



ACADEMIC PROGRAM

ADVANCED LEVEL DESIGN

B.F.A. IN INTERACTIVE PRODUCT DESIGN

MODALITY: ON CAMPUS

ACADEMIC YEAR: 2023-2024

Name of the course:	Advanced Level Design
Degree :	Interactive Product Design
Location:	Centro Universitario de Tecnología y Arte Digital
Modulo:	Specialized Design
Area:	Advanced Design
Year:	3º
Teaching period:	2º
Type:	OB
ECTS credits:	6
Teaching modality:	On campus
Language:	English
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SUBJECT DESCRIPTION

Area description

This subject belongs to the Specialised Design module within the Advanced Design subject.

This area refers to the study and practice of the set of techniques necessary for the deepening of the essential and basic aspects of design. Focusing on the development of these, in a more complex way, and applied to more specific cases. The acquisition of the competences is guaranteed through the training activities and teaching methodologies associated with the area.

Subject description

Due to its specific nature, the subject Advanced Level Design is closely related to those in which very formal aspects of interactive product development are developed, such as: "Introduction to Game Design" and "Video Game Design".

This subject develops an important aspect that every digital interactive product must have, a system of levels that structure the game experience that must be transmitted.

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.

GC3 - Develop creativity and innovation and have the ability to present new resources, ideas and methods in order to subsequently turn them into actions.

GC4 - Exercise leadership and negotiation skills.

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.

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

CG14 - Know how to work in a team in multidisciplinary environments.

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

GC18 - Manage information appropriately.

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.

SPECIFIC

SC1 - Know the language necessary to communicate and structure a coherent discourse in the field of sociology, philosophy and psychology in relation to the design of interactive products.

SC3 - Analyse the social and cultural aspects that favour the usability of interactive products.

SC9 - Understand the principles of audiovisual narrative to develop discourses and stories applicable to interactive products.

SC11 - Apply creativity in the digital content environment.

SC12 - Knowing the elements involved in the design of an interactive work in relation to the user.

SC13 - Applying basic knowledge of human-machine interaction to an interactive digital product.

SC17 - Apply the fundamentals of animation on computer-generated models.

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

Learning outcomes

Create puzzles, obstacles, and milestones to build a interesting user experience

Apply design knowledge to the development of serious and casual games and innovative genres

To design video games for the acquisition of knowledge and skills aligned with the school curricula of the different educational stages.

Analyze the educational possibilities of entertainment video games.

CONTENTS

- Level design according to video game genres
- Conceptualization of puzzle elements
- Design as the centerpiece of the game.
- Prototyping of interactive products.

SUBJECT SYLLABUS

Topic 1. Introduction to Level Design

1.1 What is a Level Designer? What is a level?

Topic 2: Level development from conception.

2.2 Designing with meaning: types of layouts, flowcharts.

2.3 The process of Designing: Planning, Blockout, Iteration, Polishing.

Topic 3: Level Design Document

3.1 What is it?

3.2 What does it contain?

3.3 Guide to make a good LDD.

Topic 4: Level design by genre.

- 4.1 RPG/MMOs
- 4.2 Stealth-Horror
- 4.3 Shooters
- 4.4 Strategy

TRAINING ACTIVITIES AND TEACHING METHODOLOGIES

TRAINING ACTIVITIES

LEARNING ACTIVITIES	Total hours	Hours of presence
<i>Theoretical classes</i>	32,00	32,00
<i>Seminars and workshops</i>	6,00	6,00
<i>Practical classes</i>	12,80	12,80
<i>Tutorials</i>	4,00	4,00
<i>Evaluation Activities</i>	5,20	5,20
<i>Group work and study</i>	12,00	0,60
<i>Autonomous and individual study and work</i>	48,00	0,00
TOTAL	120	61

