



The Universality of Design in Game Development

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Abstract

In recent years, digital games had the capacity to join a vast set of knowledge fields that provided them the status of one of the areas that has most contributed to the development of contemporary theory of new technologies and also to the development of new imagetic solutions, very especially in tri-dimensional representation (3D).

Digital games were the motto in the research of artificial intelligence, physical and virtual interfaces, the relationship between man and machine, virtual representation and development in the field of digital animation. In this context, the aim of our proposal is to show the need and universality of design in the development of digital games, at the level of amusement games and, mainly, in serious games. Since we consider design as a project and we understand design as an essential tool in the development of the project, we will dwell on the amplitude of design and designer in multidisciplinary teams of game creation. The following "4 Ds" will be studied and explained in detail, according to the following points: design of games, design of characters and virtual scenography, "design" of emotions and design of the interface.