

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
Type	Semestral	Semester	1	ECTS credits	6.0
Code	5074-802-1101-00-23				
Workload (hours)	162	Contact hours	T -	TP 60	PL -
			TC -	S -	E -
			OT -	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, Vítor José Domingues Mendonça

### Learning outcomes and competences

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

1. Understand roles of the UX professional and their respective functions interlacing with development stages.
2. Perceive, know and master the characteristics of users, analyzing behaviors and interaction experience at individual / collective level.
3. Systematize an interactive experience between a proxemic and holistic view of physical and cognitive realities - diegetic and nondiegetic interaction.
4. Experiment, evaluate and use different tools associated to each stage of interaction experience development, validating in cycle qualitative and technical factors of optimization, adaptation and risk.
5. Understand the requirements of game information systems and plan playtesting sequences bringing together learning, usability and emotional capabilities.
6. Develop a continuous culture of information/interaction by adding a strategic 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)

1. Job roles: User Experience Designer, Games User Researcher, Data Scientist, UX Leadership.
2. Design interaction and user experience.
3. 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.
5. UX tools and methodologies:
  - Conception and ideation;
  - Design and pre-production;
  - Production;
  - After implementation.

### Recommended reading

1. Bernhaupt, R. (2010). Evaluating User Experience in Games: Concepts and Methods. Springer London. ISBN: 978-1-84882-962-6.
2. 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.
3. Drachen, A.; Mirza-Babaei, P. & Nacke, L. (eds.) (2018). Games User Research. Oxford University Press. ISBN: 9780198794844.
4. Hodent, C. (2017). The gamer's brain: How neuroscience and UX can impact video game design. CRC Press. ISBN: 978-1498775502.
5. Isbister, 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