

Game Design and Production

INSTRUCTOR: Marko Suvajdzic	CLASS LOCATION: NRG 0120
SEMESTER/YEAR: FALL 2018	CLASS MEETING TIME(S): <i>M, P 8 – 9; W, P 9</i>
CREDIT HOURS: 3.0	COURSE NUMBER: DIG4527C
COURSE WEBSITE: HTTP://ELEARNING.UFL.EDU/	OFFICE HOURS: TBA

COURSE DESCRIPTION:

An interdisciplinary approach to game design and production. Emphasis on rapid prototyping, agile design, collaboration, and project management in a relatively short development cycle. Structured as a series of lectures, in-class exercises, and discussions at the intersection of digital design and technology. Provides insights into industry topics, including video game design, production, project funding, game startups, team organization, game monetization, and game promotion. Students work on idea pitches, write concept proposals, and work throughout the semester to develop their own video game.

PREREQUISITE KNOWLEDGE AND SKILLS:

DAR major and DIG 4715C with minimum grade of C
Unity3D, Photoshop.

PURPOSE OF COURSE:

To introduce students to applied creativity in video game design and production. Provides a solid understanding of the video game production cycle and promotes group-based participation and collaborative engagement.

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 game production.
2. Use different perspectives to analyze and investigate practices, trends, and production cycles in the contemporary video game production process.
3. Present findings from personal research into a specific aspect of video game culture.
4. Design and produce their own video game

COURSE SCHEDULE:

The FINAL PROJECT IS DUE AT THE EXAM TIME SCHEDULED FOR THIS COURSE

<http://www.registrar.ufl.edu/soc/>

Week	Class Lectures and Projects	Projects, Quizzes
1	<p>Introduction to the class</p> <p>Lecture: Writing a video game concept proposal, review of various award winning independently produced games.</p> <p>In class exercise: Brainstorming Game Concept Proposals</p>	
2	<p>Lecture: <i>The Art of Game Design: A Book of lenses;</i> (Introduction, Ch.1)</p> <p>In class discussion on: Game platforms, game genres, scope of project, development tools, design approaches. Review of examples of independently produced games.</p> <p>In class exercise: Working on the Game Concept Proposals</p>	
3	<p>Lecture: Creating a Game Design Document</p> <p>In class discussion on: Review of the Game Concept proposals submitted</p> <p>In class exercise: Creating a Game Design Document (GDD)</p>	<p>Assignment due: Video Game Concept Proposal</p>
4	<p>Lecture: Game Analysis Frameworks – Overview & The Layered Tetrad</p> <p>In class discussion on: What makes a good game?</p> <p>In class exercise: Project Schedule + GDD</p>	<p>Assignment due: Peer review of Video Game Concept Proposals</p>
5	<p>Lecture: Game Analysis Frameworks – The Inscribed Layer & The Dynamic Layer</p> <p>In class discussion on: Review of the Game Design Document submissions</p> <p>In class exercise: First Playable</p>	<p>Assignment due: GDD Assignment due: Project Schedule</p>
6	<p>Lecture: Game Analysis Frameworks – The Cultural Layer</p> <p>In class discussion on: Trends in games for different audiences (gender, age, geographical location, etc.)</p> <p>In class exercise: First Playable</p>	
7	<p>Quiz 1</p> <p>In class discussion on: The future of gaming VR/AR/Wearables/Fitness</p> <p>In class exercise: First Playable</p>	<p>Quiz 1</p>
8	<p>Lecture: Music & Sound in video games</p> <p>In class discussion on: Blockchain technology (https://www.ted.com/talks/don_tapscott_how_the_blockchain_is_changing_money_and_business)</p> <p>In class exercise: First Playable</p>	
9	<p>Lecture: Video game monetization models</p> <p>In class discussion on: Alfa/First playable submissions</p> <p>In class discussion on: Alfa/First playable submissions</p>	<p>Assignment due: Alfa/First Playable</p>
10	<p>Lecture: Video game marketing and promo material</p> <p>In class discussion on: Crypto currency</p>	<p>Assignment due: Peer reviews of First Playable</p>

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	https://www.youtube.com/embed/ONvg9SbauMg In class exercise: Working on the final game	
11	Lecture: Game playtesting In class discussion on: Crypto currency and video games In class exercise: Working on the final game	Assignment due: Research Paper - Video games and crypto currency
12	Quiz 2 In class discussion on: Game Startups and Entrepreneurship In class exercise: Working on the final game + promo material	Quiz 2
13	Lecture: Digital Game Industry (working on the final project) In class discussion on: Digital game industry (working on the final project) In class discussion on: Promo material review (Quiz 2)	Assignment due: Promo material Draft (1 pager + 60s video)
14	In class discussion on: Promo material review (Music and sound in video games) Thanksgiving	Assignment due: Beta
15	Review of the Beta projects Review of the Beta projects Review of the Beta projects	
16	Project/class post mortem	
Exam	Final Project Due	

REQUIRED TEXTBOOKS AND SOFTWARE:

TBA

RECOMMENDED MATERIALS:

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

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.
[\(https://registrar.ufl.edu/soc/\)](https://registrar.ufl.edu/soc/).

EVALUATION OF GRADES

Assignment	Percentage of Grade
Video Game Concept Proposal (1 page)	5%
GDD + Detailed Project Schedule	5%
Promo Material <i>Draft</i> (1-pager + 60 sec video)	5%
2 Quizzes	10%
2 Sets of Peer Reviews	10%
Research Paper	10%
Alpha/First Playable	10%
Beta	10%
Final Project: <ul style="list-style-type: none"> ○ (20%) Fully playable, bug free game ○ (5%) Promo Material Final (1pg + 60sec) 	25%
Attendance/Participation	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 – 59%	0.00

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>

All assignments are due on the stated date. Late assignments can be submitted up to one week past the due date and will incur one grade penalty (10% of the grade).

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.

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Students are required to access electronic forms of information, submit assignments and communicate with other students and faculty electronically. DW requires each student's mobile computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

DW Computer Requirements

<http://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/new-student-buyers-guide/>

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.

COURSE TECHNOLOGY SUPPORT:

The [Technology Support Center](#) provides computer support for Digital Worlds students who access Visimeet, lecture recordings, student equipment, facilities and other technology-based resources.

<http://digitalworlds.ufl.edu/support>

For computer assistance related to Visimeet, lecture recordings, student equipment, and facilities request please [Submit a Help Ticket](#) or email support@digitalworlds.ufl.edu.

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computer Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

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.

STUDENTS REQUIRING ACCOMMODATIONS

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.

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>

ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing [online evaluations](#). 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 [evaluation 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/>

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>

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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.