CREATING MOBILE GAMES (CMG)

COURSE NUMBER: DIG2931C	CREDIT HOURS: 3.0
SEMESTER/YEAR: FALL 2017	CLASS LOCATION: OORC, NORMAN (NRG) 0120
	CLASS MEETING TIME(S): TUE 3:00-4:55/THUR 4:05-4:55
INSTRUCTOR: Seunghyuk Jang (Hyuk)	**OFFICE LOCATION/HOURS:** TBA
	CONTACT EMAIL: Contact via Canvas Inbox
CONTACT PHONE: **(352) 294-2000**	**COURSE WEBSITE:** **DIGITALWORLDS.UFL.EDU/PROGRAMS/BA-IN-DAS/**

COURSE DESCRIPTION
This is an introductory course on designing your own game with simple drag & drop programming and basic asset creation. The tool is user-friendly, and you will create electrifying arcade-style video games while learning essential principles of game design.

PREREQUISITE KNOWLEDGE AND SKILLS: None

PURPOSE OF COURSE
This course focuses on providing students with a solid foundation in the technical skills needed to be successful in the emerging field of mobile game application design and development. Students will gain a strong knowledge of multiplatform mobile game and tools.

COURSE GOALS AND/OR OBJECTIVES: By the end of this course, students will be able to:
1. Understand the general work-flow for creating mobile game using open source software.
2. Define scope for their game by creating a Game Design Document.
3. Understand the various types of tools involved in designing a mobile game.

COURSE SCHEDULE:

The course incorporates lecture, in-class exercises and assignments to apply and reinforce skills learned. Additionally, students will be asked to participate in weekly online critiques to strengthen their skills in analysis and critical thinking. Individual assignments will be explained in detail as the course progresses.

The FINAL EXAM TIME SCHEDULED FOR THIS COURSE will be announced in advance of each semester by the University of Florida Registrar's Office at http://www.registrar.ufl.edu/soc/
Final Presentation Date: Dec, 5th , 2017

Week	Topics	Assignments/Quizzes
1	Course Objectives Overview of course and objectives • Class Introduction • Syllabus review	

	• Gaming Language • Mobile Games	
2	Introduction to GameSalad • Basic GUI • MAC/WIN OS • Image Formats • Create Assets • Import Assets • Templates	**Assign 1: Play a Game** Within the next week make time to sit down and play a game. Give yourself at least a half hour. When you are done, write a brief summary about the experience.
3	Further introduction to GamesSalad • Scenes / Stages • Actors (Prototype/Instance) • Background • Color Scheme	**Assign 2: E-Book**
4	Getting into the features • Movements • Physics • Camera Part I • Timer • Display Text I	**Assign 3: Eat and Run**
5	Game Assets in Photoshop • Stylize your assets • Basic Lighting/Shade on your assets	
6	Game/Animation Assets in After Effects • Animation sequence • GUI Animation	**Assign 4: Whack a Mole**
7	Basic Behaviors I • Health Bar • Score	
8	Basic Behaviors II • Animation • Camera Part II	**Assign 5: Side(Up)-Scrolling Game**
9	Advanced Behaviors I • Change Image / Scene /Size • Velocity • Collide	
10	Advanced Behaviors II • Constrain Attribute • Display Text II	**Final Project Treatment**

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	Group/Note/Reset	
11	Developing Your Own Game • Sound/Music • Final touch for graphic assets	
12	Graphic Design for Publishing • Screenshots • Icons	**Assign 6: In-class Presentation: Final Project Treatment**
13	Progression check for the Final Project Critiques/Review	
14	Finalizing and Troubleshoot • Debugging • Publishing for different platforms	**Final Project Progress**
15	Android vs IOS • App developer • Upload to Markets	Online Students must submit their progress for the Final Project via Canvas as MP4/MOV format
16	FINAL PROJECTS DUE	Dec,5th Final Project Due!

REQUIRED TEXTBOOKS AND SOFTWARE:

- GameSalad ([DOWNLOAD](#)) **$19 / month**
- Adobe Photoshop CS6/CC
- Adobe After Effects CS6/CC
- Webcam setup (ONLINE students only)
- Two-monitor setup for software instruction (ONLINE students only)
- Edited lectures will be available for your viewing within 24-48 hours after the end of the each of class meetings on Mon and Wed (ONLINE students only)

RECOMMENDED MATERIALS:

- Lynda.com, Online tutorial *(FREE access for UF students)*
- Official Community http://forums.gamesalad.com/

COURSE FEES:

Course 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).

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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 course fee for this class is $4.90

The total course fee for each course is listed on the UF Schedule of Courses. (https://registrar.ufl.edu/soc/).

EVALUATION OF GRADES

Assignment	Total Points	Percentage of Grade
Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forums outside class meetings.	100	10%
Assignments – Assignments are due the first session of each week unless otherwise noted. The work will be uploaded to CANVAS prior to the beginning of class otherwise the work will be considered late.	550	55%
Final Project – Final Project is the final result of the semester long effort in learning. It is expected that in this final project students employ the principles and techniques they have learned during the semester.	350	35%

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

More information on grades and grading policies is here:
https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

COURSE POLICIES:

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PARTICIPATION / ATTENDANCE POLICY
We value participation more than mere attendance. Each Instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. Real Time [RT] interaction with your peers and the Instructor will empower you to greater achievement.

MAKE-UP POLICY
Presentations may not be presented late. Documented emergencies or medical situations may be the only accepted reasons for an excused absence on the day of a presentation.

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

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

COURSE COMMUNICATIONS
Students can communicate directly with the Instructor regarding the course material through the course management system (CANVAS).

UF POLICIES:

UNIVERSITY HONESTY POLICY
UF students are bound by The Honor Pledge that states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (https://www.dso.ufl.edu/sccr/process/student-conducthonor-code/) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

CLASS DEMEANOR
Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

STUDENTS REQUIRING ACCOMMODATIONS

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Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

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/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf

VIDEO LECTURE CAPTURE
High-quality video lecture capture of this course is available only for enrolled students. These video captures are edited and posted within 24-48 hours of the class meeting for the benefit of the Your Own Time [YOT] students and to offer the potential for review by on-campus and Real Time [RT] on-line students. For the on-campus and RT students, watching lectures in lieu of attending and participating in class is NOT acceptable.

Your Instructor will provide you with this semester's login information during the first week of class. It is not permissible to share or distribute video login information to anyone other than officially enrolled students of this course. Lecture videos can be found at https://vimeo.com/digitalworlds.

ONLINE COURSE EVALUATIONS
Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations 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 https://evaluations.ufl.edu/results/.

CAMPUS RESOURCES

HEALTH AND WELLNESS
U Matter, We Care
If you or a friend is in distress, please contact umatter@ufl.edu or 352 392- 1575 so that a team member can reach out to the student.

Counseling and Wellness Center
http://www.counseling.ufl.edu/cwc/Default.aspx, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)
Student Health Care Center, 392-1161.

University Police Department, 392-1111 (or 9-1-1 for emergencies). http://www.police.ufl.edu/

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ACADEMIC RESOURCES

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. https://lss.at.ufl.edu/help.shtml.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. http://www.crc.ufl.edu/

Library Support, http://cms.uflib.ufl.edu/ask. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. http://teachingcenter.ufl.edu/

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. http://writing.ufl.edu/writing-studio/

Student Complaints Campus: https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf

On-Line Students Complaints: http://www.distance.ufl.edu/student-complaint-process

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.