

# Design and Production Studio 3 (DPS3)

<b>COURSE NUMBER:</b> DIG4527C	<b>CREDIT HOURS:</b> 3.0
<b>SEMESTER/YEAR:</b> FALL 2017	<b>CLASS LOCATION:</b> NRG 0120
<b>INSTRUCTOR:</b> ASSOC. PROF. DR. MARKO SUVAJZIC	<b>CLASS MEETING TIME(S):</b> TUESDAY 7, THURSDAY 7,8
<b>OFFICE LOCATION/HOURS:</b> (352) 294-2000	<b>COURSE WEBSITE:</b> <a href="http://elearning.ufl.edu/">HTTP://ELEARNING.UFL.EDU/</a>
	<b>OFFICE HOURS:</b> TUE: 3:00PM-3:50PM (NRG-116)

## **COURSE DESCRIPTION:**

DPS3 is an undergraduate course offering an interdisciplinary approach to the subject of video game design and production. This course will be focused on the intersection of digital design, technology, and the insights into the video game industry. The classes will be structured as a series of lectures, in-class exercises, and discussions that cover a variety of topics, including video game design, production, project funding, game startups, team organization, game monetization, game promotion, and more.

DPS3 is a practical course, where students will work on creating their own video game. Students will work on idea pitches, write concept proposals, and work on game development. The course will be focused on the final project throughout the semester. The final game is expected to be playable, bug free, and fully documented.

Online recordings: TBA

Password: TBA

**PREREQUISITE KNOWLEDGE AND SKILLS:** Unity, C#, Photoshop.

## **SUGGESTED TEXTS:**

1. "Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#", Jeremy Gibson
2. "The Art of Game Design: A Book of lenses", Jesse Schell

**PURPOSE OF COURSE:** To introduce students to the creative practices in applied creativity and video game 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.

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3. Present findings from your own research into some particular aspect of video games culture.
4. Design and produce their own video game

**COURSE SCHEDULE:**

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/>

Week	Class Lectures and Projects	Projects, Quizzes
1	<p><b>Introduction to the class</b> <i>The Art of Game Design: A Book of lenses;</i> (Introduction, Ch.1)</p> <p><b>Lecture:</b> Writing a video game concept proposal, review of various award winning independently produced games. <b>In class exercise:</b> Brainstorming Game Concept Proposals</p>	
2	<p><b>Lecture:</b> Creating a Game Design Document</p> <p><b>In class discussion on:</b> Game platforms, game genres, scope of project, development tools, design approaches. Review of examples of independently produced games. <b>In class exercise:</b> Creating a Game Design Document (GDD)</p>	<p><b>Assignment due:</b> Video Game Concept Proposal</p>
3	<p><b>Lecture:</b> Design Goals (why are we making a game, who is the audience, what are we looking to achieve)</p> <p><b>In class discussion on:</b> Review of the Game Concept proposals submitted <b>In class exercise:</b> Creating a Game Design Document (GDD)</p>	<p><b>Assignment due:</b> Peer review of Video Game Concept Proposals</p>
4	<p><b>Lecture:</b> Game Analysis Frameworks – Overview &amp; The Layered Tetrad</p> <p><b>In class discussion on:</b> Review of the Game Design Document submissions <b>In class exercise:</b> First Playable</p>	<p><b>Assignment due:</b> GDD</p>
5	<p><b>Lecture:</b> Game Analysis Frameworks – The Inscribed Layer &amp; The Dynamic Layer</p> <p><b>In class discussion on:</b> What makes a good game? <b>In class exercise:</b> First Playable</p>	<p><b>Assignment due:</b> Project Schedule</p>
6	<p><b>Lecture:</b> Game Analysis Frameworks – The Cultural Layer</p> <p><b>In class discussion on:</b> Trends in games for different audiences (gender, age, geographical location, etc.) <b>In class exercise:</b> First Playable</p>	
7	<p><b>Quiz 1</b></p> <p><b>In class discussion on:</b> First playable submissions <b>In class discussion on:</b> First playable submissions</p>	<p><b>Quiz 1</b></p> <p><b>Assignment due:</b> First Playable</p>
8	<p><b>Lecture:</b> Music &amp; Sound in video games</p> <p><b>In class discussion on:</b> Blockchain technology</p>	

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	<a href="https://www.ted.com/talks/don_tapscott_how_the_blockchain_is_changing_money_and_business">https://www.ted.com/talks/don_tapscott_how_the_blockchain_is_changing_money_and_business</a> <b>In class exercise:</b> Working on the final game	
9	<b>Lecture:</b> Video game monetization models <b>In class discussion on:</b> Crypto currency <a href="https://www.youtube.com/embed/ONvg9SbauMg">https://www.youtube.com/embed/ONvg9SbauMg</a> <b>In class exercise:</b> Working on the final game	
10	<b>Lecture:</b> Video game marketing and promo material <b>In class discussion on:</b> Crypto currency and video games <b>In class exercise:</b> Working on the final game	<b>Assignment due:</b> Research Paper - Video games and crypto currency
11	<b>Lecture:</b> Game playtesting <b>Student Presentations of the Beta versions of their games</b>	<b>Assignment due:</b> Beta
12	<b>Student Presentations of the Beta versions of their games</b>	
13	<b>Lecture:</b> Digital Game Industry <b>In class discussion on:</b> Careers in digital game industry <b>In class exercise:</b> Working on the final game	<b>Assignment due:</b> Peer reviews of Beta – Play testing
14	<b>In class exercise:</b> Working on the final game Thanksgiving	
15	<b>Review of the final projects</b>	<b>Assignment due:</b> Fully playable, bug free game
16	<b>Project post mortem</b>	
Final Exam	<b>Quiz 2</b>	<b>Assignments due:</b> Final Project

EVALUATION OF GRADES

Assignment	Percentage of Grade
Video Game Concept Proposal (1 page)	5%
GDD	5%
Project Schedule	5%
First Playable	5%
Beta	10%
Final Project – Video Game:	40%
○ (25%) Fully playable, bug free game	

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<ul style="list-style-type: none"> <li>○ (5%) Source code &amp; GDD</li> <li>○ (5%) 60 sec promo/walkthrough</li> <li>○ (5%) 1 page marketing promo</li> </ul>	
2 Peer Reviews	10%
2 Quizzes	10%
1 Research Paper	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: \$12.26

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

#### COURSE POLICIES:

##### **ATTENDANCE POLICY:**

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, 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).

##### **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] online 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>.

#### 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](#) 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.

#### **UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:**

Students with disabilities requesting accommodations should first register with the [Disability Resource Center](#) (352-392-8565) 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.

**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://evaluations.ufl.edu>.

### GETTING HELP

#### **HEALTH AND WELLNESS**

##### **U Matter, We Care**

If you or a friend is in distress, please contact [umatter@ufl.edu](mailto: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/>

#### **ACADEMIC RESOURCES**

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning- [support@ufl.edu](mailto: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](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.*