DIGITAL PRODUCTION AND GAME DESIGN (DPGD)

COURSE NUMBER: DIG6788C	CREDIT HOURS: 3.0
SEMESTER/YEAR: SPRING 2017	CLASS LOCATION: CSE E413
Instructor: ASSOC. PROF. DR. MARKO SUVAJDZIC	CLASS MEETING TIME(S): MON: 5-6; WED:6
OFFICE LOCATION/HOURS: TBA	**COURSE WEBSITE:** *http://lss.at.ufl.edu*

COURSE DESCRIPTION:

Fundamentals and core practices of traditional game design. Course includes theories and organizing frameworks of game design and the how to of the technical and organizational process of creating a game. Students build technical skills in conceptualization, visualization, prototyping and user testing. While game design is the primary focus, skills and knowledge acquired will apply to other design-centric activities and constructs in the digital arts and sciences. Topics covered include iteration, rapid prototyping, mechanics, dynamics, flow theory, the nature of fun, game balance, story telling, and user interface design. This class also contains a research component that will culminate in the written paper at the end of the semester. Students will explore the field of game theory, as well as hone their researcher skills through a series of peer reviews.

PREREQUISITE KNOWLEDGE AND SKILLS: None

SUGGESTED TEXTS:

1. Book: "Challenges for Game Designer", Brenda Brathwaite, Ian Schreiber

2. "Level Up!: The Guide to Great Video Game Design", Scott Rogers
   (http://www.amazon.com/Level-Up-Guide-Great-Design/dp/047068867X/ref=sr_1_2?ie=UTF8&qid=1376864810&sr=8-2&keywords=level+up)

ADDITIONAL RESOURCES:

- Lakeville board game (provided by the professor)

PURPOSE OF COURSE: To introduce students to the creative practices in applied creativity and video games design and production. This course extends the students' understanding of video game production cycle, and promotes group based participation and activities.

COURSE GOALS AND/OR OBJECTIVES: By the end of this course, students will be able to:

1. Describe and articulate major trends and trajectories in the field of video games production.
2. Use different perspectives to analyze and investigate events, communities and production cycles in video games production process.
3. Present findings from your own research into some particular aspect of video games culture.

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COURSE SCHEDULE:

THERE IS NO FINAL EXAM IN THIS CLASS. INSTEAD, THERE WILL BE A FINAL PROJECT IN LIEU OF THE FINAL EXAM.

Week	Class Lectures and Projects	Projects, Research Papers
1	**Introduction** to the class Review of projects **Lecture**: Careers in Video Game Industry	**Assign1**: Five Conferences relevant to the topic of our study
2	**In class exercise**: Playing Lakeville board game **In class exercise**: Brainstorming Game Concept Proposals	**Assign2:** Video game concept proposal **Assign3:** Video game review of 3 similar games **Assign4:** Conference paper **Assign5:** Group Project – Video Game
3	**In class exercise**: Brainstorming Game Concept Proposals *Chapter discussed: 1* Watch TED talk "Gaming can make a better world"	**Assign1** is due **Assign2** is due **Assign3** is due
4	**In class exercise**: Concept art, User Interface, Platform and Game layout **Lecture:** The making of a game: Philosopher Stone **Lecture**: Writing the Game Design Document	**Assign5 due:** Final project CP
5	**In class exercise**: Building a game demo *Chapters discussed: 2* *Chapters discussed: 3*	
6	**In class exercise**: Building a game demo **Lecture:** Video games and storytelling *Chapters discussed: 5,6*	**Assign5 due:** GDD
7	**In class exercise**: Building a game demo *Chapters discussed: 7* *Chapters discussed: 8*	**Assign4 due**: Abstract
8	**In class exercise**: Testing the game demo *Chapters discussed: 9* *Chapters discussed: 10,11*	
9	**In class exercise**: Game demo launched. Brainstorming upgrades for the full game. History of video game graphics videos: 1, 2 Working on the final project	**Assign5 due:** Demo **Assign5 due:** Trailer
10	**Spring break**	

11	**In class exercise**: Building a game demo **In class Discussion:** Game testing and Q&A *Chapter discussed: 13* History of video game graphics videos: 3, 4 Working on the final project	
12	**In class exercise**: Building a game **Lecture:** Joseph Campbell - Hero's journey **Lecture**: Music & Sound in video games History of video game graphics videos: 5	
13	**In class exercise**: Game testing **Lecture**: Serious Games	**Assign4** final is due
14	**In class exercise**: Game testing **Lecture**: Gamification of education	**Assign5 due:** Final Project
15	Review of the final project	

EVALUATION OF GRADES

Assignment	Percentage of Grade
Assignment 1: Five Conferences relevant to the topic of our study	5%
Assignment 2: Video Game Concept Proposal (page)	5%
Assignment 3: Video game review	10%
Assignment 4: Research Paper (conference paper)	15%

Assignment 5:
Group Project – Video Game
    o   (10%) GDD
    o   (15%) Demo
    o   (10%) Trailer promo
    o   (10%) Final project
	45%

Peer Reviews	10%
Participation – Students are expected to actively participate in class discussions and group projects, both in class as well as in online forum after each class meeting.	10%

GRADING SCALE:

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67

B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF		0.00

MATERIALS AND SUPPLIES FEES:

Material and supply fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of approved courses and fees is published in the Schedule of Courses each semester. (UF-3.0374 Regulations of the University of Florida)

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total M&S for this class is: $38

COURSE POLICIES:

ATTENDANCE POLICY:
a. At the sole discretion of the instructor, documented Emergencies or medical situations may be the only acceptable reasons for an excused absence. At the very least, students must contact the Instructor 24 hours before class time if they wish to be considered for an excused absence.
b. Unexcused absences will accrue to the detriment of the portion of the final grade given for class participation.

MAKE-UP POLICY:
a. At the sole discretion of the instructor, Exams may or may not be taken late. Documented Emergencies or medical situations may be the only accepted reasons for an excused absence on the day of an exam.
b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.
Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

ASSIGNMENT POLICY:
a. At the sole discretion of the instructor, late work may be penalized according to the late policy.
b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

COURSE TECHNOLOGY: The students will be required to have access, and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

UF POLICIES:

UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES: Students requesting accommodation for disabilities must first register with the Dean of Students Office (http://www.dso.ufl.edu/drc/). The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. You must submit this documentation prior to submitting assignments or taking the quizzes or exams. Accommodations are not retroactive, therefore, students should contact the office as soon as possible in the term for which they are seeking accommodations.
UNIVERSITY POLICY ON ACADEMIC MISCONDUCT: Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at http://www.dso.ufl.edu/students.php.
NETIQUETTE: COMMUNICATION COURTESY: All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at:
http://teach.ufl.edu/docs/NetiquetteGuideforOnlineCourses.pdf
ONLINE COURSE EVALUATIONS: Students are expected to provide feedback on the quality of instruction in this course based on ten criteria. These evaluations are conducted online at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at http://evaluaations.ufl.edu.

GETTING HELP

For issues with technical difficulties for E-learning in Sakai, please contact the UF Help Desk at: Learning-support@ufl.edu, (352) 392-HELP - select option 2, https://lss.at.ufl.edu/help.shtml.
Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number

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will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up. Other resources are available at http://www.distance.ufl.edu/getting-help for:
- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.

Digital Production and Game Design Syllabus V1, MS, Spring 2017