

3-31.OCTOBER.2022

SAP OVERVIEW

GAMES

The complexity of global challenges is constantly rising. Can we change the game with games?

Taking this question as a starting point, in this Short Advanced Programme our goal is to understand how game designers can address these complexities to incite change, fostering the sustainable co-existence of humans and the ecological systems. Creating games that motivate people to engage with these topics in a playful way could be one way of making critical issues intelligible and experienceable.

LEARNING OUTCOMES

At the end of this RUN-EU SAP, participants will be able to:

- Know crucial concepts and approaches of game design, theoretical approaches and indices of ecological, social and economic sustainability;
- Be capable of developing and prototypically realising a concept focusing on future challenges (e.g. climate change, social segregation, digital divide) using games as a medium or creating playful experience(s);
- Work in a multidisciplinary and multicultural team
- Communicate solutions for societal real problems and challenges that demand innovation and a varied set of skills.

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Organised by: FHV, IPCA and NHL Stenden

DATE From 3 to 31 October 2022

Face-to-Face Week: IPCA, Portugal 24-28 October

MODE OF DELIVERY Blended

LANGUAGE OF INSTRUCTION English

ECTS CREDITS 3

ACADEMIC RECOGNITION

To be defined by each higher education institution. Generally, most students will have this SAP certified in their diploma supplement, as a minimal condition.

ELIGIBLE PARTICIPANTS

RUN-EU students from any cycle of studies. This SAP is interdisciplinary but situated in the fields of Information & Communication Technologies and Arts & Design.

HOW TO APPLY

Fill in the application form (QR or website)



DEADLINE FOR APPLICATIONS

1 September 2022

CONTACT DETAILS

SAPchanginggames@ipca.pt























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SELECTION CRITERIA

Maximum number of students: 30 Motivation, learning objectives and wide representation of subject areas/fields and balanced participation of RUN-EU member institutions.

LEARNING AND TEACHING STRATEGY

Active learning, peer learning and challenge based learning.

Input sessions, team building, coaching and final presentation.

Collaborative Learning Platforms: Teams and Miro There will be group work, hands-on exercises (prototyping and game jam) and individual assignments

PREREQUISITES

No basic knowledge needed. Computer with software (Adobe Illustrator, Photoshop, Unity, InDesign) required.

MEANS AND CRITERIA FOR ASSESSMENT

Group work + participation, work process, functionality of prototype, final presentation, assignments and a final individual reflection report.

Fail or pass assessment

CERTIFICATION

The participants who successfully complete this RUN-EU SAP will receive a Certificate of Participation and a Transcript of Records jointly issued by the organising institutions.

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COURSES LEADERS | LECTURERS

Courses leaders

Ana Catarina Silva (IPCA) Eva Ferreira (IPCA) Ivo Wenzler (NHL Stenden) Margarita Köhl (FHV)

Lecturers

Ana Catarina Lopes (IPCA)
Eduardo Peixoto (IPCA)
Fernando Kleiman (NHL Stenden)
Jop Wielens (NHL Stenden)
Magdalena Haidacher (FHV)
Marco Vale (IPCA)
Michael Kneidl (FHV)
Natasha Doshi (FHV)

PHYSICAL MOBILITY | SCHOLARSHIPS AVAILABLE

To be managed by Home Institution.

Students scholarships:

Travel: €350/person I Subsistence: €400/week Maximum number of mobile students: 30

Flows/Institution. Applicant selection aims for wide representation of partner institutions implying a maximum of five students per university.

Final decision on the scholarships to be awarded falls under the responsibility of the Home Institution RUN-EU Project Leader and compulsorily requires IRO involvement.















