DIG4790 Senior Project Games
Spring 2022

Course Meetings: Monday 9:35 AM – 10:25 AM | Friday 9:35 AM – 11:30 AM
Course Mode: Real-time Online
Course Location: Zoom

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.

Course Prerequisites
Senior status in the BA in DAS program.

Learning Outcomes
[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.

Materials & Books

Required
● Autodesk Education Suite (Free registration required)
● Adobe Photoshop CC
● Microsoft Office Suite
● Behance, ArtStation and Sketchfab (Free registration required)
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
- Digital Graphic Drawing Tablet with Pen (Photoshop compatible)

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.

<table>
<thead>
<tr>
<th>Week</th>
<th>Subject</th>
<th>Assignment Quizzes</th>
<th>Assignments Due</th>
</tr>
</thead>
</table>
| 1    | Introduction to Senior Project  
Syllabus overview  
Successful senior project artifacts  
Developing pitch slides  
Senior Project presentation process  
**CONCEPT DEVELOPMENT BEGINS** | Online Only: Trek-In Quiz (Orientation)  
Online Only: Ascent 1 Safety Check (Quiz) |  |
| 2    | PROJECT PLANNING  
Present three potential project artifacts  
Narrow choice to one artifact focus  
Planning GDD (Asset Prioritize), Monday.com Scheduling, Behance Blog setup  
**CONCEPT DEVELOPMENT ENDS**  
**PRE-PRODUCTION BEGINS** | Climb 3 Solo Check-In (GDD, Behance, Monday Schedule) | Climb 2: Artifact Pitch |
| 3    | Climb 3 Solo Check-In  
Feedback on progress:  
Pipelines overview and dependencies  
File organization, source control, and naming conventions  
Project schedule reality check  
**PRE-PRODUCTION ENDS**  
**PRODUCTION BEGINS** | Climb 3 Solo Check-In: (GDD, Behance, Monday Schedule) |  |
| 4    | Climb 4 Check-In:  
Peer Review  
Students present progress updates to class  
Feedback from students for participation.  
**GAMES – Maya to Sketchfab/ArtStation Pipelines** | Climb 4 Check-In: Peer Review |  |
<table>
<thead>
<tr>
<th>Climb</th>
<th>Check-In</th>
<th>Feedback on progress:</th>
<th>Online Only: Ascent 3 Safety Check (Quiz)</th>
<th>Climb</th>
</tr>
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</table>
| 5     | Climb 5 Solo Check-In     | **Support Tutorial** – Advanced Materials Development  
**Support Tutorial** – Unity to WebGL Pipeline                                                                                                           | Climb 5 Solo Check-In                  |       |
| 6     | Climb 6 Check-In:         | Peer Review  
Students Present progress updates to class  
Feedback from students for participation.  
**Support Tutorial** – Lighting and Effects Pipeline                                                                                      | Climb 6 Check-In: Peer Review           |       |
| 7     | Climb 7 Solo Check-In     | Feedback on progress:  
**Support Tutorial** – Executable, Sketchfab, or other platform artifact attention to detail  
Artifact Midterm Preparation, expectations and evaluation criteria                                | Climb 7 Solo Check-In                  |       |
| 8     | Climb 8 Check-In: (Mid-Climb Review) Peer Review | Students present progress updates to class  
Feedback from students for participation.  
**PROGRESS, QUALITY, SCOPE RISK ASSESSMENT**                                                                                                     | Climb 8 Check-In: Peer Review           |       |
| 9     | Climb 9 Solo Check-In     | Feedback on progress:  
Website portfolio and marketing content planning  
**GAMES** – Priority One artifact content COMPLETED  
**GAMES** – Evaluate Priority Two and Three content with schedule                                                                                   | Climb 9 Solo Check-In                  |       |
| 10    | Climb 10 Check-In:        | **Peer Review** – Priority Two artifact content completed                                                                                                                                                    | Climb 10 Check-In: Peer Review          |       |
| 11    | Climb 11 Solo Check-In    | Priority Two artifact content completed                                                                                                                                                                          | Climb 11 Solo Check-In                  |       |
| 12    | Climb 12 Check-In:        | Website portfolio and marketing content review  
Discuss Behance page and Promo Video                                                                                                                  | Climb 12 Check-In: Peer Review: Marketing Package          |       |
| 13    | Climb 13 Solo Check-In    | Submit Behance Package v1 Review                                                                                                                          | Climb 13 Solo Check-In: Behance Page Review |       |
| 14    | Climb 14 Check-In:        | Submit Final Promo Video  
Mock presentations, artifact pitches, communicating your work                                                                                       | Climb 14 Check-In: Peer Review: Submit Final Promo Video |       |

DIG 4970 Senior Project Games
Climb 15 – Final Artifact Submission
CONVERGENCE EVENT PRESENTATIONS

