



## IDENTIFYING DATA

### Video games: Design and development

Subject	Video games: Design and development			
Code	P04G070V01908			
Study programme	Grado en Comunicación Audiovisual			
Descriptors	ECTS Credits	Choose	Year	Quadmester
	6	Optional	4th	1st
Teaching language	#EnglishFriendly Spanish			
Department				
Coordinator	Legerén Lago, Beatriz			
Lecturers	Legerén Lago, Beatriz			
E-mail	blegeren@uvigo.es			
Web	<a href="http://http://blegeren.webs.uvigo.es/">http://http://blegeren.webs.uvigo.es/</a>			
General description	Through this subject the student will know that it is a video game, as if it designs, as if it develops, as if it puts in the bought.			

With the aim to provide to the student a training the most next to the reality that vain to find in the professional world.

During it study 2017-2018, the subject will impart of multidisciplinary form between distinct members of the Group of Teaching Innovation (\*ComTecArt- Communication, Technology and Art in Virtual Surroundings). They Will create groups of work with students of Engineering of Telecommunication.

## Skills

Code	
B3	Ability to apply techniques and procedures of composition of images to the different audiovisual formats, starting with knowledge of the classical laws and the esthetic and cultural movements in the history of the image.
B4	Ability to present the results of academic works in written and oral forms and through audiovisual and computing means, according to the standards of communication disciplines.
C23	Ability to write screenplays fluently for the different audiovisual formats.
C25	Knowledge and application of the techniques for the design and development of interactive multimedia projects.
D2	To be able to work in a team and to communicate one's ideas through the creation of an appropriate environment.
D3	To be able to take expressive and thematic risks, suggesting personal solutions and points of view to develop projects.
D4	To be able to organize tasks and carry them out in an orderly fashion, making sound decisions according to logical priorities in the different processes of audiovisual production.

## Learning outcomes

Expected results from this subject	Training and Learning Results	
New	B3	
New		C23 C25
New		D2 D3
New		D4
New	B4	

## Contents

Topic	
Video games. History and Taxnomy	State of the Art Taxnomy of gamers.

Videgame Development -phases.	Design, Planning, Production, Proofs and Maintenance. Teams and functions. Methodology of management
Design of Games	Elements of the design Mechanical Rules *Storydesign *LevelDesign *Dialogue
Economic control of the project. Business Models	Management of presupposed economic Control of the project Monetización of applications.

### Planning

	Class hours	Hours outside the classroom	Total hours
Mentored work	18	54	72
Case studies	14	16	30
Presentation	6	8	14
Lecturing	16	18	34

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

### Methodologies

	Description
Mentored 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
Case studies	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
Presentation	Students must learn to present their projects in a professional environment. Defending the viability of your proposal on the basis of it.
Lecturing	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 assistance

#### Methodologies Description

Mentored work	The professor acted like the executive producer of the projects that design and develop the students
Case studies	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
Mentored 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	60	B3 D2 B4 D3 D4
Case studies	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.	30	C23
Lecturing	Mixed questionnaire, type test and with long questions to evaluate the knowledges purchased by the student	10	C25

### Other comments on the Evaluation

To approve &nbsp;the \*asignatura the students will have to surpass of positive form the corresponding proofs to each

one of the sections in which it divides the matter.&\*nbsp;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.&\*nbsp;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,&\*nbsp;BUT if the works were not described like remarkable,&\*nbsp;the student will have to go back to examine of all the matter. THAT IS TO SAY, &\*nbsp;go back to realise the works and the examination

---

## Sources of information

### Basic Bibliography

Bogost, I, **Persuasive Games**, Mit Press, Cambridge

Engenfeldt-Nielsen, S.; Hedide-Smith. y Tosca, S., **Understanding Videogames**, Routledge, 2008

Flanagan, M, **Critical Play Radical Game Design**, Mit Press, 2012

Irish, Dan, **The Game Producers Handbook**, Premier Press, 2005

Laramée, F. D, **Secrets of the Game Business**, Hingham: Charles River Media.,

Salem, K and Simmerman E, **Rules of Play**, Mit Press, 2004

Despain, Wendy, **Writing for Videogame Genres**, A.K.Peters, 2009

### Complementary Bibliography

Bentley, F and Barrett, E, **Building Mobile Experiences**, Mit Press, 2012

Bushoff, B et Al, **Developing Interactive Narrative Content**, Hightext Verlag, 2002