Teaching methodologies

Expository method/Master lecture

Case studies

Exercise and problem solving

Problem-based learning

TEMPORAL DEVELOPMENT

Topic 1 Introduction to level design: 3 weeks

Topic 2 Level development from conception: 4 weeks

Topic 3 Level DesignDocument: 4 weeks

Theme 4 Level design by genre: 4 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>	10	30
<i>Assessment of assignments, projects, reports, memos</i>	35	70
<i>Objective test</i>	30	60

GRADING CRITERIA

ASSESSMENT SYSTEM	ORDINARY EVALUATION	EXTRAORDINARY EVALUATION
<i>Assessment of participation in class, exercises or projects of the course</i>	10	10
<i>Assessment of assignments, projects, reports, memos</i>	40	40
<i>Objective test</i>	50	50

General comments on the evaluations/assessments

- - Continuous assessment will account for 40% of the final mark, simulating real situations of mechanical design, requesting new proposals or solving problems that may occur in a work environment or their more reasonable equivalents, evaluating the application of theoretical concepts, presentation, defence and grammatical correctness. 70% of the final mark will be awarded for work done during the course (inside and outside the classroom).
- - These exercises may, for the most part, be carried out during the classes, and will be handed in with a certain margin for polishing.
- - There will be 3 group practices with a maximum of 5 members per group. Each of the practices will be presented later in class.
- - A first practice on design and layouts.
- - A second practice on blockout and layouts.

- - A third one of assimilation of the two previous ones and conception of the LDD.
- - In order to be marked, the work must be handed in on the date indicated by the teacher. A paper not submitted on time will receive a mark of 0.
- - Work failed in class may not be repeated. Group practicals may be retaken for the extraordinary call in order to pass. Under no circumstances may a mark be raised if the exercise has already been passed.
- - The final exam will consist of a project that can be carried out in any programme of the student's choice, in Spanish or English.
- - The final exam will account for 50% of the final mark, consisting of an exam (10%) and a document and a presentation (40%), which will allow the knowledge acquired by the students throughout the course to be assessed.
- - It must be presented on the day of the exam together with a pitch in order to assess the final mark.
- - Particular attention will be paid to the student's ability to justify their answers objectively and their creativity.
- - All students must pass the final exam in order to pass the course. If the final exam is not passed, it will not be averaged with the other exams.
- - Pass" is understood as a mark of 50 or higher out of 100 (or 5 out of 10).
- - In the case that the average of the assignments does not reach 50, that part of the course will be considered as failed, and therefore it will have to be recovered in the extraordinary call.
- - The work can be recovered individually, but there will only be two assessments, which are "recovered" or "failed" again. If it is made up, it will effectively count as a 50 when calculating the average. Otherwise, the previous mark will be maintained.
- - In the Extraordinary call, a maximum mark of 10 out of 10 may be obtained in the exam.
- - In the event that a student chooses the grade of Honours for exceptional performance throughout the course, he/she will be informed at the end of the correction of work, once the faculty has approved it.
- 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 mobile phones is not permitted during the exams. These devices must be locked away and out of sight of the student during the exam.
- The use of mobile phones is not permitted during lessons.

Late submissions will be penalised as follows:

- Less than 1 hour: -1 point
- Between 1-2 hours: -2 points
- 2-3 hours: -3 points
- So on and so forth up to 0

LIST OF REFERENCES (BOOKS, PUBLICATIONS, WEBSITES):

Key references

Level Design: Concept, Theory, and Practice – Rudolf Kremers. ISBN: 978-1568813387.

Recommended references

A pattern language: Towns, Buildings, Construction. - Christopher Alexander ISBN: 9783854095682

Arquitectura: Forma, espacio y orden- Francis D.K.Ching ISBN: 9788425228698

REQUIRED MATERIALS, SOFTWARE AND TOOLS

Type of classroom

Projection equipment and whiteboard

Materials:

Laptop computer

Software:

Procesador de textos / Word processor

Procesador de hojas de cálculo / Spreadsheet processor

Unity

Unreal