CENTRO UNIVERSITARIO DE TECNOLOGÍA Y ARTE DIGITAL

ACADEMIC PROGRAM

PROJECTS III

1. BASIC INFORMATION/GENERAL INFORMATION.

Degree:	Bachelor in Interactive Product Design
Faculty or Centre:	Centro Universitario de Tecnología y Arte Digital (U-TAD)
Area:	Projects
Course:	Projects III
Year:	Second
Teaching period:	First
Type:	Compulsory subject
ECTS credits:	3
Teaching modality:	classroom-based course
Language:	English
Lecturer/Teacher:	Adrian Rodriguez
E-mail:	adrian.rodriguez@u-tad.com
Web page:	http://www.u-tad.com/

2. SUBJECT DESCRIPTION

Area description

This subject belongs to the Projects module and, within this, to the Projects area.
The area "Projects" enables students to consolidate and reinforce the knowledge and skills acquired in the other subjects, develop teamwork skills and acquire professional work dynamics. It also integrates an interdisciplinary approach, which is considered absolutely necessary to complete their professional profile.

Subject description

This subject has links with the other subjects of the degree, and more specifically with those taught in the first four-month period of the second year, since one of the objectives of this degree is the development of interactive projects with special

attention to video games. Knowing the principles of narrative and its implementation in a game is another of the bases on which project development is based.
The subject "Projects" enables students to consolidate and reinforce the knowledge and skills acquired in the rest of the subjects, develop teamwork skills and acquire professional work dynamics. It also integrates an interdisciplinary approach which is considered absolutely necessary to complete their professional profile. Specifically, Projects III allows students to begin to understand and integrate narrative elements and character development in a video game or interactive application.

3. SKILLS AND LEARNING OUTCOMES

3.1 Skills

GC1 Lifelong learning through self-study and continuous training.

GC2 Knowing how to adapt to change and new situations with flexibility and versatility.

GC6 Manifesting motivation for quality.

GC12 Expressing a critical and self-critical sense and the ability to analyse in order to evaluate different alternatives.

GC17 Demonstrate the ability to analyse, synthesise and gather information from different sources.

GC18 Manage information appropriately.

CT1 - Apply their knowledge, activities and values in cultural, sporting and social fields.

TC2 - Show interest in acts of cooperation and civic solidarity.

SC7 Knowing the practical fundamentals of the use and programming of computers and interactive product development tools.

SC8 Evaluate the ethical, technical and creative implications of technology in the design of interactive products.

SC11 Applying creativity in the digital content environment.

SC18 - Apply theoretical and practical knowledge of product design for content development.

3.2 Learning outcomes

Identify needs and situations that require the intervention of the professional

Develop cooperation skills with other professionals

To become aware of the ethical component and deontological principles of the exercise of the profession.

To be aware of the fundamental rights and equality between men and women in the field of work.

Appropriately use theories, procedures and tools in their professional development

4. CONTENTS

- Design of a narrative context and game atmosphere.
- Definition of characters and environments/spaces in which the game takes place
- Definition of the game interaction model
- Implementation of basic motion mechanics and dialogue tres
- Implementation of narration and dialogues
- Scripting of interaction points

5. SUBJECT SYLLABUS:

Topic 1. Designing a narrative context and game setting.

Topic 2. Definition of characters and environments/spaces in which the game takes place.

Topic 3. Definition of the game interaction model

Topic 4. Implementation of basic movement mechanics

Topic 5. Scripting of interaction points

6. TRAINING ACTIVITIES AND TEACHING METHODS

Teaching methods

The subject will be developed through the following general methods and techniques, which will be applied differently depending on the characteristics of the subject:

- **Expository method/Master lecture:** the lecturer will develop the contents of the syllabus through master classes and dynamic lectures.
- **Case studies:** analysis of real cases related to the subject.
- **Exercise and problem solving:** students will develop the appropriate solutions by applying transformation procedures to the information available and interpreting the results.
- **Problem-based learning:** using problems as a starting point for the acquisition of new knowledge.
- **Project-oriented learning**: students are asked, in small groups, to plan, create and evaluate a project that responds to the needs posed in a given situation.
- **Cooperative learning**: students work in groups to carry out tasks collectively.

Training activities

LEARNING ACTIVITIES	Total hours	Hours of attendance	% attendance
Theory classes	3	3	100
Seminars and workshops	3	3	100
Practical classes	3	3	100
Tutoring	3	3	100
Evaluation activities	3	3	100
Study and group work	30	12	40
Self-study and individual work	30	0	0

7. TEMPORAL DEVELOPMENT

Subject	Week
Topic 1. Designing a narrative context and game setting.	1,2
Topic 2. Definition of characters and environments/spaces in which the game takes place.	3,4,5
Topic 3. Definition of the game interaction	6,7

model	
Topic 4. Implementation of basic movement mechanics	8,9,10,11
Topic 5. Scripting of interaction points	12,13,14, 15

8. EVALUATION SYSTEM

ASSESSED ACTIVITY	MINIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)	MAXIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)
SE1 Assessment of participation in class, practicals or projects of the subject.	20%	40%
SE2 Evaluation of assignments, projects, reports, reports, reports	60%	80%
SE3 Objective assessment	0%	0%

Grading criteria:

EVALUATION ACTIVITY	EVALUATION CRITERIA	EVALUATION CRITERIA ASSESSMENT IN RELATION TO THE FINAL GRADE (%)
SE1 Assessment of participation in class, practicals or projects of the subject.	Students will be valued for their active participation and the correct submission of the practical exercises in due time and form. Quality of the exercises, scripts correctly commented, well structured and optimised.	20%
SE2 Evaluation of assignments, projects, reports, reports, reports		80%
SE3 Objective assessment		0%

General comments on the evaluations/assessments:

- Handing in an internship late will result in a reduction of the mark.
- It is compulsory to complete all the practicals with all their deliverables.
- It is necessary to get at least a l at least a 5 in each of the practicals to pass the course.
- The COMPLETE course will be failed if a student or group is found to have copied another student or group (both will be failed).

9. LIST OF REFERENCES (BOOKS, PUBLICATIONS, WEBSITES):

Key references

SMITH, Matt (2018). Unity 2018 Cookbook.
SUMPTER, Jodessiah (2015) Make a 2D Arcade Game in a weekend with Unity

Recommended references

Donovan, Tristan (2010). Replay: TheHistoryof Video Games. YellowAnt Media.

10. Required materials, software and tools

Type of classroom:

Projection equipment and whiteboard

Materials:

Laptop computer

Software:

Unity