INSTITUTO POLITÉCNICO DE BRAGANÇA

Course Unit	Game Pre-Production		Field of study	Game Design	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2023/2024	Year of study	3	Level	1-3	ECTS credits	6.0
Type	Semestral	Semester	2	Code	8309-801-3202-00-23	

| Workload (hours) | 162 | Contact hours | T | - | TP | - | PL | - | TC | - | S | - | E | - | OT | 30 | 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, Inês Filipa Brasil Lagarto

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 validate the projects 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. (2013). The Game Production Handbook, (3rd edition). Sudbury: Jones & Bartlett Publishers. [ISBN: 9781449688097]
2. Chandler, H. M. (2020). The Game Production Toolbox, (1st edition). Boca Raton, FL: CRC Press. [ISBN: 9781138341708]
3. Novak, J. (2011). Game Development Essentials: An Introduction (3rd edition). Boston: Delmar Cengage Learning. [ISBN: 9781111307653]
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)
    - 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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21-05-2024	21-05-2024	22-05-2024	22-05-2024