Coleman,B Foreword by Clay, **Hello Avatar Rise of the Networked Generation**, Mit Press, 2012

Corneliusson, H and Walker Rettberg, J, **Digital Culture, Play, And Identity A World of Warcraft® Reader**, Mit Press, 2012

Jones, S.E. and Thiruvathukal, G.E., **Codename Revolution The Nintendo Wii Platform**, Mit Press, 2012

Jorgensen, K, **Gameworld Interfaces**, Mit Press, 2013

Juul, J, **A Casual Revolution Reinventing Video Games and Their Players**, Mit Press, 2012

MacLuhan,M, **Understanding media: The extensions of the man**, The new American Library, 1964

Marcos Molano, M., & Santorum, M., **I Congreso Internacional de Videojuegos**, Icono 14, 2010

Marcos Molano, M., & Santorum, M., **La próxima Next Gen.**, Icono 14-, Icono 14, 2009

Murray, Janet H, **Hamlet on the Holodeck. The future of narrative in cyberspace**, Mit Press, 1997

Murray, Janet H, **Inventing the medium**, Mit Press, 2012

Parlett, D, **The oxford history of board games**, Oxford University Press, 1999

Taylor, T. L., **Raising The Stakes E-Sports and the Professionalization of Computer Gaming**, Mit Press, 2012

Despain, Wendy, **Professional Techniques for Videogame Writing**, A.K.Peters, 2008

Juul, J, **Half -Real**, Mit Press, 2011

Juul, J, **The art of failure**, Mit Press, 2013

Dillon, Robert, **On the way to fun**, A.K.Peters, 2013

Rogers, Scott, **Level Up**, Wiley, 2014

Juul, J, **A Casual Revolution**, Mit Press, 2010

Costikyan, G, **Uncertainty in Games**, Mit Press, 2013

Férrandez Gonzalo, Jorge, **Pixelar a Platón**, Micromegas, 2015

Leaver, T & Wilson M, **Social, Casual and Mobile Games**, Bloomsbury, 2016

Herman, David, **Narratology beyond the human**, 978-0-19-085040-1, Oxford University Press, 2018

Cuadrado Alvarado, A; Planells, Jose A, **Ficción y Videojuegos**, 978-84-9180-720-9, UOC Press, 2020

Rollinger, Christian, **Classical Antiquity in Videogames**, 978-1-3500-663-2, Bloomsbuty, 2020

Drache, A; Pejman, M; Lennart, **Games User Research**, 978-0-19-879484-4, Oxford University Press, 2018

---

## 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

(\*)/

Multimedia design and storyboarding/P04G070V01901

### Other comments

Other comments

There will be group work sessions on Wednesday mornings, alternating between the Campus of Vigo and Pontevedra. The University will provide free round trip transportation from the Escola de Enxeñaría de Telecomunicación or the Facultad de Ciencias Sociais e a Comunicación, respectively.

-----

In 2017/18, multidisciplinary groups will be formed by students of the following three subjects: (1) Video Games: design and development, 4th year, Degree in Audiovisual Communication. (2) Multimedia Technology and Computer graphics, 4th year, Degree in Telecommunication Engineering Technologies, Sound and Image module. (3) Intelligent systems programming, 4th year, Degree in Telecommunication Engineering Technologies, Telematics module. The activity is coordinated by teachers of the Teaching Innovation Group: ComTecArt (Communication, Technology and Art in Virtual Environments).

-----

---

---

## **Contingency plan**

---

### **Description**

---

=== SCHEDULED EXCEPTIONAL MEASURES ==

Due to the uncertain and unpredictable evolution of the sanitary alert caused by the COVID- 19, the University will trigger extraordinary measures when the authorities and the institution determine so. These measures attend security, health, and responsibility criteria and guarantee the teaching in a non entirely on-site environment. These already scheduled measures ensure, at the prescriptive moment, a more flexible and effective educational development when being known beforehand by students and readers through the teaching normalized and institutionalized tool DOCNET.

=== METHODOLOGY ADAPTATION ===

No modifications in the teaching methodology are expected, except the online provision of the theoretical contents.

Electronic mail and remote campus will provide students' online attention mechanisms (tutoring) during the scheduled time.

=== EVALUATION ADAPTATION ===

No modifications are scheduled in the evaluation methods, apart from the possibility that any of the evaluation tasks may be required to be off-site.

---