



21.OCT-22.NOV.2024

SAP OVERVIEW

The complexity of global challenges is constantly rising. How can designers address these complexities to incite change fostering the sustainable co-existence of human and ecological systems? Creating games motivating people to engage with topics in a playful way could be one way of making critical issues intelligible and experienceable. But can we exchange the game with games?

Taking this question as a starting point, this SAP focuses on the following questions of analysis, design and application of games:

- Game Cultures;
- Dimensions of sustainability;
- Best practice (project presentations);
- Playful methods in future design (e.g. speculative design);
- Approaches to and methods of game design;
- Designing digital games, urban games, social impact games, serious games, mixed reality games, alternate reality games;
- · Design and implementation of social interaction in games;
- Game content and design considerations to evoke motivation.

LEARNING OUTCOMES

The students know crucial concepts and approaches of game design, theoretical approaches and indices of ecological, social and economic sustainability. They are capable of developing and prototypically realizing a concept focussing on future challenges (e.g. climate change, social segregation, digital divide) using games as a medium or creating playful experience(s). They know how to work in a team and how to present their work in a "game jam" (final presentation).

+INFO: www.run-eu.eu

Organised by: IPCA

FH Vorarlberg NHL Stenden

DATE From 21 October to 22 November 2024

Face-to-Face Weeks: IPCA, Barcelos, Portugal 4-8 November

MODE OF DELIVERY Blended

LANGUAGE OF INSTRUCTION English

ECTS CREDITS 3

ACADEMIC RECOGNITION

To be defined by each home institution

ELIGIBLE PARTICIPANTS

Open for all Run-EU students, course 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

22 September 2024

CONTACT DETAILS

run-eu@ipca.pt























21.OCT-22.NOV.2024

SELECTION CRITERIA

Student motivations and expectations must meet the SAP delivery criteria. Applications from diverse fields of study are welcome to ensure a balanced participation of RUN-EU member institutions.

LEARNING AND TEACHING STRATEGY

Input sessions, teambuilding, coaching, final presentation. Platforms: MS Teams, Miro.

PREREQUISITES

No basic knowledge needed, computer with software (Adobe Illustrator, Photoshop, Unity, Blender).

COURSES LEADERS | LECTURERS

Courses leaders

Ana Catarina Silva (IPCA) Eva Oliveira (IPCA)

Lecturers

Margarita Köhl (FH Vorarlberg) Ivo Wenzler (NHL Stenden)
Natasha Doshi (FH Vorarlberg) Moisés Moreira (IPCA)
Nino Brugger (FH Vorarlberg) Marco Vale (IPCA)
Philipp J. Ehmann(FH Vorarlberg) Gabriela Sá (IPCA)

PHYSICAL MOBILITY | SCHOLARSHIPS AVAILABLE

The selected students will receive travel grants based on the travel distance and the subsistence costs in the country the SAP is offered in.

Travel:

Portugal - Portugal: €28 Ireland - Portugal: €309 Finland - Portugal: €580 The Netherlands: €309 Austria - Portugal: €309 Spain - Portugal: €211 Belgium - Portugal: €309

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Subsistence:

The subsistence grant for Portugal is €553, except for students who already come from IPCA.

MEANS AND CRITERIA FOR ASSESSMENT

Group work + participation, work process, functionality of prototype, final presentation, assignments (documentation, individual reflexion).

CERTIFICATION

Certificate of participation - Supplement to Diploma





















21.OCT-22.NOV.2024

PROGRAMME AT A GLANCE

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GMT+2	10h00		11h00		12h00		13h00		14h00		15h00		16h00	17h00	18h00	19h00		20h00
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TUESDAY 22/10													GAME ·	+ WORKSHO	P	DAILY REFLECTION		
WEDNESDAY 23/10													WORKSH	OP	LECTURE	DAILY REFLECTION		
THURSDAY 24/10												LECT	TURE & WC	DRKSHOP	TEAM WORK	DAILY REFLECTION		
FRIDAY 25/10											1	TEAM	WORK	PRESENTATION	DAILY REFLECTION			
MONDAY 28/10												LE	ECTURE (CH	HOICE 1)	2)	DAILY REFLECTION		
TUESDAY 29/10												W	ORKSHOP		TEAM WORK			
WEDNESDAY 30/10												LE	CTURE (CH	HOICE 1)		DAILY REFLECTION		

















