R∏N REGIONAL UNIVERSITY NETWORK

EUROPEAN UNIVERSITY

GAME CHANGING GAMES

3-31.OCTOBER.2022

+INFO: www.run-eu.eu

Organised by: FHV, IPCA and NHL Stenden

SAP OVERVIEW

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.

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.

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.

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.

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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3-31.OCTOBER.2022

PROGRAMME AT A GLANCE

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Day	Schedule
MONDAY 3/10	WELCOME & OPENING SESSION · GAME/LECTURE · LECTURE · LUNCH BREAK · LECTURE · WORKSHOP
TUESDAY 4/10	LECTURE/WORKSHOP · LECTURE · LUNCH BREAK · WORKSHOP · BRIEFINGS · BRIEFINGS
WEDNESDAY 5/10	TEAM BUILDING · LECTURE · WORKSHOP · LUNCH BREAK · WORKSHOP · TEAM WORK · BRIEFINGS
THURSDAY 6/10	BRIEFINGS · LECTURE · LUNCH BREAK · LECTURE · TEAM WORK · BRIEFINGS
FRIDAY 7/10	COACHING · LUNCH BREAK · PUBLIC PRESENTATION
OCTOBER 10-14	MONDAY TEAM WORK · TUESDAY TEAM WORK · WEDNESDAY TEAM WORK · THURSDAY TEAM WORK · FRIDAY COACHING
OCTOBER 17-21	MONDAY TEAM WORK · TUESDAY TEAM WORK · WEDNESDAY TEAM WORK · THURSDAY TEAM WORK · FRIDAY COACHING
MONDAY 24/10	BRIEFINGS · BRIEFINGS · LUNCH BREAK · WORKSHOP · WORKSHOP · COACHING
TUESDAY 25/10	WORKSHOP · WORKSHOP · LUNCH BREAK · COACHING
WEDNESDAY 26/10	CULTURAL PROGRAMME
THURSDAY 27/10	BRIEFINGS · TEAM WORK · LUNCH BREAK · COACHING
FRIDAY 28/10	BRIEFINGS · COACHING · LUNCH BREAK · PUBLIC PRESENTATION · GROUP REFLECTION · FAREWELL PARTY
MONDAY 31/10	LEARNING REFLECTION

Time reference: GMT+2 — 11h00, 12h00, 13h00, 14h00, 15h00, 16h00, 17h00, 18h00 / GMT — 9h00, 10h00, 11h00, 12h00, 13h00, 14h00, 15h00, 16h00

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3 OCTOBER | MONDAY 9h00-16h30 GMT

	GMT+2	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
	GMT	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00
MONDAY 3/10		WELCOME & OPENING SESSION	GAME/ LECTURE	LECTURE	LUNCH BREAK	LECTURE		WORKSHOP	

Welcome & Openning Session
🕐 9h00-9h45

Game/Lecture
🕐 10h00-10h45

How do we make a serious game a seriously good game?
🕐 11h00-11h45
👤 Jop 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.

Game Design Basics: Patterns, Players' Typologies, Motivations to play, incentives
🕐 12h45-14h30
👤 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)
🕐 14h45-16h30
👤 Eva Oliveira and Marco Vale (IPCA)

📄 This workshop will provide an understanding on how to design games that work as instruments.

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4 OCTOBER — TUESDAY 9h00-16h30 GMT

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	GMT	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

TUESDAY 4/10	LECTURE/WORKSHOP	LECTURE	LUNCH BREAK	WORKSHOP	BRIEFINGS	BRIEFINGS

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

🕐 14h45-15h30

Why is change difficult? How can serious gaming help?

🕐 10h45-11h45

👤 Ivo 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

🕐 15h45-16h30

Workshop

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

🕐 12h45-14h30

👤 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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5 OCTOBER | WEDNESDAY 9h00-16h30 GMT

| GMT+2 | 11h00 | 12h00 | 13h00 | 14h00 | 15h00 | 16h00 | 17h00 | 18h00 |
| GMT | 9h00 | 10h00 | 11h00 | 12h00 | 13h00 | 14h00 | 15h00 | 16h00 |

