

Course Unit	Seminar	Field of study	Visual Arts/Computer Science/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
Type	Semestral	Semester	2	ECTS credits	6.0
Code	8309-801-3203-00-23				
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) Raquel Cristina Sousa Pires

Learning outcomes and competences

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

1. Display soft skills for entering the labor market.
2. Apply specific skills in a particular field of digital games, acquired throughout the course and complemented by the presence of a specialist.

Prerequisites

Before the course unit the learner is expected to be able to:
Not applicable.

Course contents

The syllabus of this curricular unit is set each academic year. Topics relevant to the future professional activity of students will be discussed, complementary to those covered in the remaining curricular units, allowing to strengthen their professional profile, both in terms of specific and general skills.

Course contents (extended version)

1. Digital games and education;
2. Professional profiles in the industry of the design and development of games;
3. Tools for the insertion in the job market.

Recommended reading

A sugerir por cada interveniente.

Teaching and learning methods

Sessions with experts in the fields of Digital Games, with content exposition, demonstration or active method.

Assessment methods

1. Continuous Evaluation - (Regular, Student Worker) (Final, Supplementary, Special)
 - Reports and Guides - 50% (Brief conceptualization and substantiation of a project in the area of digital games and education.)
 - Development Topics - 50% (Strategies of communication of the personal profile of skills.)
2. Exchange Students - (Regular, Student Worker) (Final)
 - Reports and Guides - 50% (Brief conceptualization and substantiation of a project in the area of digital games and education.)
 - Development Topics - 50% (Strategies of communication of the personal profile of skills.)

Language of instruction

1. Portuguese
2. English

Electronic validation

Raquel Cristina Sousa Pires	Barbara Costa Vilas Boas Barroso	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
27-05-2024	29-05-2024	31-05-2024	04-06-2024