

Course Unit	Seminar		Field of study	Game Design	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2021/2022	Year of study	3	Level	1-3
Type	Semestral	Semester	2	ECTS credits	6.0
Code	8309-414-3203-00-21				
Workload (hours)	162	Contact hours	T -	TP -	PL -
			TC -	S 20	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) Jessica Maria Carvalho Carrico, Lynn Rosalina Gama Alves

#### Learning outcomes and competences

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

1. Display soft skills for entering the labor market.
2. Apply specific skills in a particular field of digital games, acquired throughout the course and complemented by the presence of a specialist.

#### Prerequisites

Before the course unit the learner is expected to be able to:  
Not applicable.

#### Course contents

The syllabus of this curricular unit is set each academic year. Topics relevant to the future professional activity of students will be discussed , complementary to those covered in the remaining curricular units, allowing to strengthen their professional profile, both in terms of specific and general skills.

#### Course contents (extended version)

1. Digital games and education;
2. Professional profiles in the industry of the design and development of games;
3. Tools for the insertion in the job market.

#### Recommended reading

A sugerir por cada interveniente.

#### Teaching and learning methods

Sessions with experts in the fields of Digital Games, with content exposition, demonstration or active method.

#### Assessment methods

1. DISTRIBUTED EVALUATION - (Regular, Student Worker) (Final)
  - Reports and Guides - 50% (Brief conceptualization and substantiation of a project in the area of digital games and education.)
  - Development Topics - 50% (Strategies of communication of the personal profile of skills.)
2. EXCHANGE STUDENTS - (Regular, Student Worker) (Final)
  - Reports and Guides - 50% (Brief conceptualization and substantiation of a project in the area of digital games and education.)
  - Development Topics - 50% (Strategies of communication of the personal profile of skills.)

#### Language of instruction

1. Portuguese
2. English

#### Electronic validation

Jessica Maria Carvalho Carrico, Lynn Rosalina Gama Alves	Barbara Costa Vilas Boas Barroso	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
15-03-2022	15-03-2022	15-03-2022	21-03-2022