

GAME CHANGING GAMES 4th EDITION

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

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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)

Natasha Doshi (FH Vorarlberg)

Nino Brugger (FH Vorarlberg)

Philipp J. Ehmman(FH Vorarlberg)

Ivo Wenzler (NHL Stenden)

Moisés Moreira (IPCA)

Marco Vale (IPCA)

Gabriela Sá (IPCA)

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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

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

SHORT
ADVANCED
PROGRAMME

RUN REGIONAL
UNIVERSITY
NETWORK
EUROPEAN UNIVERSITY

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PROGRAMME AT A GLANCE

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GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00	
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	
MONDAY 21/10								WELCOME & OPENING SESSION	LECTURE	WORKSHOP	DAILY REFLECTION	
TUESDAY 22/10								GAME + WORKSHOP		DAILY REFLECTION		
WEDNESDAY 23/10								WORKSHOP	LECTURE	DAILY REFLECTION		
THURSDAY 24/10								LECTURE & WORKSHOP	TEAM WORK	DAILY REFLECTION		
FRIDAY 25/10								TEAM WORK	PRESENTATION	DAILY REFLECTION		
MONDAY 28/10								LECTURE (CHOICE 1)		DAILY REFLECTION		
								LECTURE (CHOICE 2)				
TUESDAY 29/10								WORKSHOP	TEAM WORK			
WEDNESDAY 30/10								LECTURE (CHOICE 1)		DAILY REFLECTION		
								LECTURE (CHOICE 2)				



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SHORT ADVANCED PROGRAMME

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GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00		
THURSDAY 31/10								WORKSHOP	TEAM WORK		DAILY REFLECTION		
MONDAY 4/11			BRIEFINGS			LUNCH BREAK	WORKSHOP + COACHING						
TUESDAY 5/11			FIELD TRIP										
WEDNESDAY 6/11			WORKSHOP + COACHING			LUNCH BREAK	WORKSHOP						
THURSDAY 7/11			EXPLORE BARCELOS				WORKSHOP + COACHING						
FRIDAY 8/11			BRIEFINGS	WORKSHOP + COACHING	LUNCH BREAK	PUBLIC PRESENTATION							
MONDAY 18/11							COACHING	TEAM WORK					
TUESDAY 19/11							COACHING	TEAM WORK					



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GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	
WEDNESDAY 20/11								COACHING	TEAM WORK			
THURSDAY 21/11								TEAM WORK				
FRIDAY 22/11								PRESENTATION				



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4th EDITION**

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21 OCTOBER

MONDAY 15H00-19H00 - ONLINE

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00	
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	
MONDAY 21/10								WELCOME & OPENING SESSION	LECTURE	WORKSHOP	DAILY REFLECTION	

**Welcome &
Opening Session**

🕒 15h00-16h30
👤 Margarita Köhl (FHV)

📄 Introduction, project outline, learning objectives, presentation challenge areas.

Daily Reflection

🕒 18h30-19h00

**Let's play - Game,
Play & playful experiences**

🕒 16h30-17h30
👤 Ivo 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.

Workshop

What makes a game a seriously good game?

🕒 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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22 OCTOBER

TUESDAY 15H00-19H00 - ONLINE

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
TUESDAY 22/10									GAME + WORKSHOP	<small>DAILY REFLECTION</small>	

**Best Practices Or The
Hidden Agenda of Games**

🕒 15h00-16h00

👤 Philipp J. Ehmann (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. Besides examples from the field of learning, examples from the area of speculative and critical design will be drawn on to elaborate on underlying approaches and modes of action.

**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

🕒 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	
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	
WEDNESDAY 23/10									WORKSHOP	LECTURE	DAILY REFLECTION	

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**

🕒 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

🕒 18h30-19h00

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24 OCTOBER

THURSDAY 15H00-19H00 - ONLINE

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GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
THURSDAY 24/10											
								LECTURE & WORKSHOP	TEAM WORK	DAILY REFLECTION	

**Making the most of
prototyping in game development**

🕒 15h00-17h30

👤 Jop 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

🕒 17h30-18h30

Daily Reflection

🕒 18h30-19h00

25 OCTOBER

FRIDAY 15H00-19H00 - ONLINE

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
FRIDAY 25/10											
								TEAM WORK	PRESENTATION	DAILY REFLECTION	

Team Work

🕒 15h00-16h30

Presentation

🕒 16h30-17h30

Daily Reflection

🕒 17h30-18h30



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29 OCTOBER

TUESDAY 15H00-19H00 - ONLINE

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00

TUESDAY 29/10										WORKSHOP	TEAM WORK		
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Workshop

**Impact Games:
Creating Playful
Experiences**

🕒 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

🕒 17h00-19h00



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31 OCTOBER

THURSDAY 15H00-19H00 - ONLINE

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
THURSDAY 31/10											
								WORKSHOP	TEAM WORK	DAILY REFLECTION	

Workshop

Cross-pollination workshop

🕒 15h00-16h00

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

Team Work

🕒 16h00-18h30

Daily Reflection

🕒 18h30-19h00

4 NOVEMBER

MONDAY 9H00-17H00 - IPCA

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
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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5 NOVEMBER

TUESDAY 9H00-17H00 · IPCA

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00	
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	
TUESDAY 5/11			FIELD TRIP									

Field Trip

🕒 9h00-17h00

6 NOVEMBER

WEDNESDAY 9H00-17H00 · IPCA

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
WEDNESDAY 6/11			WORKSHOP + COACHING			LUNCH BREAK	WORKSHOP				

Workshop + Coaching

🕒 9h00-12h00

📄 Team work, Workshop, Coaching

Workshop

**Animation in Unity or
Programming in Unity workshop**

🕒 15h00-16h00

Nino 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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7 NOVEMBER

THURSDAY 9H00-17H00 - IPCA

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GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
THURSDAY 7/11			EXPLORE BARCELOS				WORKSHOP + COACHING				

Explore Barcelos

🕒 9h00-13h00

Workshop + Coaching

🕒 13h00-17h00

📄 Team work, Workshop, Coaching

8 NOVEMBER

FRIDAY 9H00-17H00 - IPCA

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GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
FRIDAY 8/11			BRIEFINGS	WORKSHOP + COACHING	LUNCH BREAK	PUBLIC PRESENTATION					

Briefings

🕒 9h00-10h30

📄 Check-in/ preparation
of presentation

Workshop + Coaching

🕒 10h30-12h00

Public Presentation

🕒 13h00-17h00

📄 Concept & prototype

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22 NOVEMBER

FRIDAY 15H00-19H00 - ONLINE

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GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
FRIDAY 22/11									PRESENTATION		

Presentation

🕒 15h00-19h00



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