DIG4790 Senior Project Games

Instructor
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Office Location
NRG 102

Office Hours
TBD

Course Number
DIG4790

Semester/Year
Spring 2020

Course Credits
3 credits

Course Location
NRG 207

Course Meeting Times
H Period 4-6

Course Description
As the capstone of the BADAS experience, students will create a usable portfolio as well as media project that reflects the culmination of the knowledge and technique developed throughout the program. Students will receive focused presentations and feedback from DW faculty and guest presenters on topics related to the Digital Arts & Sciences. Students may elect to pursue and single (solo) project, or collaborate in the creation of an approved team-based project where all team members provide equal contributions of work toward the common artifact goal. The semester will culminate in Digital Worlds *Convergence*, a professional event where students will display their completed project.

Pre-Requisite Knowledge and Skills
Senior status in the BA in DAS program.

Objectives: By the end of this course, students will be able to:

- Showcase a major artifact or publication-ready document demonstrating considerable accomplishment in their chosen area of the Digital Arts & Sciences.
- Evidence a deeper understanding of common business and industry practices and expectations.
- Demonstrate fluency in both technological systems and digital design practices.
- Give a compelling professional-level final presentation of their work, either solo or team-based.
- Add a major and significant piece of work to their portfolio.

Required Materials

- Autodesk Education Suite *(Free registration required)*
- Adobe Photoshop CC
- Microsoft Office Suite
- ArtStation and Sketchfab free accounts and access

Recommended Materials

- Unity HUB and Unity 2019+ *(Free registration required)*
- Unreal Engine 4 Editor *(Free registration required)*
- Visual Studio *(or similar scripting software)*
- Lynda.com Online Unity Tutorials *(Free access for UF students)*
- Official Unity Development Community https://unity3d.com/community
- Autodesk Academy https://academy.autodesk.com
- Digital Graphic Drawing Tablet with Pen (Photoshop compatible)

Course Schedule

This course incorporates lecture, discussion, quizzes, and group learning projects. 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/

Week	Subject	Assignments Due
Week 1	**Introduction to Senior Project** Syllabus overview Successful senior project artifacts Developing pitch slides Senior Project presentation process Mock presentations **CONCEPT DEVELOPMENT BEGINS**	Participate in Mock Presentations **Develop 3-Pitch Slideshow** *Design slideshow using provided template*
Week 2	**PROJECT PITCH DAY** Present three potential project artifacts Narrow choice to one artifact focus **CONCEPT DEVELOPMENT ENDS** **PRE-PRODUCTION BEGINS**	**MILESONE 01:** **GAME PITCH SLIDESHOW PRESENTATIONS**
Week 3	**Production Management** Pipelines overview and dependencies File organization, source control, and naming conventions Project schedule reality check	**Senior Project Production Schedule** *Schedule template provided*
Week 4	**PROGRESS REVIEW 1 + FEEDBACK** Feedback and prioritization lecture Website portfolio and marketing content planning **GAMES** – Maya to Sketchfab/ArtStation Pipelines **PRE-PRODUCTION ENDS** **PRODUCTION BEGINS**	**Foundational Project Presentation** Prioritize tasks per progress feedback
Week 5	**PROGRESS REVIEW 2 + FEEDBACK** **GAMES** – Advanced Materials Development **GAMES** – Maya to Unity Pipeline	Prioritize tasks per progress feedback
Week 6	**PROGRESS REVIEW 3 + FEEDBACK** **GAMES** – Maya to Unreal Pipeline	Prioritize tasks per progress feedback
Week 7	**PROGRESS REVIEW 4 + FEEDBACK** **GAMES** – Executable, Sketchfab, or other platform artifact presence Artifact Midterm Preparation, expectations and evaluation criteria Mock public artifact presentations	**Prepare artifact for Midterm presentation** Prioritize tasks per progress feedback
Week 8	**MIDTERM PROGRESS PRESENTATION** **FEEDBACK – PROGRESS, QUALITY, SCOPE RISK ASSESSMENT** Website portfolio and marketing plans DUE	**MILESTONE 02:** **ALL-SENIOR MIDTERM PROJECT PRESENTATIONS** Revise schedule per Midterm feedback
Week 9	**PROGRESS REVIEW 5 + FEEDBACK** **GAMES** – Priority One artifact content COMPLETED	Artifact Priority One content complete