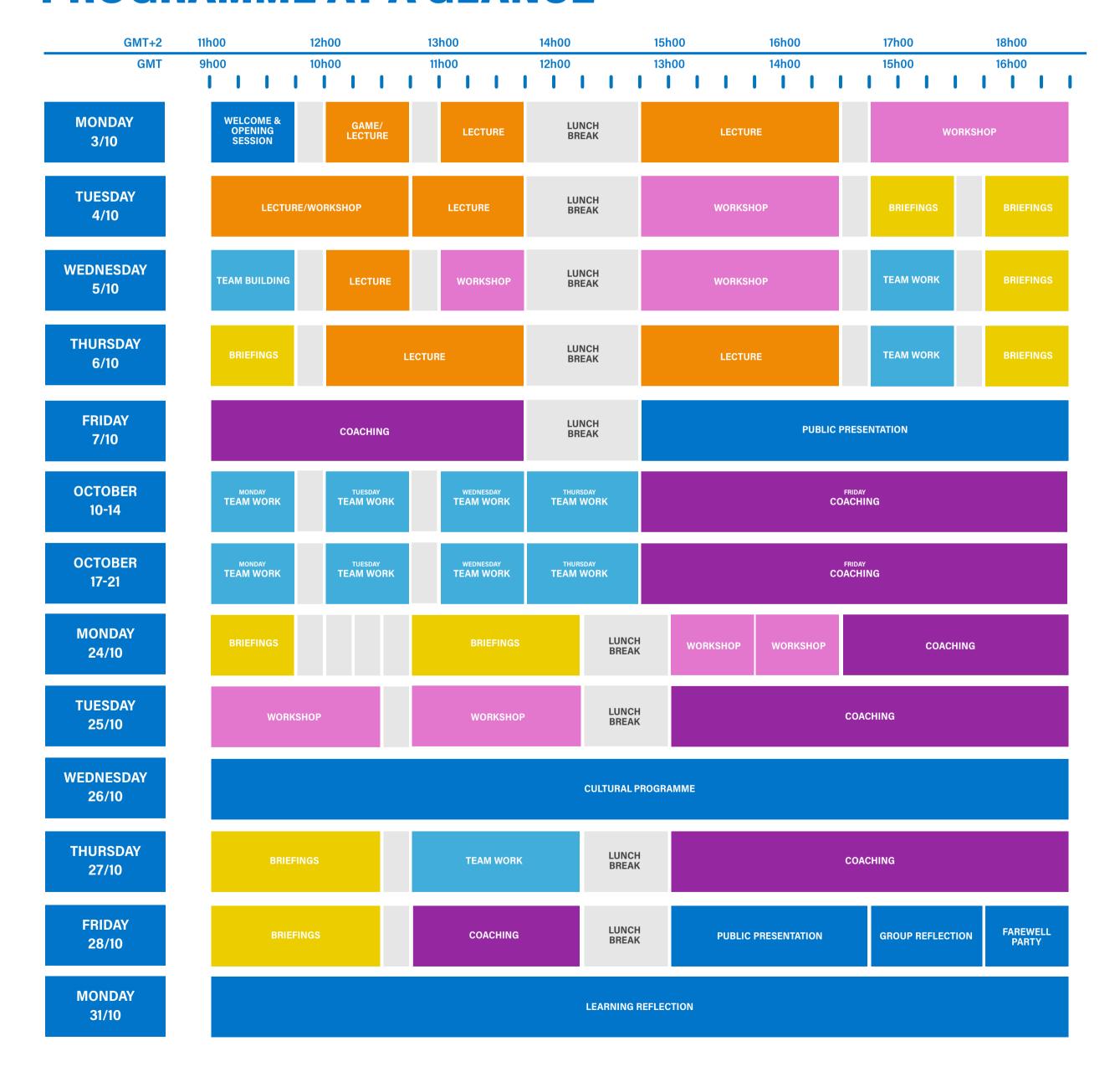




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PROGRAMME AT A GLANCE

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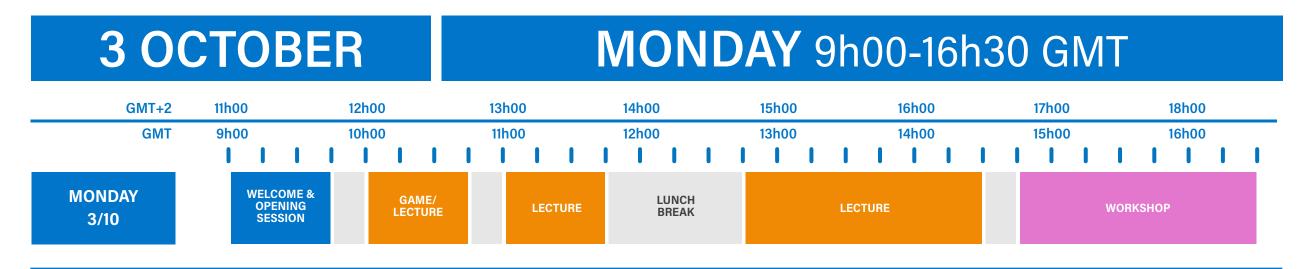








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Welcome & Openning Session

9h00-9h45

① 10h00-10h45

Game/Lecture

Game Design Basics: Patterns, Players' Typologies, Motivations to play, incentives

- (h) 12h45-14h30
- A Margarita Köhl and Mandy Richter (FHV)
- What is a game? Based on socio-cultural, psychological and historical perspectives on games, this module will answer this question by covering the fundamentals of game design.

Workshop

Instrumental Gaming: A workshop about designing games as instruments (IPCA)

- ① 14h45-16h30
- 🙎 Eva Oliveira and Marco Vale (IPCA)
- This workshop will provide an understanding on how to design games that work as instruments.

How do we make a serious game a seriously good game?

- (1) 11h00-11h45
- Sop Wielens and Ivo Wenzler (NHL Stenden)

For a serious game to become a seriously good game the design process should ensure that several critical quality requirements are being met.













