



## **ACADEMIC PROGRAM**

**SOCIAL AND MULTIPLAYER GAME DESIGN**

**B.F.A. IN INTERACTIVE PRODUCT DESIGN**

***MODALITY: ON CAMPUS***

***ACADEMIC YEAR: 2023-2024***

<b>Name of the course:</b>	<b>Social and Multiplayer Game Design</b>
Degree :	Interactive Product Design
Location:	Centro Universitario de Tecnología y Arte Digital
Modulo:	Specialized Design
Area:	Advanced Design
Year:	4º
Teaching period:	2º
Type:	OP
ECTS credits:	3
Teaching modality:	On campus
Language:	English
Lecturer / Email	Jaime Barahona Martínez/jaime.barahona@u-tad.com
Web page:	<a href="http://www.u-tad.com/">http://www.u-tad.com/</a>

## 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

The subject Social and Multiplayer Game Design is part of the culmination of a whole learning process for the development of interactive products, using basic knowledge from the subjects: "Introduction to Game Design" and "Game Design".

Social and multiplayer videogames are nowadays an important base in the whole spectrum of the industry, as it has massively incorporated new user profiles. Their future is promising, as attested to by all the reports of the main sector analysis bodies.

## 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

- Definition of social and/or multiplayer games
- Social and/or multiplayer videogames design
- Development and detailed analysis of video games by genre
- Elements of analysis in interactive products

### SUBJECT SYLLABUS

Theme 1: Introduction

Theme 2: Features and design of social games

Theme 3: Multiplayer game features and design

Theme 4: Development and design on different platforms

### TRAINING ACTIVITIES AND TEACHING METHODOLOGIES

#### TRAINING ACTIVITIES

LEARNING ACTIVITIES	Total hours	Hours of presence
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<i>Theoretical classes</i>	18,75	18,75
<i>Seminars and workshops</i>	2,50	2,50
<i>Practical classes</i>	6,25	6,25
<i>Tutorials</i>	1,50	1,50
<i>Evaluation Activities</i>	2,50	2,50
<i>Group work and study</i>	5,00	0,25
<i>Autonomous and individual study and work</i>	38,50	0,00
<b>TOTAL</b>	<b>75</b>	<b>32</b>

### Teaching methodologies

Expository method/Master lecture

Case studies

Exercise and problem solving

Problem-based learning

### TEMPORAL DEVELOPMENT

Theme 1: Introduction: 4 weeks

Theme 2: Features and design of social games: 3 weeks

Theme 3: Multiplayer game features and design: 4 weeks

Theme 4: Development and design on different platforms: 5 weeks

### EVALUATION SYSTEM

ASSESSMENT SYSTEM	MINIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)	MAXIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)
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<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>	45	45
<i>Objective test</i>	45	45

### General comments on the evaluations/assessments

- In order to pass the course, the student will have to pass all the internships handed in and the exam of the course.
- In the practical part of the course, regardless of whether the practical is group or individual, the student will have to upload the practical to his/her personal online campus space. Failure to upload a group practice will have the same penalties as if an individual practice were not handed in, and failure to upload any of these practices (totally or partially) to the personal online campus will be a condition of failure for the course.
- It is the student's responsibility to check that the practical is correctly uploaded for correction.
- In case of late delivery of any of the practicals, there will be a penalty in the final grade of that practical for the student. The penalties are as follows:
  - Late delivery, up to the first 24 hours of the official delivery date: 1 penalty point (subtracted from the final mark of the practical).
  - After the first 24 hours, and increasing every day, 1 penalty point will be added until the student gets a mark equal to 0. (The student will never get a negative mark).
- The student will have to attend at least 80% of the classes of the subject, being a condition of not being able to take the final call of the subject in case of not fulfilling the requirement.

- Final exam: At the end of the course, the student will be evaluated with an exam (practical and/or theoretical) of all the content. This exam must be passed in order to pass the course.
- If a student fails one of the parts of the course (work or exam), he/she must ONLY take that part in the extraordinary call. The other mark is kept.
- “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 put away and out of sight during the exam.
- The use of mobile phones is not permitted during lessons.

## **LIST OF REFERENCES (BOOKS, PUBLICATIONS, WEBSITES):**

### Key references

Jesse Schell (2015). The art of game design, a book of lenses (CRC Press)

Steve Swink (2009). Game Feel. A game designer’s guide to virtual sensation (Morgan Kaufmann)

Ernest Adams (2010). Fundamentals of Game Design (NRG)

### Recommended references

David Perry on Game Design, A brainstorming Toolbox (Course Technology) (2009)

Ernest Adams, Joris Dormans (2012). Game Mechanics. AdvancedGameDesign (NRG)

Brenda Brathwaite (2009). Challenges for game designers (Course Technology)

## **REQUIRED MATERIALS, SOFTWARE AND TOOLS**

### **Type of classroom**

Projection equipment and whiteboard

### **Materials:**

Laptop computer

### **Software:**

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