



ACADEMIC PROGRAM

PROJECTS I

B.F.A. IN INTERACTIVE PRODUCT DESIGN

MODALITY: ON CAMPUS

ACADEMIC YEAR: 2023-2024

Name of the course:	Projects I
Degree :	Interactive Product Design
Location:	Centro Universitario de Tecnología y Arte Digital
Modulo:	Projects
Area:	Projects
Year:	1º
Teaching period:	1º
Type:	OB
ECTS credits:	3
Teaching modality:	On campus
Language:	English
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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, since one of the objectives of this degree is the development of interactive projects with special attention to video games. Knowing the principles of game interaction is one of the bases on which project development is based.

Specifically, Projects I allows the student to begin to structure a video game or interactive application.

COMPETENCIES AND LEARNING OUTCOMES

Competencies

BASIC AND GENERAL

GC1 - Lifelong learning through self-study and continuous training.

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

GC4 - Exercise leadership and negotiation skills.

GC5 - Demonstrate initiative and entrepreneurial spirit.

GC6 - Demonstrate motivation for quality.

GC7 - Show interest and sensitivity in environmental and social issues, as well as the ability to analyse the social dimension of the activity and corporate social responsibility.

GC8 - Demonstrate the ability to work in a team.

GC9 - Be able to manage time effectively.

GC10 - Have the ability to work in an international context, as well as in diverse and multicultural environments.

GC11 - Manage basic skills for interpersonal relations.

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

GC13 - Value the ethical sense of work.

GC14 - Know how to work in a team in multidisciplinary environments.

GC15 - Organisational and planning skills

GC16 - Express oneself correctly in oral and written form.

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

GC18 - Manage information appropriately.

GC19 - Know how to make decisions and solve problems in the professional field.

CB1 - That students have demonstrated possession and understanding of knowledge in an area of study that builds on the foundation of general secondary education, and is usually at a level that, while relying on advanced textbooks, also includes some aspects that involve knowledge from the cutting edge of their field of study.

CB2 - Students are able to apply their knowledge to their work or vocation in a professional manner and possess the competences usually demonstrated through the development and defence of arguments and problem solving within their field of study.

CB3 - Students have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgements that include reflection on relevant social, scientific or ethical issues.

CB4 - Students are able to communicate information, ideas, problems and solutions to both specialist and non-specialist audiences.

CB5 - That students have developed those learning skills necessary to undertake further study with a high degree of autonomy.

TRANSVERSALS

CT1 - To deploy their knowledge, activities and values in cultural, sporting and social spheres.

CT2 - Show interest in acts of cooperation and civic solidarity.

SPECIFIC

SC4 - Analyze the needs and moral and ethical implications associated with the development and design that arise for the creators of interactive products.

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 - Apply creativity in the digital content environment.

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

SC22 - Understand and communicate clearly and effectively the guidelines for the development of a project.

SC23 - Understand the relevant aspects of the digital society in the context of sociology, philosophy, psychology, ethics, moral values and knowledge-related aspects that affect the creation, publication and distribution of a project.

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

CONTENTS

- Use of visual game development tools
- Design of a simple game mechanics.
- Representation based on two-dimensional basic primitive and geometric figures.
- Implementation of the mechanics designed in the tool.
- Implementation of the Interaction of the player.

- Evaluation of results and player experience.

SUBJECT SYLLABUS

Theme 1 Using a visual game development tool

Theme 2 Design of a fundamental game mechanic.

Theme 3 Representation based on geometric figures and basic two-dimensional primitives.

Theme 4 Implementation of the designed mechanics in the tool.

Theme 5 Implementation of player interaction.

Theme 6 Evaluation of results and player experience.

TRAINING ACTIVITIES AND TEACHING METHODOLOGIES

TRAINING ACTIVITIES

LEARNING ACTIVITIES	Total hours	Hours of presence
<i>Theoretical classes</i>	3,00	3,00
<i>Seminars and workshops</i>	3,00	3,00
<i>Practical classes</i>	3,00	3,00
<i>Tutorials</i>	3,00	3,00
<i>Evaluation Activities</i>	3,00	3,00
<i>Group work and study</i>	30,00	18,00
<i>Autonomous and individual study and work</i>	30,00	0,00
TOTAL	75	33

Teaching methodologies

Expository method/Master lecture

Case studies

Exercise and problem solving

Problem-based learning
Project-oriented learning
Cooperative learning

TEMPORAL DEVELOPMENT

Theme 1 Using a visual game development tool: 2 weeks
Theme 2 Design of a fundamental game mechanic: 3 weeks
Theme 3 Representation based on geometric figures and basic two-dimensional primitives: 2 weeks
Theme 4 Implementation of the designed mechanics in the tool: 4 weeks
Theme 5 Implementation of player interaction: 2 weeks
Theme 6 Evaluation of results and player experience: 2 weeks

EVALUATION SYSTEM

ASSESSMENT SYSTEM	MINIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)	MAXIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)
<i>Assessment of participation in class, exercises or projects of the course</i>	20	40
<i>Assessment of assignments, projects, reports, memos</i>	60	80
<i>Objective test</i>	0	0

GRADING CRITERIA

ASSESSMENT SYSTEM	ORDINARY EVALUATION	EXTRAORDINARY EVALUATION
<i>Assessment of participation in class, exercises or projects of the course</i>	20	20
<i>Assessment of assignments, projects, reports, memos</i>	80	80
<i>Objective test</i>	0	0

General comments on the evaluations/assessments

- Attendance of 80% or higher is an absolute requirement for assessment.
- 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 have at least a 5 in each of the practicals to pass the course.
- The COMPLETE course will fail if a student or group is found to have copied another student or group (both will fail).
- Percentages of work:
 - o Intermediate delivery – 25%
 - o Final delivery – 45%
- Any detection of plagiarism, copying, or use of malpractice (such as the use of AIs) in a paper or exam will result in the failure of that paper with a zero, a report to the faculty and academic coordinator, and the application of the current regulations, which can lead to very serious penalties for the student.
- The use of Smartwatches or cell phones is not allowed during the exams. Such devices will have to be put away and out of the student's view while taking the exam.
- The use of cell phones is not allowed during classes.

LIST OF REFERENCES (BOOKS, PUBLICATIONS, WEBSITES):

Key references

Aguado Franco, J. C. (2007). Teoría de la decisión y de los juegos. Madrid: Delta publicaciones.

Salen, K. y Zimmerman, E. (2004). Rules of play. Game design fundamentals. MA: The MIT Press.

Fullerton, T. (2004). Game Design Workshop: A Playcentric Approach to Creating Innovative Games. The CRC Press.

Recommended references

REQUIRED MATERIALS, SOFTWARE AND TOOLS

Type of classroom

Projection equipment and whiteboard

Materials:

Laptop computer

Software:

Unity