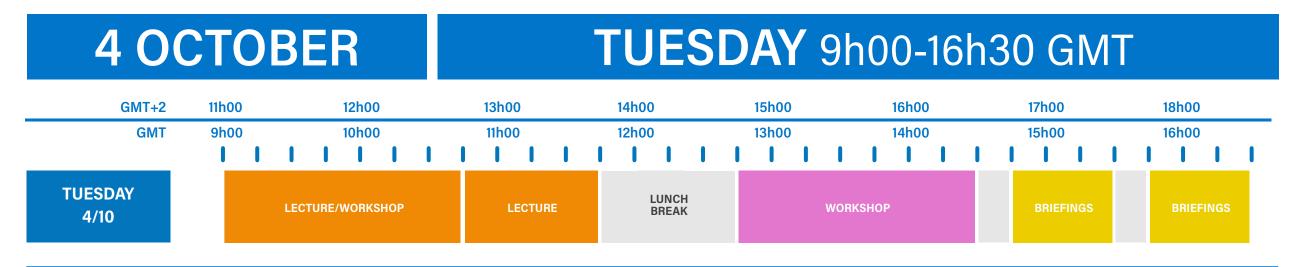








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Games & Sustainability: Best Practices & Methods

- 9h00-10h45
- Mandy Richter, Philipp J. Ehmann, Nino Brugger and Michael Kneidl (FHV)
- This session will provide examples for impactful games and game-based approaches such as serious games and game-based learning at the intersection of arts & design, science and technology.

Q&A Session

(1) 14h45-15h30

Why is change difficult? How can serious gaming help?

- (h) 10h45-11h45
- No Wenzler (NHL Stenden)
- Getting to and benefiting from change implies a change journey, while addressing the questions of where do we want to be, how do we get there, and how do we make it work.

Daily Reflection

(h) 15h45-16h30

Workshop

Game Design Basics: Patterns, Players' Typologies, Motivations to play, incentives

- (12h45-14h30
- A Margarita Köhl and Mandy Richter (FHV)
- What is a game? Based on socio-cultural, psychological and historical perspectives on games, this module will answer this question by covering the fundamentals of game design.













