



American Corner@IST

Serious Games Workshop

Ernest Adams

This workshop cover the Fundamental Principles of game design and put participants to work on the design of a game with a message - be it educational, advertising, or political. They have to decide how the mechanics and user interface of their game convey the message.

June 17

Instituto Superior Técnico, Campus Taguspark



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Casual Free-to-Play

Ernest Adams

By letting players pay only when they want to, casual free-to-play online games make far more money than conventional subscription-based games. This short workshop teaches how these games entertain and how they are monetized. Participants will devise a casual free-to-play game based on a given theme.

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