Week	Subject	Assignments Due
	GAMES – Evaluate Priority Two and Three content with schedule	**Evaluate schedule for Priority Two and Three planned content**
Week 10	**PROGRESS REVIEW 6 + FEEDBACK** GAMES – Priority Two artifact content completed	Evaluate schedule per progress feedback
Week 11	**PROGRESS REVIEW 7 + FEEDBACK** Mock Convergence Event presentation preparation	Prepare artifacts for public presentation
Week 12	**MOCK CONVERGENCE EVENT PRESENTATIONS** Website portfolio and marketing content review GAMES – Priority Three artifact content completed	**MILESTONE 03:** **MOCK CONVERGENCE PRESENTATION** Artifact is content complete and feature lockdown
Week 13	**Website Portfolio and Marketing Content Completed** Portfolio content review Convergence marketing material review	**MARKETING CONTENT COMPLETE** Portfolio and marketing content lockdown
Week 14	**Networking and event communication practice** Mock presentations, artifact pitches, communicating your work	Mock event lecture and practice exercises
Week 15	**CONVERGENCE EVENT PRESENTATIONS** Public gallery showing of completed artifact	**FINAL:** **CONVERGENCE EVENT**

Evaluation of Grades

Assignment	Total Points	% of Grade
PARTICIPATION *Class attendance and discussion participation are expected of all on-campus Seniors* *Submission of all course work on the dates due is expected of all online Seniors*	100	10
MILESTONE 01: PROJECT PITCH PRESENTATION *Three potential Senior Project artifacts are researched and presented; from which one proposed focus will be chosen as the artifact goal*	50	5
WEEKLY PROGRESS PRESENTATIONS *Seven structured progress checks to assess work quality and adherence to the production schedule – which is a dynamic timeline created by the student. Instructor feedback is provided during each Progress Presentation, and is critical to the artifact success*	350	35
MILESTONE 02: MIDTERM MILESTONE ***Mid-semester all-senior presentation of artifact progress for evaluation and feedback***	100	10
MILESTONE 03: MOCK CONVERGENCE EVENT PRESENTATION *Presentation of a near-complete version of the artifact prior to the Convergence event*	50	5
WEBSITE PORTFOLIO AND MARKETING MATERIALS *Media derived from the artifact to augment online portfolio and Convergence presence*	100	10
FINAL: CONVERGENCE EVENT PRESENTATION ***All Seniors will present their completed project artifact at the Convergence event in a public gallery format***	25	25

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

More information on grades and grading policies is here:
https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/

Materials and Supply Fees
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/).

Course Polices

Attendance Policy, Class Expectations, and Make-Up Policy
We value participation more than mere attendance. The 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. Interaction with your peers and the instructor will empower you to greater achievement.

In our course, attendance is taken at the beginning of each class period, and is calculated as the Participation element which makes up 10% of your overall grade. Any unexcused absences are factored into the Participation grade total. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which you must provide appropriate documentation in advance of the absence. All assignments are due by the stated date and time. Late assignments as a result of an unexcused absence may be submitted up to one week after the scheduled due date, incurring a 10% grade penalty.

Additionally, tardiness will not be tolerated. If you are tardy for three class periods, you will receive an unexcused absence.

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/UGRD/academic-regulations/attendance-policies/

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.

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. Digital Worlds requires each student's laptop 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) using "Canvas Mail".

Course Technology Support

The Technology Support Center provides computer support for Digital Worlds students who access Zoom, lecture recordings, student equipment, facilities and other technology-based resources. http://digitalworlds.ufl.edu/support

For computer assistance related to Zoon, 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 Computing 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 which 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-conduct-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, https://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

Software Use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see:
http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html

Course Evaluation

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

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, and 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 at 392-1111 (or 9-1-1 for emergencies), or http://www.police.ufl.edu/.

E-learning Technical Support
352-392-4357 (select option 2) or e-mail to Learning- learning-support@ufl.edu

Career Connections Center
Reitz Union, 392-1601. Career assistance and counseling. https://career.ufl.edu

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

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

Writing Studio
2215 Turlington Hall, 846-1138. Help brainstorming, formatting, and writing papers.
http://writing.ufl.edu/writing-studio/

Student Complaints Campus
http://regulations.ufl.edu/wp-content/uploads/2012/09/1.0063.pdf

Online 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.