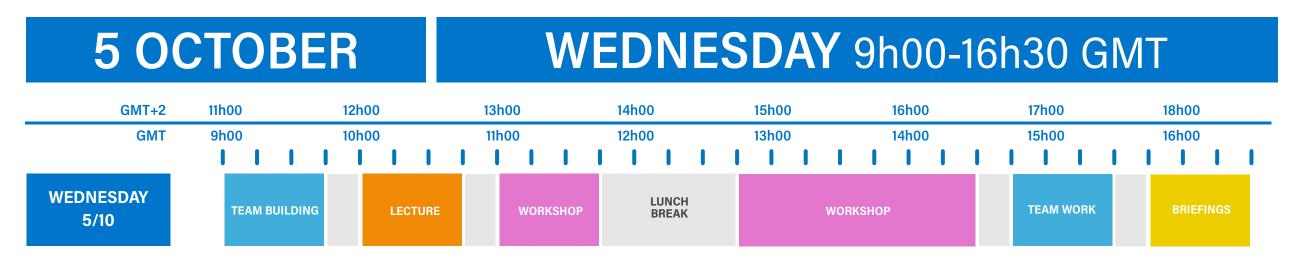








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Check-in/ Team Formation

9h00-9h45

Making the most of prototyping in game developmen

- ① 10h00-10h45
- Jop Wielens and Fernando Kleiman (NHL Stenden)
- Sometimes spending weeks concepting and creating the perfect Game Design Document is the best way to approach the design and development of a game. But what if the concept or game mechanic is not quite there yet.

Workshop

Interaction Design in Games

- (1) 11h00-11h45
- Eva Oliveira and Marco Vale (IPCA)
- This lecture will focus on understanding the variety of interaction mechanics, their use and their place in both the game genre and platform. Examples will range from basic input interactions, to more elaborate hierarchical interactions in more complex scenarios.

Team Work

(1) 14h45-15h30

Workshop

Game Development Life Cycle in Unity

- (h) 12h45-14h30
- Alberto Simões (IPCA)
- This lecture's main goal is to introduce the main components of a digital game, ranging from the creation of assets (textures, sounds, models, etc) up to the creation of a scene and some basic code in Unity.

Daily Reflection

(h) 15h45-16h30











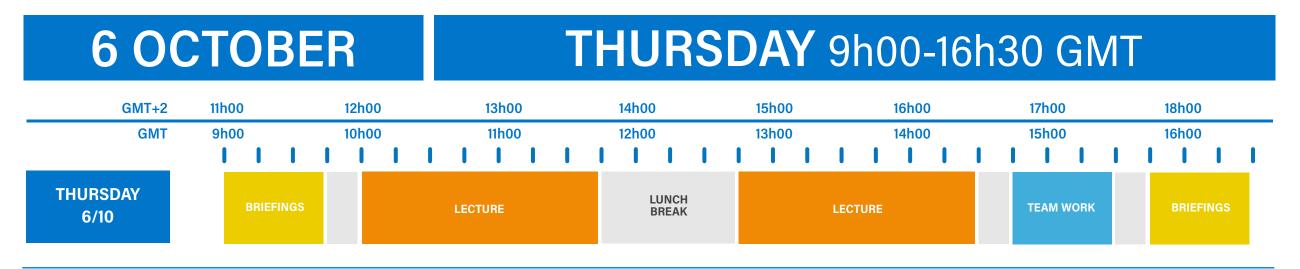








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Check-in/Interim Teams Presentation

(9h00-9h45

Principles of graphic design and effective visual communication in game design

- (h) 10h00-11h45
- Catarina Silva (IPCA)
- From the visual identity of the game to its interface and components, this module will help you improve your graphic design skills and create better communication and empathy with the user.

Basics of character design

- (b) 12h45-14h30
- Pedro Mota Teixeira (IPCA)
- The training aims to address the principles of character design taking into account an empathic, interactive and cinematic character.