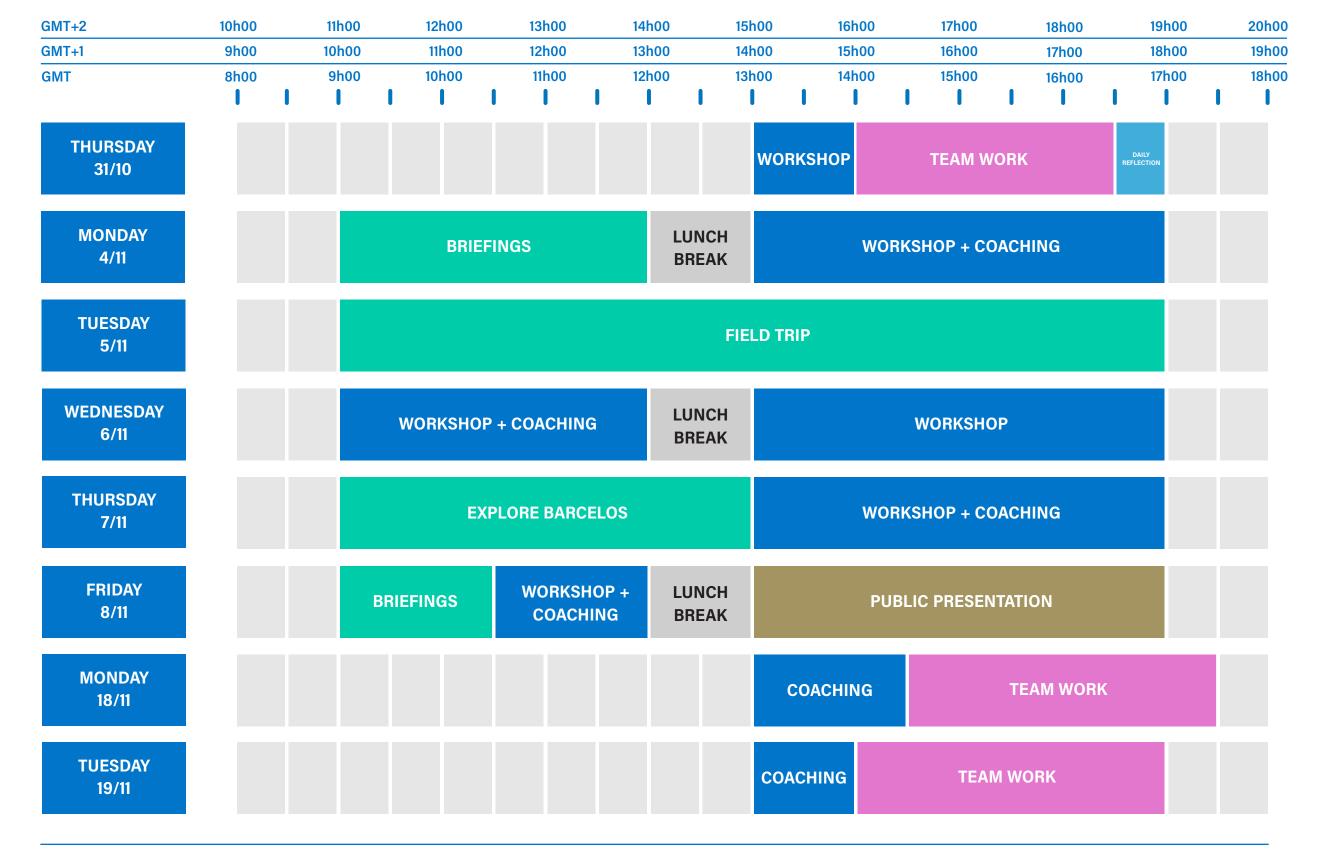




21.OCT-22.NOV.2024

PROGRAMME AT A GLANCE

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21.OCT-22.NOV.2024

PROGRAMME AT A GLANCE

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THURSDAY 21/11														TE	EAM WO	RK					
FRIDAY 22/11														PRE	SENTAT	ION					























