

Game Design & Production

COURSE NUMBER: DIG4527C	CREDIT HOURS: 3.0
SEMESTER/YEAR: Fall 2019	CLASS LOCATION: NRG-120
INSTRUCTOR: PROF. MARKO SUVAJZIC	CLASS MEETING TIME(S): MON: 5,6; WED: 6
COURSE WEBSITE: HTTP://ELEARNING.UFL.EDU/	OFFICE HOURS: M/W 1:40PM-1:55PM

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: Unity3D, Photoshop.

RECOMMENDED TEXTS:

- “Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#”, Jeremy Gibson
- “Challenges for Game Designer”, Brenda Brathwaite, Ian Schreiber
- Online article: “I Have No Words & I Must Design: Toward a Critical Vocabulary for Games”, Greg Costikyan (<http://www.costik.com/nowords2002.pdf> or <http://www.digra.org/wp-content/uploads/digital-library/05164.51146.pdf>)

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 games production.
2. Use different perspectives to analyze and investigate practices, trends and production cycles in the contemporary video games production process.
3. Present findings from personal research into a specific aspect of video games 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	Introduction to the class	
2	Lecture: VGD Chapter 1 - The Basics, In class exercise: review of various award winning independently produced games. In class exercise: Forming teams of 3 In class exercise: group creative exercise	Assignment due: Links to 5 games compatible in scope with class project
3	Lecture: Publisher Milestones Lecture: Creating a Game Concept Proposal In class exercise: Working on the Game Concept Proposals Lecture: VGD Chapters 5, 8 – Elements of chance vs skill	
4	Lecture: Creating a Game Design Document In class exercise: Project Schedule + GDD Lecture: VGD Chapters 5, 8 – Elements of chance vs skill	Assignment due: Video Game Concept Proposal,
5	Lecture: Video game monetization models In class exercise: Project Schedule + GDD Lecture: Careers in Gaming Industry	Assignment due: Peer review of Video Game Concept Proposals
6	In class discussion on: Review of the Game Concept proposals submitted In class exercise: First Playable Quiz 1	Quiz 1
7	Lecture: Game Analysis Frameworks – Overview In class exercise: First Playable Lecture: Game Analysis Frameworks – The Layered Tetrad	Assignment due: GDD + Production Schedule
8	Lecture: Game Analysis Frameworks – The Inscribed Layer In class exercise: First Playable Lecture: Game Analysis Frameworks – The Dynamic Layer	
9	Lecture: Game Analysis Frameworks – The Cultural Layer In class exercise: Working on the final game In class discussion on: Alfa/First playable submissions	Assignment due: Alfa/First Playable
10	Lecture: Video game marketing and promo material In class exercise: Working on the final game Quiz 2	Assignment due: Peer reviews of First Playable
11	In class exercise: Working on the final game In class exercise: Review of the final game progress Lecture: Gamification of Education	Assignment due: Research Paper

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12	<p>In class exercise: Working on the final game In class exercise: Review of the final game progress In class discussion on: Game Startups and Entrepreneurship</p>	
13	<p>In class exercise: Working on the final game In class exercise: Review of the final game progress In class discussion on: Promo material review</p>	<p>Assignment due: Promo material Draft (1 pager + 60s video)</p>
14	<p>In class discussion on: Promo material review Thanksgiving</p>	
15	<p>Review of the Beta projects Review of the Beta projects Review of the Beta projects Project/class post mortem</p>	<p>Assignment due: Beta</p>
16	<p>Review of the Beta projects Review of the Beta projects Review of the Beta projects</p>	
Exam	<p>Final Project Due</p>	<p>Assignment due: Final project</p>

EVALUATION OF GRADES

Assignment	Percentage of Grade
List of 3 games, similar in scope to our final project	5%
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"> ○ Fully playable, bug free game ○ Promo Material Final (1pg + 60sec) 	20%
Attendance/Participation	10%

GRADING SCALE:

Letter Grade	% Equivalency	GPA Equivalency
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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>

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.

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 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>.

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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.