Team Work

(1) 14h45-15h30

Daily Reflection

(h) 15h45-16h30













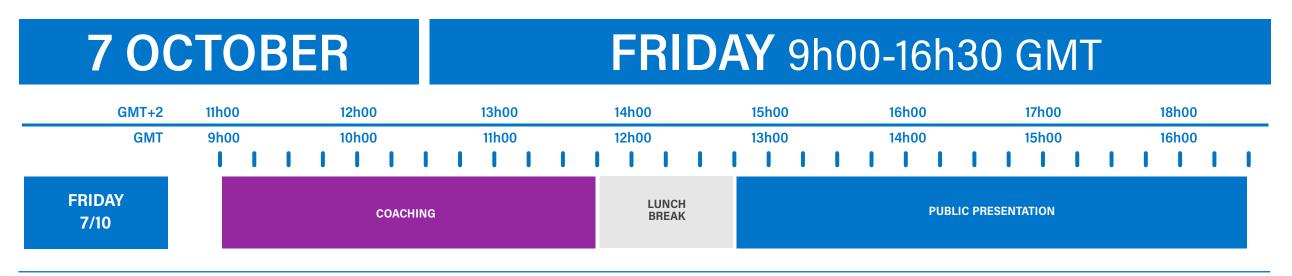








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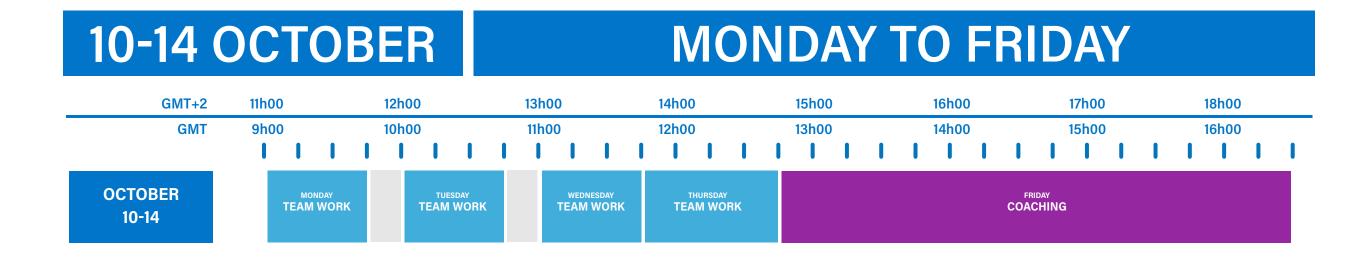


Team Work and Coaching

(h) 9h00-11h45

Game Idea Presentations

(1) 12h45-16h30



Team Work

(1) 9h00-11h45

Coaching

① 12h45-16h30













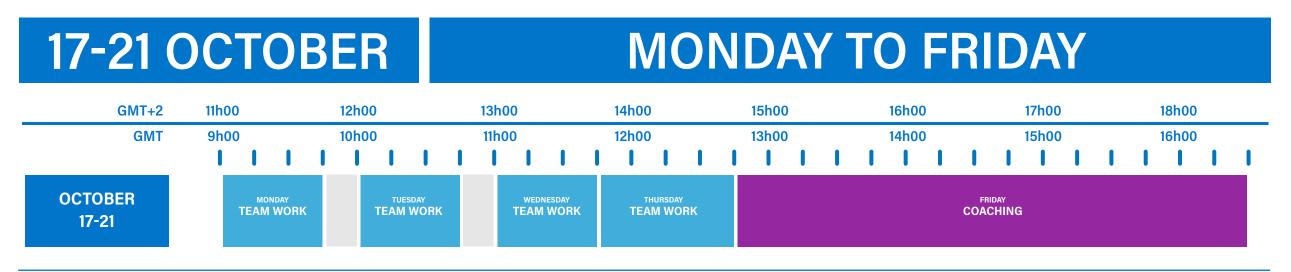








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Team Work

Coaching

9h00-11h45

(h) 12h45-16h30

| 24 0 | MONDAY 9h00-16h30 GMT | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------|-----------------------|---|--|--|-------|--|--|----------|-------|-------|--|----|-------|--|----------------|-------|--|----------|-------|--|----------|-------|-------|----------|--|-------|-------|--|--|
| GMT+2 | 11h0 | 0 | | | 12h00 | | | | 13h0 | 14h00 | | | 15h00 | | | | | 16h00 | | | | 17h00 | | | | 18h00 | | | |
| GMT | 9h00 | | | | 10h00 | | | | 11h00 | | | | 12h00 | | | 13h00 | | | 14h00 | | | | 15h00 | | | | 16h00 | | |
| MONDAY 24/10 | BRIEFINGS | | | | | | | BRIEFING | | | | GS | | | LUNCH BREAK | | | WORKSHOP | | | WORKSHOP | | | COACHING | | | | | |