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19h00

18h00

17h00

20h00

19h00

18h00

21 OCTOBER **MONDAY** 15H00-19H00 - ONLINE GMT+2 11h00 12h00 13h00 14h00 16h00 17h00 18h00 10h00 15h00 13h00 GMT+1 9h00 10h00 11h00 12h00 14h00 15h00 16h00 17h00

11h00

MONDAY 21/10

GMT

WELCOME & OPENING SESSION

13h00

14h00

LECTURE

15h00

WORKSHOP

16h00

Welcome & **Opening Session**

- (h) 15h00-16h30
- Margarita Köhl (FHV)
- Introduction, project outline, learning objectives, presentation challenge areas.

8h00

9h00

10h00

Daily Reflection

① 18h30-19h00

Let's play - Game, Play & playful experiences

12h00

- (1) 16h30-17h30
- No Wenzler (NHLS)
- 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. This lecture will introduce and elaborate on key structural, behavioral, individual, and systemic reasons why is change difficult. By using the examples from practice, we will illustrate how can development and implementation of serious gaming ensure that the outcomes needed for change are met.

What makes a game a seriously good game?

- ① 17h30-19h00
- Ivo Wenzler (NHLS)
- For a serious game to become a seriously good game the design process should ensure that several critical quality requirements are being met. The lecture on these attributes will be preceded by a short, multi-player, and competitive digital game. The game will provide participants with a highly engaging and playful experience of some of the attributes that will be presented during the lecture.





















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TUESDAY 22/10													GAN	1E + V	VORKSH	ОР			IAILY LECTION		

Best Practices Or The Hidden Agenda of Games

- (<u>h</u> 15h00-16h00
- Philipp J. Ehmann (FHV)
- This session will provide examples forimpactful games and game-based approaches such as serious games andgame-based learning at the intersection of tarts & design, science and technology. Besides examples from the field of learning, examples from the area of speculative and critical design will be drawn on to elaborateon underlying approaches and modes ofaction.

Instrumental Gaming: A workshop about designing games as instruments

- 16h00-18h30
- Eva Oliveira and Marco Vale (IPCA)
- This workshop will provide an understanding on how to design games that work as instruments. It will provide a basic understanding of norms and conventions of games and on why to break them, in the search for ludic systems that work as design tools and frameworks for communication, for societal issues, for healthcare, for art and sciences, and for other subjects in which participants may display interest.

Daily Reflection

(h) 18h30-19h00



















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23 OCTOBER WEDNESDAY 15H00-19H00 - ONLINE GMT+2 10h00 11h00 12h00 13h00 14h00 15h00 16h00 17h00 18h00 19h00 20h00 9h00 12h00 13h00 16h00 GMT+1 10h00 11h00 14h00 15h00 17h00 18h00 19h00 18h00 **GMT** 8h00 10h00 11h00 12h00 14h00 15h00 16h00 17h00 9h00 13h00 **WEDNESDAY WORKSHOP** LECTURE 23/10

Workshop

Ideation/ Conception/ Storytelling & Group formation and team work

- 15h00-17h30
- Natasha D. and Philipp J. E. (FHV)
- This module consists of two parts, a lecture and a hands-on workshop. The lecture will shed light on the phases of the game design process, the "magic circle" as well as on approaches to and techniques of storytelling in games. In the workshop part we will develop a preliminary game concept including visualizations and a paper or digital prototype, which will be iteratively refined throughout the SAP.

Project Management

- ① 17h30-18h30
- Eva Oliveira (IPCA)
- In this lecture students will learn the basics of scrum, to organize their work into sprints with measurable outcomes.

Daily Reflection

(1) 18h30-19h00























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THURSDAY 24/10							LECTURE 8	& WORK	SHOP	TEAM WORK	DAILY REFLECTION		

Making the most of prototyping in game development

(h) 15h00-17h30

Sop Willens (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?

