DIG4527C Game Design & Production

Instructor
Prof. Marko Suvajdzic

Phone
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Email
Canvas Mail

Office Location
Zoom/Discord

Office Hours
TBA

Course Number
DIG4527C

Semester/Year
Fall 2021

Course Credits
3 credits

Course Location
ONLINE

Course Meeting Times
MON Period 8-9
WED Periods 9

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.

Pre-Requisites:
Unity3D, Photoshop, Maya

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

- Describe and articulate major trends and trajectories in the field of video games production.
- Use different perspectives to analyze and investigate practices, trends and production cycles in the contemporary video games production process.
- Present findings from personal research into a specific aspect of video games culture.
- Design and produce their own video game

Required Materials

- *"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)*

Recommended Materials
Selection of online articles and videos

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
Week 1	**Introduction to the class**	
Week 2	**Lecture**: Careers in Gaming Industry	**Assignment due:** Links to 3 games compatible in scope with class project
Week 3	**Lecture**: The Role of Chance in Games	**Assignment due:** Video Game Concept Proposal
Week 4	**Lecture**: Elements of Strategic Skill	**Assignment due:** Peer review of Video Game Concept Proposals
Week 5	**Lecture:** Game Development Milestones	**Quiz 1**
Week 6	**Lecture:** Video Game Monetization Method	**Assignment due:** GDD + Production Schedule
Week 7	**Lecture**: Game Analysis Frameworks - Overview	
Week 8	**Lecture**: Game Analysis Frameworks - the Layered Tetrad	**Assignment due:** Alfa/First Playable
Week 9	**Lecture**: Game Analysis Frameworks - the Inscribed Layer	**Assignment due:** Peer reviews of First Playable
Week 10	**Lecture:** Game Analysis Frameworks - the Dynamic Layer	
Week 11	**Lecture:** Game Analysis Frameworks - the Cultural Layer	**Assignment due:** Beta

Week	Subject	Assignment/Quizzes
Week 12	**Lecture:** Gamification of Education	**Quiz 2**
Week 13	Review of Game Examples from the Previous Years	**Assignment due:** Promo material Draft (1 pager + 60s video)
Week 14	Review of Promo Materials from the Previous Years	**Assignment due:** Final
Week 15	**Review of the final projects**	

Evaluation of Grades

Assignment	Percentage of Grade
List of 5 games/demos, similar in scope to our final project	5%
Video Game Concept Proposal (1 page)	5%
GDD + Detailed Project Schedule	10%
3 Peer Reviews – GDD + Detailed Project Schedule	5%
Promo Material *Draft* (1-pager + 60 sec video)	5%
2 Quizzes	20%
Alpha/First Playable	10%
3 Peer Reviews - Alpha/First Playable	5%
Beta	10%
Final Project: o Fully playable, bug free game o Promo Material Final (1pg + 60sec)	25%

Grading Scale

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67

Letter Grade	% Equivalency	GPA Equivalency
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, Privacy Policy, 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.

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/

Our class sessions may be audio visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

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

Course Communications
Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

Course Recordings
Our class sessions may be audio visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

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 who experience learning barriers and would like to request academic accommodations should connect with the disability Resource Center. Click here to get started with the Disability Resource Center. It is important for students to share their accommodation letter with their instructor and discuss their access needs, 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. Click here for guidance on how to give feedback in a professional and respectful manner. 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 ufl.bluera.com/ufl/. Summaries of course evaluation results are available to students here.

Campus and Academic Resources

U Matter, We Care: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit U Matter, We Care website to refer or report a concern and a team member will reach out to the student in distress.

Counseling and Wellness Center: Visit the Counseling and Wellness Center website or call 352-392-1575 for information on crisis services as well as non-crisis services.

Student Health Care Center: Call 352-392-1161 for 24/7 information to help you find the care you need, or visit the Student Health Care Center website.

University Police Department: Visit UF Police Department website or call 352-392-1111 (or 9-1-1 for emergencies).

UF Health Shands Emergency Room / Trauma Center: For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; Visit the UF Health Emergency Room and Trauma Center website.

E-learning technical support: Contact the UF Computing Help Desk at 352-392-4357 or via e-mail at helpdesk@ufl.edu.

Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

Library Support: Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center: Broward Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring.

Writing Studio: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.

Student Complaints On-Campus: Visit the Student Honor Code and Student Conduct Code webpage for more information.

On-Line Students Complaints: View the Distance Learning 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.