Check-in/introduction Concept presentation

(9h00-9h45

Concept presentation/teams meet coaches/Conceptual review/ integration of feedback

(h) 10h45-12h15

Workshop

Team Work Optional: Digital Printing Workshop

(h) 13h00-13h45

Workshop

Team Work Optional: Augmented Reality Workshop

(h) 13h45-14h45

Coaching

(h) 14h45-16h30













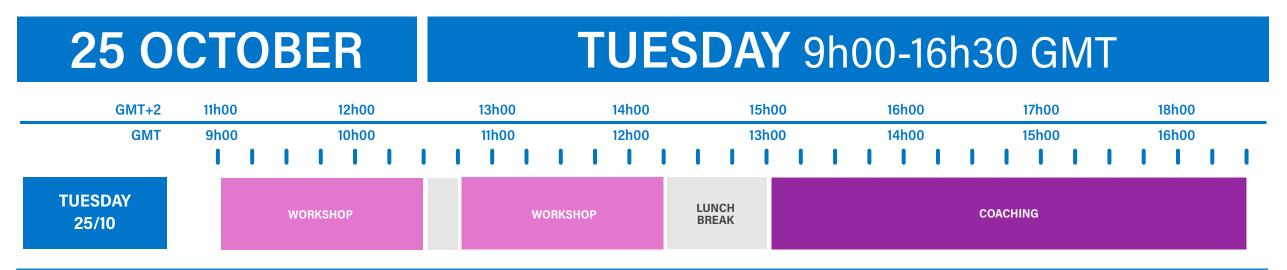








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Workshop

Team Work Optional: Programming in Game Salad

- (1) 9h00-10h30
- Ana Catarina Lopes (IPCA)
- This workshop serves as the most basic introduction to the GameSalad interface. Students start with a pre-built game and use existing actors to construct their own levels as well as foundations of a basic game including user input, actor movement, collision, object collection, and victory/failure conditions.

Workshop

Team Work Optional: Programming in Unity

- ① 10h45-12h15
- Eduardo Peixoto (IPCA)
- This workshop serves as an introduction to developing games with augmented reality (AR). The workshop is divided in two parts: the first part consists of a presentation of the life cycle of developing AR games with the Unity Vuforia package.