Team Work

(h) 17h30-18h30

Daily Reflection

(h) 18h30-19h00

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FRIDAY 25/10												TEAN	I WORK	PRESENTATION	DAILY REFLECTION				

Team Work

(h) 15h00-16h30

Presentation

Daily Reflection

(h) 16h30-17h30

(h) 17h30-18h30



















SHORT ADVANCED **PROGRAMME**

GAME **CHANGING GAMES** 4th EDITION



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MONDAY												LI	CTURE	(СНО	ICE 1)				PAILY		
28/10													LECT	URE	(CHOICE	2)		REFL	ECTION		

Game Art: Principles of graphic design and effective visual communication in game design

- (h) 15h00-17h30
- 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. We will tackle the building blocks of graphic design: typography, colour, layout and style, and get into the basics of iconography and metaphor. Finally, we will cover the principles of the creative process.

Game Development: Game Development Life Cycle in Unity

- (h) 15h00-18h30
- Nino B. (FHV) and Moisés Moreira (IPCA)
- The goal of this workshop 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. While the lecture will include a little coding, the whole process will be clearly explained. The attendees will understand what the basic building blocks of a game are, to enabling them to properly communicate with game programmers. In order to follow this lecture it is important that the free version of Unity is installed on your computer. Any version of Unity should work.

Daily Reflection

(h) 18h30-19h00



Co-funded by



















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TUESDAY 29/10							WORKSHO	DΡ		TE	AM WOF	RK			

Workshop

Impact Games: Creating Playful Experiences

- (b) 15h00-17h00
- Philipp J. Ehmann (FHV)
- This workshop-part will expand the lecture on "Best Practices or The Hidden Agenda of Games" and enable you to understand how game creators and social innovators use games to examine civic issues and address complex real-world challenges. You will investigate how immersive media and emerging technologies can be integrated into a game design concept to facilitate a playful experience-driven exploration of a space, as well as learning ways to tackle the design issue of narrative-mechanical-harmony.

Team Work

(h) 17h00-19h00



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the European Union





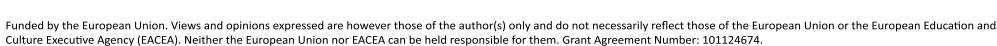












SHORT ADVANCED PROGRAMME

GAME CHANGING GAMES 4th EDITION



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30 OCTOBER

WEDNESDAY 15H00-19H00 - ONLINE

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GMT+2	10h00	11h	00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00

WEDNESDAY 30/10 LECTURE (CHOICE 1)

LECTURE (CHOICE 2)

DAILY REFLECTION

Game Art 2: Character Design

- (1) 15h00-17h30
- A Gabriela Sá (IPCA)
- In this session, we will discuss all major stages of character creation, from idea to final design. We will understand what a character is and how to define its narrative role, backstory and personality. Then, we will delve into design methodologies that allow artists and creators to communicate a character's identity effectively through good design. We will learn how to apply design principles, such as shape language and color theory, to character creation, while choosing relevant graphical strategies that support the theme and mechanics of game.

Game Development: Unity

- ① 15h00-18h30
- Nino B. (FHV) and Moisés Moreira (IPCA)
- This workshop is designed for those who are already familiar with the basics of Unity and want to take their skills to the next level. Participants will learn advanced techniques for creating and manipulating assets, creating complex animations and particle effects using a direct example. The workshop will also cover optimization techniques for improving game performance.

Daily Reflection

(1) 18h30-19h00



















SHORT ADVANCED PROGRAMME

GAME CHANGING GAMES 4th EDITION



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31 OCTOBER THURSDAY 15H00-19H00 - ONLINE GMT+2 10h00 11h00 12h00 13h00 14h00 15h00 16h00 17h00 18h00 19h00 20h00 13h00 GMT+1 9h00 10h00 11h00 12h00 14h00 15h00 16h00 17h00 18h00 19h00 **GMT** 15h00 16h00 18h00 8h00 9h00 10h00 11h00 12h00 13h00 14h00 17h00 **THURSDAY WORKSHOP TEAM WORK** 31/10

