

Course Unit	Project/ Internship		Field of study	Visual Arts/Computing Science/Game Design	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2022/2023	Year of study	3	Level	1-3
Type	Semestral	Semester	2	ECTS credits	18.0
Code	8309-414-3202-00-22				
Workload (hours)	486	Contact hours	T -	TP -	PL -
			TC -	S -	E -
			OT 60	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, Ines Monteiro Barbedo de Magalhaes, João Paulo Pereira de Sousa

Learning outcomes and competences

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

1. apply knowledge, tools and techniques necessary for the development and management of a project;
2. organize, plan and schedule tasks on time;
3. analyze and evaluate proposals, suggest solutions and select strategies;
4. work in groups, respect ethical principles and demonstrate critical and self-critical capacity;
5. demonstrate concern about project quality and aesthetics;
6. adapt to new situations, generate new ideas, take initiative and show entrepreneurship.

Prerequisites

Before the course unit the learner is expected to be able to:
have successfully completed the curricular unit of Pre-production for Games.

Course contents

The content of the project or internship in a real work environment must cover, in general, the overall areas of game design and development (Game Design, Visual Arts and Programming), by implementing the preliminary documentation built in the curricular unit of Pre-production for Games. Thus, each project / internship will demand its specific curricular contents.

Course contents (extended version)

- Specific for each project / internship.

Recommended reading

Bibliografia a indicar pelos orientadores em função do projeto / estágio a desenvolver.

Teaching and learning methods

Under tutorial, the supervisors will monitor, through active and questioning methods, the execution of all work related to the design and development of a digital game / project or internship.

Assessment methods

1. Evaluation with special regulation - (Regular, Student Worker) (Final)
2. Erasmus Student - Evaluation w/ special regulation - (Regular, Student Worker) (Final)

Language of instruction

1. Portuguese
2. English

Electronic validation

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12-10-2022	24-10-2022	24-10-2022	25-10-2022