Team work Prototyping and Coaching

(h) 13h00-16h30













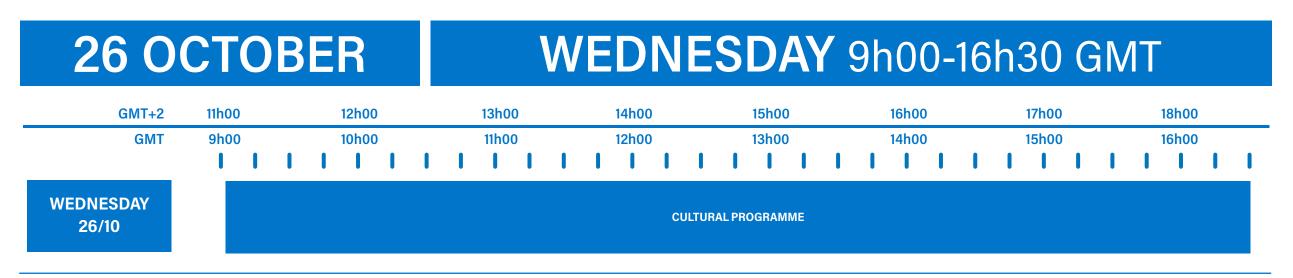






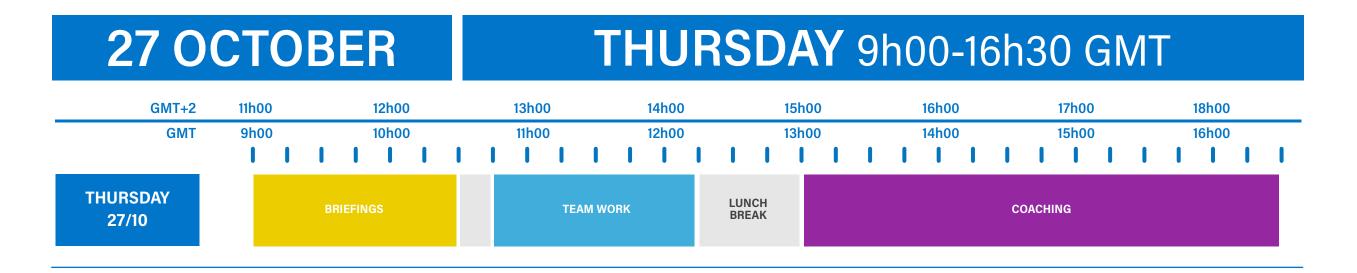


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Cultural Programme

9h00-16h30



Check-in/ Outline Design Sprint

9h00-10h30

Team Work(1) 10h45-12h15

Team work
Prototyping
and Coaching

(1) 13h00-16h30













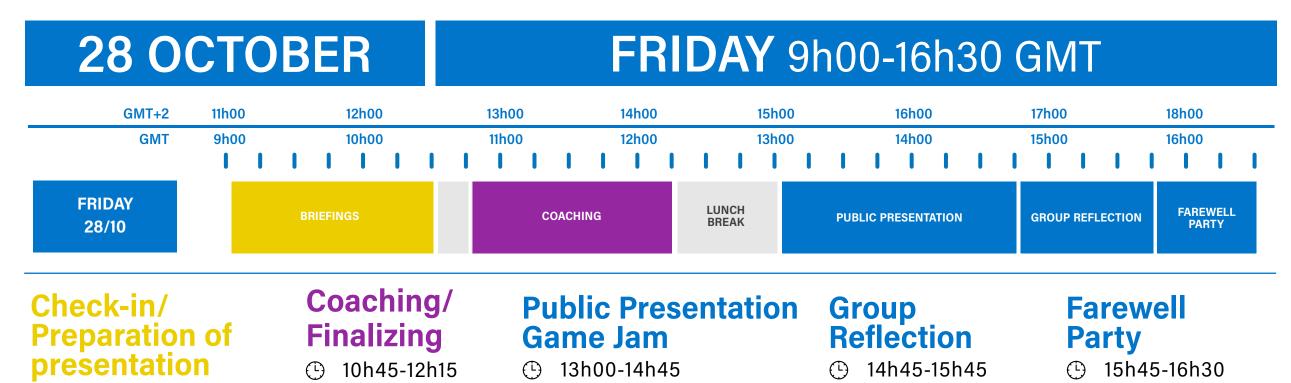


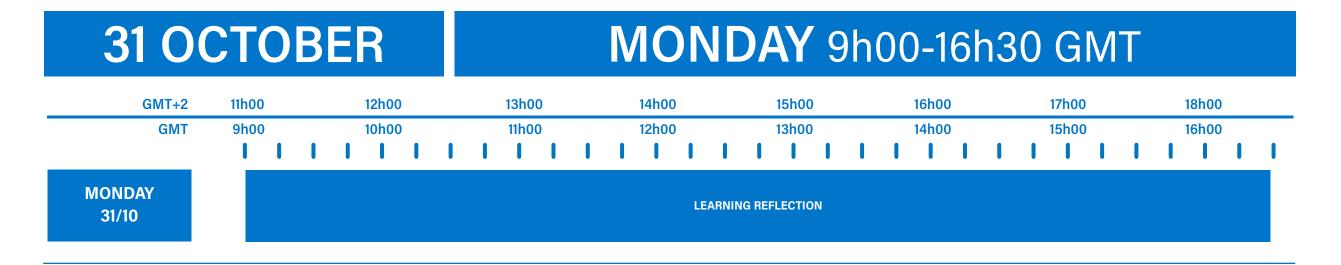






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Learning Reflection Individual reflection report

(h) 9h00-16h30

9h00-10h30















