

Course Unit	Characters for Games	Field of study	Game Design/Art
Master in	Digital Game Design and Development	School	School of Public Management, Communication and Tourism
Academic Year	2023/2024	Year of study	1
Type	Semestral	Semester	1
Workload (hours)	81	Contact hours	T - , TP 15, PL 15, TC - , S - , E - , OT - , O -
		Level	2-1
		ECTS credits	3.0
		Code	5074-802-1105-00-23

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) Rogerio Junior Correia Tavares, Tiago Jorge Alves Fernandes

### Learning outcomes and competences

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

1. Understand the different theoretical possibilities for character development in games
2. Understand the psychological and physical construction of characters and articulate it with functions in gameplay
3. Demonstrate creative abilities for the development of complex characters;
4. Demonstrate ability to interrelate between modes of representation of characters in games and player receptive stances.

### Prerequisites

Before the course unit the learner is expected to be able to:

1. Text interpretation and writing skills.
2. Basic knowledge of computer operation.

### Course contents

1. Character definition: Fundamental concepts
2. Narrative functions of characters
3. Character roles in gameplay
4. Character representation specific to media games
5. Presence, parasocial interaction and emotional responses of players to characters
6. Intersubjective construction of characters by players
7. Aesthetic considerations and technical constraints in the design and development of characters
8. Case studies

### Course contents (extended version)

1. Character definition  
Fundamental concepts  
Structure  
Physical and psychological characteristics
2. Narrative functions of the characters  
Character roles in gameplay
3. Representation of media game characters  
Representation modes (narration, simulation, communication)
4. Posições receptivas na relação jogador - avatar (narrativa, lúdica, social)
5. Ontological dimensions of game characters (fictional entity, game piece, player representation)
6. Presence, parasocial interaction and players' emotional responses to the characters
7. Intersubjective construction of characters by players
8. Aesthetic considerations and technical constraints in character design and development

### Recommended reading

1. Consalvo, M. (2020). Atari to Zelda: Japan's Videogames in Global Contexts. MIT Press.
2. De Winter, J., & Mäyrä, F. (Eds.). (2020). The Video Game Text: Interplay of Form and Meaning. Bloomsbury Academic.
3. Kemp, B., & Fatheree, R. (2020). Stylized Characters: Creating Believable Characters Using a Simple Sketching Process. Packt Publishing.
4. Kolesar, R. (2020). Stylized Characters in 3D Animation: Modeling, Texturing and Lighting. CRC Press
5. Klevjer, R. (2018). The Culture of Digital Fighting Games: Performance and Practice. Routledge.

### Teaching and learning methods

Expository method, for transmitting knowledge in a structured and continuous way; Interrogative method, active method, for solving exercises and developing work, in order to better consolidate the knowledge acquired. consolidate the knowledge acquired

### Assessment methods

1. Continuous Evaluation - (Regular, Student Worker) (Final)
  - Presentations - 30% (Presentation of an oral communication (individual))
  - Reports and Guides - 50% (Writing a paper (individual))
  - Practical Work - 20% (Organization of a scientific event (group))
2. Final Evaluation - (Regular, Student Worker) (Supplementary, Special)
  - Reports and Guides - 100% (Writing a paper (individual))
3. MOBILITY STUDENTS - (Regular) (Final, Supplementary, Special)
  - Presentations - 30% (Presentation of an oral communication (individual))
  - Reports and Guides - 50% (Writing a paper (individual))
  - Practical Work - 20% (Organization of a scientific event (group))

### Language of instruction

1. Portuguese
2. English

## Electronic validation

Rogério Junior Correia Tavares, Tiago Jorge Alves Fernandes	João Paulo Pereira de Sousa	Barbara Costa Vilas Boas Barroso	Luisa Margarida Barata Lopes
13-11-2023	19-03-2024	10-04-2024	16-04-2024