Workshop

Cross-polination workshop

Game Development

(1) 15h00-16h00

Cross-pollination format: Exchange between Group Game Art & Group

, 101100 101100

Team Work

① 16h00-18h30

Daily Reflection

(h) 18h30-19h00

4 NOVEMBER

MONDAY 9H00-17H00 - IPCA

GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
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GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00

MONDAY 4/11

BRIEFINGS

LUNCH BREAK

WORKSHOP + COACHING

Briefings

9h00-12h00

Check-in/introduction/Concept presentation/ teams meet coaches/Conceptual review/ integration of feedback

Workshop + Coaching

9h00-12h00

Team work, Workshop, Coaching























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TUESDAY 5/11											FIELD T	RIP									

Field Trip

9h00-17h00

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WEDNESDAY 6/11				V	VORKSHO	OP +	COACHIN	IG		LUN BRE	NCH EAK				W	ORKSH(OP					

Workshop + Coaching

- (h) 9h00-12h00
- Team work, Workshop, Coaching

Workshop

Animation in Unity or Programming in Unity workshop

- 15h00-16h00Nino B. (FHV) and Moisés Moreira (IPCA)
- These workshops will be follow-ups to the introductory lectures + workshops on the Game Development Lifecycle in Unity. Participants will learn how to implement their own game ideas and explore what exciting possibilities artificial intelligence enables in game development.























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THURSDAY 7/11					E	XPLO	ORE BAR	CELC	S				WO	RKSI	HOP + C	OACH	IING				

Explore Barcelos

9h00-13h00

Workshop + Coaching

- (h) 13h00-17h00
- 🖺 Team work, Workshop, Coaching

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FRIDAY 8/11				BRIE	FINGS		WORKS			UNCH BREAK			PU	JBLIC	PRESEN	ITATI	ON				

Briefings

9h00-10h30

Check-in/ preparation of presentation

Workshop + Coaching

(1) 10h30-12h00

Public Presentation

(h) 13h00-17h00

Concept & prototype























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18 NOVEMBER

MONDAY 15H00-19H00 - ONLINE

MONDAY															
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GMT+2	10h00	11h00	12	2h00	13h00	14h00	15h00		16h00	17h00		18h00		19h00	20h00

MONDAY 18/11

COACHING

TEAM WORK

Coaching

Team Work

(h) 15h00-16h30

(h) 16h30-19h30

19 NOVEMBER

TUESDAY 15H00-19H00 - ONLINE

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THECDAY												

TUESDAY 19/11

COACHING

TEAM WORK

Coaching

(h) 15h00-16h30

Team Work

(h) 16h30-19h30























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20 NOVEMBER

WEDNESDAY 15H00-19H00 - ONLINE

WEDNESDAY																			
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GMT+2	10h00		11h00	1:	2h00		13h00	14h00	15h00		16h00		17h00		18h00		19h00		20h00

WEDNESDAY 20/11 COACHING

TEAM WORK

Coaching

Team Work

(h) 15h00-16h30

(h) 16h30-19h30

21 NOVEMBER

THURSDAY 15H00-19H00 - ONLINE

GMT+2	10h00	11h00	12h	ո00	13h00	14h00	15h00	16h00	17h00	18h00		19h00	20h00
GMT+1	9h00	10h00	111	า00	12h00	13h00	14h00	15h00	16h00	17h00		18h00	19h00
GMT	8h00	9h00	_	100	11h00	12h00	13h00	14h00	15h00	16h00		17h00	18h00
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THURSDAY 21/11

TEAM WORK

Team Work

(h) 15h00-19h00























+INFO: www.run-eu.eu

22 N	IOVEI	MBEI	R		FRID	AY 1	5H	00-1	91	100	-	ONI	_	ΝE		
GMT+2	10h00	11h00	12h00	13h00	14h00	15h	00	16h00		17h00		18h00		19h00		20h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h	0	15h00		16h00		17h00		18h00		19h00
GMT	8h00	9h00	10h00	11h00	12h00	13h	0	14h00	ı	15h00	ı	16h00	ı	17h00	ı	18h00
FRIDAY 22/11									PRE	SENTATI	ION					

Presentation

(h) 15h00-19h00

















