[PudCad]
"Game Jam" Erasmus+ Workshop in Firenze, Italy, 6-10 May 2019

Theme	The workshop "Game Jam" is a design experience involving 25-30 students from 5 different Schools in Italy, Germany, Finland and Turkey participating in an European research project called PudCad aimed at Practicing Universal Design Principles in Design Education through a CAD-Based Game to support and strengthen the universal design education in international networks. Goal of 'Game Jam' workshop will enable Design, Interior Design and Architecture students to learn the Principles of Universal Design in practice by actually designing a game based-learning environment and playtesting it.
Partners	Faculty of Architecture, Istanbul Technical University,Turkey; Institute of Design and Fine Arts, Lahti University of Applied Sciences, Finland; Detmold School of Architecture and Interior Architecture, University of Applied Sciences, Germany; Bahcesehir University of Istanbul,Turkey. Dipartimento di Architettura, Università degli Studi di Firenze, Italy; Dipartimento di Design, Politecnico di Milano, Italy; Association for Well-being of Children with Cerebral Palsy, Turkey; Occupational Therapy Association of Turkey
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Professor	Francesca Tosi, Alessia Brischetto, Antonella Serra
Where	Firenze, Italy
When	6 -10 May 2019
Language	English
Places	5 Max + 5 on a waiting list (graduatoria) *final confirmation of participation has to be given due 5th April 2019 – 12:00 am*
Course	Interior design + Product design
Year/level	Bachelor
Credits	
Forms and docs	Apply and upload motivation letter here pud cad GAMEJAM_2019 form By March 25th, 2019 – 12:00 pm

PudCad_Practicing Universal Design Principles in Design Education through a CAD-Based Game

The PudCad project is related to one of the foremost priorities of European Commission: to provide the inclusion and efficient accessibility of the people with disabilities into everyday life.
Regarding the European Universal Design Standards, and the current state of the universal design education in international networks, this project offers a design game on a CAD-Based platform which aims at students' learning and practicing their universal design knowledge skills through an empathetic approach. It intends to provide an innovative way to learn and practice universal design principles for undergraduate students.
The project deals with undergraduate design education to trigger the awareness of accessibility and let future designers and architects to develop accessible and innovative design ideas.
PudCad involves a design game on a CAD-based platform which will allow students to learn about basic and advanced universal design principles and train them on an entertaining context. The game will focus especially on inclusive high school design for the students with cerebral palsy that includes several distinct forms of impairment of motor functions which cause different movement disorders.

The 'Game Jam' workshop will enable Design, Interior Design and Architecture students to learn the Principles of Universal Design in practice by actually designing a game based-learning environment and playtesting it. Several lectures will accompany the Game Jam workshop to help the students design boardgames based on different scenarios and mechanics. Digital tools will be used throughout the workshop however the main focus will be on analog design with different materials.

Students enrolled in second year, third year or higher, with priority to those who attend the interior design or product design course, are eligible for participation in the workshop.

Students will be selected through an interview and considering:
a) Average grade
b) Computer skills: It is required to have good knowledge of computer graphics (Photoshop and Illustrator) and modeling (Unity3D, 3D Max, Cinema 4D, Rhinoceros or Maya).
c) Knowledge of English
d) Motivation and experience

It is not necessary that students are users of video-games, but it is desirable to their interest in the field of game design. It is required that students participate in bringing their computers and that the required programs are already installed.

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