CAPSTONE PROJECT

COURSE NUMBER: DIG6972C	**INSTRUCTOR:** SEUNG JANG HYUK
SEMESTER/YEAR: SPRING 2019	**OFFICE LOCATION/HOURS:** TBA
CREDIT HOURS: 2.0	**CONTACT EMAIL:** HYUK@DIGITALWORLDS.UFL.EDU
CLASS LOCATION: NRG 0205	**CONTACT PHONE:** (352) 294-2000
CLASS MEETING TIME(S): M – F 6	**COURSE WEBSITE:** elearning.ufl.edu

COURSE DESCRIPTION

Completion of an industry project that addresses an identified issue within the field of Digital Arts & Sciences. At the end of the module 4, students are expected to have their final project + fully developed personal portfolio package including all of the work that they produced throughout the semester.

PREREQUISITE KNOWLEDGE AND SKILLS

- Satisfactory Grade in Module 3

PURPOSE OF COURSE

The purpose of this course is to focus the student's efforts on their final capstone project.

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

1. Conduct a review of pertinent literature and practice that supports this project;
2. Finalize an appropriate methodology for researching and responding to the primary question, problem or interactive media process being investigated;
3. Integrate the knowledge acquired through said methodology into development of a final project.
4. Develop communication and soft skills through various presentations and industry review sessions supporting identified solution.
5. Create a final maters project and personal portfolio.

COURSE SCHEDULE:

This schedule is only a guide and is subject to change.

Week	Topic
1	Iterate off of Beta version feedback, update design documents, production pipeline update.
2	Iterate off of Beta version feedback, update design documents, production pipeline update.
3	Benchmark 1: Presentation of projects, peer review, industry impact, Iterate.

4	Check point 1: Final version pitch to IOR, Industry, and faculty mentors. Final version is expected to be fully playable and bug free. The final submission should contain: Final version of the app, a full game/app specification document, 60 seconds video, one page web site describing the project.
5	Industry portfolio design and production
6	Working on final portfolios
7	Benchmark 2: In class presentation of final portfolios, peer review.
8	Check point 2: Final portfolio presentations to IOR, Faculty Mentor, and Industry partner. Final portfolio will contain the final project, as well as all of the projects done during the school year.

REQUIRED TEXTBOOKS AND SOFTWARE:

None

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).

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 $0.00

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

EVALUATION OF GRADES

Assignment	Percentage
Checkpoint 1 - Final version pitch to IOR, Industry, and faculty mentors. Final version is expected to be fully playable and bug free. The final submission should contain: Final version of the app, a full game/app specification document, 60 seconds video, one page web site describing the project.	50%
Checkpoint 2 - Final portfolio presentations to IOR, Faculty Mentor, and Industry partner. Final portfolio will contain the final project, as well as all of the projects done during the school year.	50%

GRADING SCALE:

Capstone_Project_V1_SH

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

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

PROJECT COMMITTEE:

The student's project committee must consist of a minimum of 2 faculty members within the Digital Arts & Sciences program (at least one of these committee members must be a full-time faculty member with graduate faculty status at UF) and one or more industry professionals with expertise in an area related to the project.

EVALUATION OF GRADES

The course is S/U. To receive an "S," the student must successfully defend his or her project and submit all required supporting materials to the project committee chair. A grade of S is equal to a C (2.0) or better. Grades earned under the S-U option do not carry grade point values and are not computed in the University of Florida grade point average. Courses with a grade of S will count as credits earned in a degree program.   Information on current UF grading policies for assigning grade points may be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

INCOMPLETES AND WITHDRAWAL:

Incompletes are only given to students who are in good standing, but because of unusual circumstances are unable to complete the course requirements in the allotted time. Students who feel

Capstone_Project_V1_SH

circumstances warrant an incomplete should discuss the matter with their Committee Chair. Students considering withdrawal from the course should first consult their advisor and the university catalog.

COURSE POLICIES

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.

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

MAKE-UP 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 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).

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

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.