

# DIG6906 Graduate Level Independent Study

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**Instructor**

Dr. Kyle Bohunicky

**Phone**

(352) 294-2000

**Email**

Canvas Mail

**Office Location**

Online

**Office Hours**

Wednesdays 10 AM – 12 PM

**Course Number**

DIG6906

**Semester/Year**

Fall 2020

**Course Credits**

3 credits

**Course Location**

REVE 118

**Course Meeting Times**

TUE 3:30 – 4:30

**Course Description**

This independent study will draw on the intersection between musicology and game studies to examine collaborative acts of music production within video games. The study will provide both a general introduction to the major ideas in game studies and musicology, proposing methods and techniques for understanding video games as instruments.

**Pre-Requisites**

Consent of faculty member supervising the study.

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

- Blend game studies and musicology approaches
- Apply methods for studying video game music
- Invent methods for studying video games as instruments
- Outline key theories in game studies
- Pitch a dissertation-worthy project on the topic

**Required Materials**

- Cheng, W. (2014). *Sound play: Video games and the musical imagination*. Oxford: Oxford University Press.
- Collins, K. (2013). *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games*. Cambridge, MA: MIT Press.
- Grimshaw, M. (2011). *Game Sound Technology and Player Interaction: Concepts and Developments*. Hershey, PA: IGI Global.
- Miller, K. (2017). *Playable Bodies. Dance Games and Intimate Media*. Oxford: Oxford University Press.
- Summers, T. (2016). *Understanding Video Game Music*. Cambridge: Cambridge University Press.

## Course Schedule

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Week	Subject	Assignment/Quizzes	Assignments Due
Week 1	Discuss Schedule and Course Goals/Projects	N/A	N/A
Week 2	Video Game Music Foundations		Read: Summers pt. 1
Week 3	World Building and Characterization in Video Game Music		Play: <i>Splatoon 2</i>
Week 4	Video Game Music Foundations Continued		Read: Summers pt. 2
Week 5	Video Game Music and Politics		Play: <i>Streets of Rage 2 and 3/ Jet Set Radio + Jet Set Radio Future</i>
Week 6	Music and Game Design		Read: Cheng pt. 1
Week 7	Musical Storytelling		Play: <i>Wandersong</i>
Week 8	Music and Game Design Continued		Read: Cheng pt. 2
Week 9	Instrument Interfaces and Genre		Read: <i>Deemo</i>
Week 10	Performing Music		Read: Miller pt. 1
Week 11	Becoming through Beat		Read: <i>Beat Saber</i>
Week 12	Performing Music Continued		Read: Miller pt. 2
Week 13	Rhythm of Roleplaying		Read: <i>Crypt of the Necrodancer</i>
Week 14	Music as Gameplay		Read: Collins pt. 1
Week 15	Remixing		Play: <i>Cadence of Hyrule</i>
Week 16	Music as Gameplay Continued		Read: Collins pt. 2

## Evaluation of Grades

Assignment	Total Points	% of Grade
<b>Weekly Reports</b> – Weekly reports that provide an update on project progress and readings (300 words minimum)	300	30%
<b>Attendance</b> – Weekly meetings to discuss readings and progress	200	20%
<b>Final Project</b> – A draft of a dissertation chapter	500	50%

## 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

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### Attendance Policy, Class Expectations, and Make-Up Policy

In our course, attendance is mandatory. Students are allowed **one unexcused absence**. If you miss more than **one class** during the semester, each additional absence will lower your overall grade by **100 points**. If you miss more than **three classes**, you will fail the course. 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**.

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 Technology Requirements: <https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/>

### **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**

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The [Technology Support Center](http://digitalworlds.ufl.edu/support) 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](mailto: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](mailto:helpdesk@ufl.edu).

## **UF Policies**

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### **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 professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>.

## Campus Resources

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### 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>, 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](mailto: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.*