WEDNESDAY 5/10

| TEAM BUILDING | LECTURE | WORKSHOP | LUNCH BREAK | WORKSHOP | TEAM WORK | BRIEFINGS |

Check-in/ Team Formation

🕐 9h00-9h45

Making the most of prototyping in game developmen

🕐 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

🕐 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

🕐 14h45-15h30

Workshop

Game Development Life Cycle in Unity

🕐 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

🕐 15h45-16h30

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6 OCTOBER	THURSDAY 9h00-16h30 GMT

| GMT+2 | 11h00 | 12h00 | 13h00 | 14h00 | 15h00 | 16h00 | 17h00 | 18h00 |
| GMT | 9h00 | 10h00 | 11h00 | 12h00 | 13h00 | 14h00 | 15h00 | 16h00 |

| THURSDAY 6/10 | BRIEFINGS | LECTURE | LUNCH BREAK | LECTURE | TEAM WORK | BRIEFINGS |

Check-in/Interim Teams Presentation
🕐 9h00-9h45

Principles of graphic design and effective visual communication in game design
🕐 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
🕐 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
🕐 14h45-15h30

Daily Reflection
🕐 15h45-16h30

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7 OCTOBER — FRIDAY 9h00-16h30 GMT

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GMT	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

FRIDAY 7/10	COACHING	LUNCH BREAK	PUBLIC PRESENTATION

Team Work and Coaching
🕐 9h00-11h45

Game Idea Presentations
🕐 12h45-16h30

10-14 OCTOBER — MONDAY TO FRIDAY

GMT+2	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

OCTOBER 10-14	MONDAY TEAM WORK	TUESDAY TEAM WORK	WEDNESDAY TEAM WORK	THURSDAY TEAM WORK	FRIDAY COACHING

Team Work
🕐 9h00-11h45

Coaching
🕐 12h45-16h30

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17-21 OCTOBER — MONDAY TO FRIDAY

GMT+2	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

OCTOBER 17-21

MONDAY TEAM WORK | TUESDAY TEAM WORK | WEDNESDAY TEAM WORK | THURSDAY TEAM WORK | FRIDAY COACHING

Team Work
🕐 9h00-11h45

Coaching
🕐 12h45-16h30

24 OCTOBER — MONDAY 9h00-16h30 GMT

GMT+2	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

MONDAY 24/10

BRIEFINGS | BRIEFINGS | LUNCH BREAK | WORKSHOP | WORKSHOP | COACHING

**Check-in/introduction
Concept presentation**
🕐 9h00-9h45

Concept presentation/teams meet coaches/Conceptual review/ integration of feedback
🕐 10h45-12h15

Workshop
**Team Work
Optional: Digital Printing Workshop**
🕐 13h00-13h45

Workshop
**Team Work
Optional: Augmented Reality Workshop**
🕐 13h45-14h45

Coaching
🕐 14h45-16h30

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25 OCTOBER — TUESDAY 9h00-16h30 GMT

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GMT	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

TUESDAY 25/10	WORKSHOP		WORKSHOP	LUNCH BREAK	COACHING

Workshop

Team Work Optional: Programming in Game Salad

🕐 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

🕐 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

🕐 13h00-16h30

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26 OCTOBER — WEDNESDAY 9h00-16h30 GMT

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| GMT | 9h00 | 10h00 | 11h00 | 12h00 | 13h00 | 14h00 | 15h00 | 16h00 |

WEDNESDAY 26/10

CULTURAL PROGRAMME

Cultural Programme
🕐 9h00-16h30

27 OCTOBER — THURSDAY 9h00-16h30 GMT

| GMT+2 | 11h00 | 12h00 | 13h00 | 14h00 | 15h00 | 16h00 | 17h00 | 18h00 |
| GMT | 9h00 | 10h00 | 11h00 | 12h00 | 13h00 | 14h00 | 15h00 | 16h00 |

THURSDAY 27/10

BRIEFINGS — TEAM WORK — LUNCH BREAK — COACHING

Check-in/ Outline Design Sprint
🕐 9h00-10h30

Team Work
🕐 10h45-12h15

Team work Prototyping and Coaching
🕐 13h00-16h30

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28 OCTOBER — FRIDAY 9h00-16h30 GMT

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GMT	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

FRIDAY 28/10	BRIEFINGS		COACHING	LUNCH BREAK	PUBLIC PRESENTATION	GROUP REFLECTION	FAREWELL PARTY

Check-in/ Preparation of presentation
🕐 9h00-10h30

Coaching/ Finalizing
🕐 10h45-12h15

Public Presentation Game Jam
🕐 13h00-14h45

Group Reflection
🕐 14h45-15h45

Farewell Party
🕐 15h45-16h30

31 OCTOBER — MONDAY 9h00-16h30 GMT

GMT+2	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

MONDAY 31/10	LEARNING REFLECTION

Learning Reflection Individual reflection report
🕐 9h00-16h30

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