

Course Unit	Pre-Production	Field of study	Game Design
Bachelor in	Game Design	School	School of Public Management, Communication and Tourism
Academic Year	2017/2018	Year of study	3
Type	Semestral	Semester	2
Level	1-3	ECTS credits	6.0
Code	8309-414-3201-00-17		
Workload (hours)	162	Contact hours	T - TP - PL - TC - S - E - OT 20 O -

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Barbara Costa Vilas Boas Barroso

#### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. If the student proceeds to Project: Develop a preliminary draft (design documents and management plan completed). Prepare for a pitching session to select the games to produce in Project.
2. If the student proceeds to Internship: Develop a preliminary project (analysis of the organization, methods and skills of the role to play). Prepare session for oral presentation of work developed.

#### Prerequisites

Before the course unit the learner is expected to be able to:  
apply the knowledge gained in all curricular units of the previous 5 semesters.

#### Course contents

The contents to be developed in this curricular unit relate to the future project or internship the student will embark on and cover, in general terms, the different Game Design degree profiles.

#### Course contents (extended version)

- not applicable.

#### Recommended reading

1. Chandler, H. M. (2008). The Game Production Handbook, (2nd edition). Sudbury: Jones & Bartlett Publishers. [ISBN: 9781934015407]
2. Novak, J. (2011). Game Development Essentials: An Introduction (3rd edition). Boston: Delmar Cengage Learning. [ISBN: 9781111307653]
3. Schell, J. (2008). The Art of Game Design: A book of lenses (1st edition). Burlington: Morgan Kaufmann. [ISBN: 9780615218281]
4. Thorn, A. (2013). Game Development Principles. Boston: Delmar Cengage Learning. [ISBN: 9781285427058]
5. Bibliografia específica: a designar pela docente, caso a caso.

#### Teaching and learning methods

Under tutorial, the teacher will follow, through an active and questioning approach, the execution of all pre-production work on a game / project or preparation of an internship.

#### Assessment methods

- Final evaluation - (Regular, Student Worker) (Final, Supplementary, Special)
- Reports and Guides - 100% (With oral presentation before a jury. Evaluation recorded in minutes.)

#### Language of instruction

1. Portuguese
2. English

#### Electronic validation

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18-02-2018	20-02-2018	20-02-2018	26-02-2018