



Masters • Lisboa

GAME DESIGN AND PLAYFUL MEDIA



REPÚBLICA
PORTUGUESA



Financiado pela
União Europeia
NextGenerationEU



Direction

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Secretariat

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Duration

2 Years

Credits

120 ects

Presentation

The Master in Game Design and Playable Media enhances the students' creativity and interests in creating original and innovative games - it is an opportunity to get in touch with the diversity and potential of games and play, experiment to break new frontiers, creating new ways of playing. The Master in Game Design and Playable Media is centred on creating dialogue between students and professionals in the video games industry (national and international). This course is designed to prepare students for the future of games, combining the contacts and expertise of the national and international games industry, the experiences of scientific researchers and playable media artists, so that students can access positions in game studios, create business plans, projects or companies with the support of our PLAY incubator, or pursue a path of scientific research in games with the support of our specialized Research centres. In the Master's programme each student will: - have regular contact with professionals from the games and media industry through guest lectures, seminars, national and international events; - improve their game design, development and analysis skills - develop advanced knowledge in Game Design; - to create games in different formats or support (digital, board games, with alternative controls, among others); learn to

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CENTRO
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escola
de comunicação,
arquitetura,
artes e tecnologias
da informação

technology for game development dedicated to design, production, motion capture, VR/XR and our Film, Animation and Sound studios;

STUDY PLAN

1st Year / Common Core

1º Semestre	ects	2º Semestre	ects
Game Design & Prototyping	10	Critical Game Design	10
Games and Culture	6	Game Analytics	8
Playful Media	6	Research Methodologies and Games	4
Seminars I	8	Seminars II	8

2nd Year / Common Core

1º Semestre	ects	2º Semestre	ects
Experimental Game Design	6	Project and Thesis II	30
Project and Thesis I	20		
Seminars III	4		

Linha direta
para o teu futuro



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