Learning objectives of the subject

? Show ability to design, evaluate and test the usability, accessibility and playability of GUIs game.

? Show knowledge of the standards and regulations relating to applications and systems, usability, accessibility, gameplay and method of user-centered design player

? Show understanding of the concept "game design" and other basic concepts involved and be able to design games using the documents and technological resources.

? Show understanding of the "human factor" concept, mechanisms and psychological processes involved and be able to apply this knowledge in the process of decision making in game design.

? Show understanding and mastery of the "Method of User Centered Design" and the procedures, techniques and technologies involved and be able to apply in the process of design and game development.

? Show understanding and acceptance of social commitment to the standards and guidelines, especially those related to
accessibility and ability to adequately apply to each type of interactive application or game in the process of creating it.

- Show understanding of the elements of interactive storytelling in videogames and capacity in applying these methods and techniques in game development.

- Show knowledge of the relationship between "culture - society - game" and the relationship between the types and characteristics of video games with cultural and social characteristics of the society in which they occur and play. Be able to apply this knowledge in the analysis of video games.

- Using strategies for preparing and giving oral presentations and write texts and documents whose content is coherent, adequate structure and style and good spelling and grammatical errors.

- Communicate clearly and efficiently in oral and written presentations tailored to specific audiences and communication objectives and strategies + using appropriate means.

- Help strengthen the team by planning targets and working efficiently to favor communication, task assignment and cohesion.

- After identifying the different parts of an academic document and organizing references, designing and executing a good strategy for advanced searches using specialized information resources, selecting relevant information based on criteria of relevance and quality.

- Carry out the tasks based on the guidelines set by lecturers, deciding the time needed to complete each task, including personal contributions and expanding information sources.

- Applying the knowledge gained in completing a task according to its relevance and importance, deciding how to carry it out and the time to be devoted and selecting information sources most appropriate.

- Show sufficient reading comprehension in reading documents written in English, linked to the art, such as notes, scientific articles, popular articles, web pages, etc.

- Show knowledge and understanding of the different categories and types of board games, with the aim of identifying the most suitable for specific projects or assignments.

- Show ability to develop a proposal and design a prototype board game that can serve as a presentation of a larger project.

- Show ability to identify the main existing recreational resources in board games, in order to implement and / or adapt to video game projects.

### Study load

<table>
<thead>
<tr>
<th><strong>Total learning time</strong>: 150h</th>
<th>Hours large group: 18h</th>
<th>12.00%</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Hours medium group: 30h</td>
<td>20.00%</td>
</tr>
<tr>
<td></td>
<td>Hours small group: 0h</td>
<td>0.00%</td>
</tr>
<tr>
<td></td>
<td>Guided activities: 12h</td>
<td>8.00%</td>
</tr>
<tr>
<td></td>
<td>Self study: 90h</td>
<td>60.00%</td>
</tr>
</tbody>
</table>
804234 - DISVJ1 - Game Design I

Content

Qualification system

1. Exercises in each session. The sum of all will be a weighting of 35% of the grade for the course.

2. Two final projects, one per each block in the subject. The sum of the two will represent 55% of the grade for the course.

3. The assessment of student participation in the training activities of matter, and learning attitude will be evaluated by monitoring their interventions. This assessment corresponds to 10% of the final grade.

Regulations for carrying out activities

? Part of the exercises can be done in class with the subject teacher. Students must also devote time to self-employment (after hours) to complete the exercises.

? The exercises, once completed, must be returned to the Virtual Campus in the corresponding delivery and date thereof, shall be taken into account in assessing those delivered before 24 hours of the deadline.

? The evaluation of the exercises involves not only the judgment of the case, also it means the defense made of the results and the realization of relevant documents.

? Any incidents that do not help solve the exercise in the indicated time must be previously communicated to the teacher. Following this communication and depending on the causes for failure to submit the exercise, if justified, alternatives were found to complete the assessment. Also they consider justified reasons for non-submission of the exercises communicated to management studies.

? The documents must be completed following the instructions, especially regarding file names. Proper management of the documentation is an aspect of desirable skills and part of the evaluation.

Bibliography

Basic:


