

# GAME DESIGN PRACTICES 1

COURSE NUMBER: DIG3713C	CREDIT HOURS: 3.0
SEMESTER/YEAR: SPRING 2016	CLASS LOCATION: NRG 0120
	CLASS MEETING TIME(S): MON: 7; WED: 7,8
<b>INSTRUCTOR:</b> Assoc. Prof. Marko Suvajdzic	<b>OFFICE HOURS:</b> TBA
<b>COURSE TA OR COORDINATOR:</b> TBD	<b>COURSE WEBSITE:</b> <a href="http://lss.at.ufl.edu">http://lss.at.ufl.edu</a>

**COURSE COMMUNICATIONS:** Students can communicate directly with the instructor regarding the course material. Students are also encouraged to post general questions to the discussion board through the course management system.

## REQUIRED TEXTS AND ONLINE RESOURCES:

- “Level Up!: The Guide to Great Video Game Design”, Scott Rogers  
([http://www.amazon.com/Level-Up-Guide-Great-Design/dp/047068867X/ref=sr\\_1\\_2?ie=UTF8&qid=1376864810&sr=8-2&keywords=level+up](http://www.amazon.com/Level-Up-Guide-Great-Design/dp/047068867X/ref=sr_1_2?ie=UTF8&qid=1376864810&sr=8-2&keywords=level+up))

## COURSE DESCRIPTION:

This is the syllabus of an undergraduate course on digital production and video game design. The course is changing according to the needs of the students and the pace of our learning, and the syllabus may change during the semester to meet the needs of students and the instructor.

“Game Design Practices 1” is an undergraduate course offering an interdisciplinary approach to the subject of video games. This course will be focused on the intersection of arts, technology, and design. It will be structured as a series of talks that cover a variety of topics, including video game design, startups, entrepreneurship, networked existence, the process of building a new entity and more. Prof. Suvajdzic will share his own experiences in the world of startups and also give students a look into his current studio.

This course will also contain a more practical dimension to it, where students will work on creating their own game. Also the students will get a chance to peak into the real world of video games production processes by following some of the projects of O2D studio (<http://www.o2d.com>).

## PREREQUISITE KNOWLEDGE AND SKILLS: NA

**PURPOSE OF COURSE:** To introduce students to the industry standard practices in applied creativity and visual design. This is a fundamental course created in order to welcome and introduce students to the fields of digital arts and design.

**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 events, communities and production cycles in video games production process.
3. Present findings from your own research into some particular aspect of video games culture.

**INSTRUCTIONAL METHODS:** This course incorporates lecture, and discussion, group learning projects and student-created presentations. Individual assignments will be explained in detail as the course progresses.

**Course Schedule:**

Week	<b>Class Lectures and Projects</b> TUESDAY Topics + Assignments
1 Jan 6  Jan 8	Introduction to the class, picking teams for the group projects  Introduction to Game Salad
2 Jan 13 Jan 15	Lecture: Careers in Video Game Industry  Introduction to Game Salad  <b>Game Salad exercise 1 is due</b>
3 Jan 20 Jan 22	Lecture  Guest Lecture – Lisa Anthony (CSE)  <b>(casual) video game review is due</b>
4 Jan 27 Jan 29	Student Presentations (2 per period)  Student Presentations (2 per period) + review of exercise 2  <b>Game Salad exercise 2 is due</b>
5 Feb 3 Feb 5	Lecture (writing for video games)  Guest Lecture Yu-Hao Lee (Telecommunications) Student presentations (2)  <b>Final project - Concept Proposal is due (feb 8)</b>
6 Feb 10 Feb 12	Review of Concept proposals  Student Presentations (2 per period) Lecture (writing for video games #2) <b>Game Salad exercise 3 is due</b>
7 Feb 17 Feb 19	Student Presentations (2 per period, Nika)  Student Presentations (2 per period) Lecture: Level up!

Week	<b>Class Lectures and Projects</b> TUESDAY Topics + Assignments
8 Feb 24 Feb 26	Lecture: Level up!  Student Presentations (2 per period, 4 total for double period)  <b>Final Project – GDD is due</b>
9 March 3 March 5	SPRING BREAK – NO CLASSES!
10 March 10 March 12	Lecture  Working on the final project
11 March 17 March 19	Lecture:  Working on the final project  <b>Final Project – Alfa is due</b>
12 March 24 March 26	Lecture:  Working on the final project  <b>“Video Games - Value or Damage to Society” – paper due</b>
13 March 31 April 02	TBD  Discussion: Video Games - Value or Damage to Society  <b>Final Project – Beta is due</b>
14 April 07  April 09	TBD  Working on the final project
15 April 14  April 16	TBD  <b>Final Project – Final game build is due</b>
16 April 21	Final project review  Final project review



## GRADING POLICIES:

Assignment	percentage
<b>Section - Class Assignments and Projects</b> <ul style="list-style-type: none"> <li>• (15%) Student presentation 10 min (game designer or studio)</li> <li>• (10%) Present an argument (500+ words): “Video Games - Value or Damage to Society”</li> <li>• (10%) Video game review (250+ words)</li> <li>• (15%) Quizzes (chapters: 1,2,3,4,5,6,8)</li> <li>• (40%) Class project - Video game               <ol style="list-style-type: none"> <li>1) Game salad exercise 1 – Objects moving across the screen</li> <li>2) Game salad exercise 2 – Objects shooting and destroying other objects <b>5%</b></li> <li>3) Game salad exercise 3 – Main menu, game play, in game menu, Pause, Mute, Game Over, Score (objects shot). <b>10%</b></li> <li>4) Concept proposal <b>2%</b></li> <li>5) Game Design Document <b>5%</b></li> <li>6) Alfa <b>3%</b></li> <li>7) Beta <b>5%</b></li> <li>8) Final <b>10%</b></li> </ol> </li> </ul>	90%
<b>Class attendance and Participation</b> – Students are expected to actively participate in class discussions, both in class as well as in class online forum.	10%

## 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		0.00

## COURSE POLICIES:

**ATTENDANCE POLICY:**

- a. At the sole discretion of the instructor, documented Emergencies or medical situations may be the only acceptable reasons for an excused absence. At the very least, students must contact the Instructor 24 hours before class time if they wish to be considered for an excused absence.
- b. Unexcused absences will accrue to the detriment of the portion of the final grade given for class participation.

**MAKE-UP POLICY:**

- a. At the sole discretion of the instructor, Exams may or may not be taken late. Documented Emergencies or medical situations may be the only accepted reasons for an excused absence on the day of an exam.
- b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

**ASSIGNMENT POLICY:**

- a. At the sole discretion of the instructor, late work may be penalized according to the late policy.
- b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

**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.

**UF POLICIES:**

**UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:** Students requesting accommodation for disabilities must first register with the Dean of Students Office (<http://www.dso.ufl.edu/drc/>). The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. You must submit this documentation prior to submitting assignments or taking the quizzes or exams. Accommodations are not retroactive, therefore, students should contact the office as soon as possible in the term for which they are seeking accommodations.

**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://evaluaations.ufl.edu>.

## GETTING HELP

For issues with technical difficulties for E-learning in Sakai, please contact the UF Help Desk at: [Learning-support@ufl.edu](mailto:Learning-support@ufl.edu), (352) 392-HELP - select option 2, <https://lss.at.ufl.edu/help.shtml>.

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.

Other resources are available at <http://www.distance.ufl.edu/getting-help> for:

- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

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.