

Course Unit	Elective 2 - Narrative universes and game writing		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	5074-802-1104-01-23				
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) Jorge Miguel Ferrao Palinhos

Learning outcomes and competences

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

1. Understand the relationship between fictional space and environmental plot in game design;
2. Identify the narrative potential of spaces and develop techniques for creating fictional universes and narratives in multimodal environments — from text (interactive fiction) to audiovisual
3. Apply the main design techniques for fictional universes and narratives to support the creation of interactive and/or playful environments;

Prerequisites

Not applicable

Course contents

The curricular unit of Narrative Universes and Game Development aims to deepen narrative design concepts, namely the creation of playful universes, the use of space in the creation of interactive narratives and the relationship between plot and game mechanics.

Course contents (extended version)

1. - Design of playful universes
 - Character design and world building
 - Level Design
2. - Narrative, History and Plot
 - Space and narrative
 - Multiple modes of interactive storytelling
3. - Dialogue Systems
 - Programming Decision and Dialogue Flows

Recommended reading

1. Juul, Jesper (2005) Half-real. Video Games between Real Rules and Fictional Worlds. Cambridge: MIT Press
2. Howard, Jeff (2008) Quests, Design, Theory and History in Games and Narratives. Wellesley: A.K. Peters
3. Heussner, Tobias (ed.) (2019) The Advanced Game Narrative Toolbox. Boca Raton: Taylor and Francis
4. McRae, E. (2017), Narrative Design for Indies: Getting Started, Kindle edition, Narrative Limited.
5. Zagalo, N. (2020). Engagement Design: Designing for Interaction Motivations. Springer Nature. Berlin. DOI: 10.1007/978-3-030-37085-5

Teaching and learning methods

The teaching/learning process observes an approach based on theoretical-practical sessions to ensure reciprocal complementarity between theory and practice. This will be anchored in numerous practical exercises, both in writing and exploring spatial properties, the use of nonlinearity in pen and paper and board games, and also examples of digital games.

Assessment methods

- Final Evaluation - (Regular, Student Worker) (Final, Supplementary, Special)
- Development Topics - 30% (Research on a fictional world.)
- Practical Work - 35% (Development of the narrative elements of a fictional world.)
- Practical Work - 35% (Development in group of a shared fictional world.)

Language of instruction

1. Portuguese
2. English

Electronic validation

Jorge Miguel Ferrao Palinhos	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