

Course Unit	User experience			Field of study	Arts/Game Design/Computing/Social and Business Sciences	
Master in	Digital Game Design and Development			School	School of Public Management, Communication and Tourism	
Academic Year	2023/2024	Year of study	1	Level	2-1	ECTS credits 6.0
Туре	Semestral	Semester	1	Code	5074-802-1101-00-23	
Workload (hours)	162	Contact hours	T - Lectures; TP - Lectures a	60 PL - T nd problem-solving; PL - Problem-	C - S - solving, project or laboratory; TC	- Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s)

Barbara Costa Vilas Boas Barroso, Vítor José Domingues Mendonça

Learning outcomes and competences

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

- At the end of the course unit the rearrer is expected to be able to.
 Understand roles of the UX professional and their respective functions interlacing with development stages.
 Perceive, know and master the characteristics of users, analyzing behaviors and interaction experience at individual / collective level.
 Systematize an interactive experience between a proxemic and holistic view of physical and cognitive realities diegetic and nondiegetic interaction.
 Experiment, evaluate and use different tools associated to each stage of interaction experience development, validating in cycle qualitative and technical factors of a constructive traditional and technical factors of a construction.
- optimization, adaptation and risk.
 Understand the requirements of game information systems and plan playtesting sequences bringing together learning, usability and emotional capabilities.
 Develop a continuous culture of information/interaction by adding a strategical user experience refinement on preventing and diagnosing flaws.

Prerequisites

Not applicable

Course contents

[1] Job roles in UX. [2] Design interaction and user experience. [3] Diegesis Theory. [4] Design iteration requirements. [5] UX tools and methodologies.

Course contents (extended version)

- Job roles: User Experience Designer, Games User Researcher, Data Scientist, UX Leadership.
 Design interaction and user experience.
 Exploring Diegesis Theory:

 Perception diegesis and digital games: the diegetic and non-diegetic interfaces;
 Perception spatial and meta concept and goals.
- 4. Design iteration requirements:
- Plan playtesting sequences (learnability, usability and emotional experience skills);
 Informed iteration and production loop (design, assessment, measure and assess);
 Optimization-prevention diagnose of UX flaws.
 UX tools and methodologies:
 Concention and identication:

 - Conception and ideation:
 - Design and pre-production;
 - Production;
 - After implementation.

Recommended reading

- Bernhaupt, R. (2010). Evaluating User Experience in Games: Concepts and Methods. Springer London. ISBN: 978-1-84882-962-6.
 Bromley, S. (2021). How To Be A Games User Researcher: Run better playtests, reveal usability and UX issues, and make videogames better. ISBN: 979-8556962040.
- Drachen, A.; Mirza-Babaei, P. & Nacke, L. (eds.) (2018). Games User Research. Oxford University Press. ISBN: 9780198794844.
 Hodent, C. (2017). The gamer's brain: How neuroscience and UX can impact video game design. CRC Press. ISBN: 978-1498775502.
 Isbitser, K. & Hodent, C. (2022). Game Usability: Advice from the Experts for Advancing UX Strategy and Practice in Videogames. 2nd Edition. CRC Press. ISBN: 978-0367619923.

Teaching and learning methods

The teaching/learning process will adopt a complimentary approach based on theoretical-practical and practical-laboratorial classes. They involve: Presentation of concepts and theories / Demonstration using audiovisual aids; Debates based on case studies; Exercises using methods of generation and evaluation of alternatives; Team work; Research for theoretical support.

Assessment methods

- Final Evaluation (Regular, Student Worker) (Final, Supplementary, Special)
 Development Topics 10% (Relevant and well-founded participation in class.)
 Experimental Work 25% (Activities developed in module 1.)
 Experimental Work 25% (Activities developed in module 2.)
 Practical Work 40% (Activities common to both modules directly correlated with Integrated Project 1.)

Language of instruction

1. Portuguese

2. English

Electronic validation			
Barbara Costa Vilas Boas Barroso, Vítor José Domingues Mendonça	João Paulo Pereira de Sousa	Barbara Costa Vilas Boas Barroso	Luisa Margarida Barata Lopes
12-10-2023	15-10-2023	13-11-2023	11-12-2023