology
Phases of a project of *entretenimiento	Design, Planning, Production, Proofs and Maintenance. Teams and functions. Methodology of management
Economic control of the project. Models of business	Management of presupposed economic Control of the project *Monetización of applications.

Planning

	Class hours	Hours outside the classroom	Total hours
Classroom work	18	54	72
Tutored works	14	28	42
Master Session	18	18	36

*The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

Methodologies

	Description
Classroom work	The students will form groups to proceed to the realisation of an interactive project of *entretenimiento in team. Applying the knowledges given in the sessions *magistrales
Tutored works	1.- Analysis and *deconstrucción of products of *entretenimiento interactive with the purpose to know the different parts of which states a project of these characteristics 2.- Realisation of individual works for the learning of the interactive script. In the first place it will create a script of linear structure that will transform in interactive
Master Session	Theoretical sessions where will facilitate to the students the base on the industry, the state of the art and also all those knowledges or references that are necessary for the student can develop the works entrusted, but also learn the reality of the sector.

Personalized attention

Methodologies Description

Classroom work	The professor acted like the executive producer of the projects that design and develop the students
Tutored works	The work of the teacher will consist in the editorial of a project of investigation. The student will be able to consult with the professor any doubt that have in this regard.

Assessment

Description	Qualification	Training and Learning Results
Classroom work The students will form groups to proceed to the realisation of an interactive project of *entretenimiento in team. Applying the knowledges given in the sessions *magistrales	40	C3 D2 C8 D3 C24 D6
Tutored works 1.- Analysis and *deconstrucción of products of *entretenimiento interactive with the purpose to know the different parts of which states a project of these characteristics 2.- Realisation of individual works for the learning of the interactive script. *Presupuestación And presentation of projects.	40	B6 C3 C8
Master Session Mixed questionnaire, type test and with long questions to evaluate the knowledges purchased by the student	20	B6 C3

Other comments on the Evaluation

To approve the signature the students will have to surpass of positive form the corresponding proofs to each one of the sections in which it divides the matter. If it did not obtain a positive note in the works will not have option to present to the proof written., by what the student would appear as No Presented in the announcement. If it was the examination written the no surpassed proof and the works had a near note to the remarkable, ONLY will have to repeat the proof written, BUT if the works were not described like remarkable, the student will have to go back to examine of all the matter. THAT IS TO SAY, go back to realise the works and the examination

Sources of information

Bentley, F and Barrett, E, **Building Mobile Experiences**, Mit Press. USA,
Bogost, I, **Persuasive Games**, Cambridge Mit Press,
Bushoff, B et Al, **Developing Interactive Narrative Content**, Hightext Verlag,
Coleman, B Foreword by Clay, **Hello Avatar Rise of the Networked Generation**, Mit Press. USA,
Corneliussen, H and Walker Rettberg, J, **Digital Culture, Play, And Identity A World of Warcraft® Reader**, Mit Press. USA,
Engenfeldt-Nielsen, S.; Hedide-Smith. y Tosca, S., **Understanding Videogames**, New York Routledge,
Flanagan, M, **Critical Play Radical Game Design**, Mit Press. USA,
Irish, Dan, **The Game Producers Handbook**, Premier Press,
Jones, S.E. and Thiruvathukal, G.E., **Codename Revolution The Nintendo Wii Platform**, Mit Press. USA,
Jorgensen, K, **Gameworld Interfaces**, Mit Press. Usa,
Jull, J, **A Casual Revolution Reinventing Video Games and Their Players**, Mit Press. USA,
Laramée, F. D, **Secrets of the Game Business**, Hingham: Charles River Media.,
MacLuhan, M, **Understanding media: The extensions of the man**, New York. The new American Library,
Marcos Molano, M., & Santorum, M., **I Congreso Internacional de Videojuegos**, Icono 14-,
Marcos Molano, M., & Santorum, M., **La próxima Next Gen.**, Icono 14-,
Martín Ibañez, E, **Videojuegos y publicidad. Cómo alcanzar las audiencias que escapan de los medios tradicionales**, Telos. Cuadernos de Comunicación e Innovación,
Murray, Janet H, **Hamlet on the Holodeck. The future of narrative in cyberspace**, Cambridge. Mit Press,
Murray, Janet H, **Inventing the medium**, Mit Press. Usa,
Parlett, D, **The oxford history of board games**, Oxford: Oxford University Press,
Pestano Rodríguez, J. M., Von Sprecher, R., & Trenta, M., **Comic y Videojuegos. Dos industrias culturales en conexión**, Area Abierta , 1-15.,
Salem, K and Simmerman E, **Rules of Play**, Mit Press,
Tapia Frade, A., López Iglesias, M., & Gonzalez Posada Vaticon, P., **Publicidad in Game. Los videojuegos como soporte publicitario.**, Pensar la Publicidad,
Taylor, T. L., **Raising The Stakes E-Sports and the Professionalization of Computer Gaming**, Mit Press. USA,
Despain, Wendy, **Writing for Videogame Genres**, A.K.Peters,
Despain, Wendy, **Professional Techniques for Videogame Writing**, A.K.Peters,
Jull, J, **Half -Real**, Mit Press. Usa,
Varios, <http://www.gamasutra.com>,
Jull, J, **The art of failure**, Mit Press. Usa,
Dillon, Robert, **On the way to fun**, A.K.Peters,
Varios, **Gamestudies**,
Rogers, Scott, **Level Up**, Wiley,
Lehdonvirta, V & Castronova, E, **Virtual Economies**, Mit Press. Usa,
Jull, J, **A Casual Revolution**, Mit Press. Usa,
Costikyan, G, **Uncertainty in Games**, Mit Press. Usa,
Férez González, Jorge, **Pixelar a Platón**, Micromegas,
Leaver, T & Wilson M, **Social, Casual and Mobile Games**, Bloomsbury,

Recommendations

Subjects that are recommended to be taken simultaneously

New media interactive projects: mobile phones and DTT/P04G070V01907

Subjects that it is recommended to have taken before

Animation in digital environments and multimedia/P04G070V01402
Audiovisual and interactive project management/P04G070V01405