Climb 15 Check-In:
Submit Artifact
Submit Behance
Submit Post-Mortem

Grading Criteria

<table>
<thead>
<tr>
<th>Assignment / Assessment</th>
<th>Total Points</th>
<th>% of Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>PARTICIPATION</td>
<td>100</td>
<td>10</td>
</tr>
<tr>
<td>Discussion participation is expected of all students through the campfire discussion forums Submission of all course work on the dates due is expected for all students.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Safety Check</td>
<td>100</td>
<td>5</td>
</tr>
<tr>
<td>(Zoom) Project Pitch Exercise, (Online) 4 Quizzes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Climb Check In (Peer and Individual) Check in progress submission for your instructor to review.</td>
<td>100</td>
<td>25</td>
</tr>
<tr>
<td>Ascent Feedback</td>
<td>100</td>
<td>20</td>
</tr>
<tr>
<td>In this activity, your instructor will offer you cumulative feedback for the entire Ascent. Note that you do not need to submit anything in this activity. There will be 3 Feedback entries. One for each ascent.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Final Project</td>
<td>100</td>
<td>40</td>
</tr>
<tr>
<td>Artifact, Marketing Package, and Post-Mortem</td>
<td></td>
<td></td>
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</tbody>
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Grading Scale

<table>
<thead>
<tr>
<th>Letter Grade</th>
<th>% Equivalency</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>94 - 100%</td>
</tr>
<tr>
<td>A-</td>
<td>90 - 93%</td>
</tr>
<tr>
<td>B+</td>
<td>87 - 89%</td>
</tr>
<tr>
<td>B</td>
<td>84 - 86%</td>
</tr>
<tr>
<td>B-</td>
<td>80 - 83%</td>
</tr>
<tr>
<td>C+</td>
<td>77 - 79%</td>
</tr>
<tr>
<td>C</td>
<td>74 - 76%</td>
</tr>
<tr>
<td>C-</td>
<td>70 - 73%</td>
</tr>
<tr>
<td>D+</td>
<td>67 - 69%</td>
</tr>
<tr>
<td>D</td>
<td>64 - 66%</td>
</tr>
<tr>
<td>D-</td>
<td>60 - 63%</td>
</tr>
<tr>
<td>E, I, NG, S-U, WF</td>
<td>0 - 59%</td>
</tr>
</tbody>
</table>

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 are 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/)

DIG 4970 Senior Project Games
Course Policies

Attendance Policy, Class Expectations, and Make-Up Policy
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 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 ongoing 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.
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 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.

DIG 4970 Senior Project Games
Creation of Original Content Ethics
For original projects and all assignment deliverables, students should remember that representations of acts of violence, coarse and offensive language, sexual behavior, bodily function and ability, neurodiversity, and personal identity are likely to cause extreme audience response, regardless of the creator’s intentions. In addition, the recreation of such actions and subjects for fictional purposes may unintentionally traumatize or negatively impact those who collaborate in the creation of the images. While the university encourages students to explore themes and tell stories that may include this difficult subject matter, they should be cautioned against modes or styles of representation that might be considered unnecessarily offensive or potentially triggering. Instructors, faculty, and university administrators reserve the right to not show or share any student work they feel is inappropriate for their classroom or for public exhibition, as there may be concerns about the impact of such work on the community. We encourage students to consult with their faculty when producing work that might be considered controversial, and to err on the side of being cautious when it comes to making decisions about a project’s content - in other words, make the PG-13 version of your story, not the R version, and certainly not the "unrated" version. This is also to help students understand that most professional creative situations have strict guidelines and limitations on such content and how it is produced: your ability to tell stories effectively with "less" is a strong professional skill that will aid in the dissemination of your work to a broader audience.

Course Technology Support

Technology Support Center
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 Zoom, lecture recordings, student equipment, and facilities requests please email support@digitalworlds.ufl.edu.

UF Computing Help Desk
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.

University 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 DIG 4970 Senior Project Games
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 by visiting [https://disability.ufl.edu/students/get-started/](https://disability.ufl.edu/students/get-started/). 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](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: [https://catalog.ufl.edu/UGRD/academic-regulations/ferpa-confidentiality-student-records/](https://catalog.ufl.edu/UGRD/academic-regulations/ferpa-confidentiality-student-records/)

**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/](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/](https://ufl.bluera.com/ufl/). Summaries of course evaluation results are available to students at [https://gatorevals.aa.ufl.edu/public-results/](https://gatorevals.aa.ufl.edu/public-results/)

**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](https://umatter.ufl.edu/) 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](https://counseling.ufl.edu/) 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](https://health.ufl.edu/healthcare/).

**University Police Department**: [Visit UF Police Department website](https://police.ufl.edu/) 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 DIG 4970 Senior Project Games](https://ufhealth.org/locations/ef/).
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.


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

Online 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.