

Cover Sheet: Request 14297

DIG3713 Game Design Practices

Info

Process	Course Modify Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	9/30/2019 10:38:55 AM
Updated	1/14/2020 10:07:06 AM
Description of request	Change of title and prerequisites for the existing DIG3713 "Game Design Practices" course to Game Content Production 1.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		10/1/2019
No document changes					
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		10/18/2019
No document changes					
University Curriculum Committee	Tabled	PV - University Curriculum Committee (UCC)	Casey Griffith		11/6/2019
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			11/6/2019
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Course|Modify for request 14297

Info

Request: DIG3713 Game Design Practices

Description of request: Change of title and prerequisites for the existing DIG3713 "Game Design Practices" course to Game Content Production 1.

Submitter: Phillip Klepacki pklepacki@arts.ufl.edu

Created: 1/16/2020 1:53:01 PM

Form version: 6

Responses

Current Prefix DIG

Course Level 3

Number 713

Lab Code None

Course Title Game Design Practices

Effective Term Earliest Available

Effective Year Earliest Available

Requested Action Other (selecting this option opens additional form fields below)

Change Course Prefix? No

Change Course Level? No

Change Course Number? No

Change Lab Code? No

Change Course Title? Yes

Current Course Title Game Design Practices

Proposed Course Title Game Content Production 1

Change Transcript Title? Yes

Current Transcript Title Game Design Practices

Proposed Transcript Title (21 char. max) Game Content Prod 1

Change Credit Hours? No

Change Variable Credit? No

Change S/U Only? No

Change Contact Type? No

Change Rotating Topic Designation? No

Change Repeatable Credit? No

Maximum Repeatable Credits 3

Change Course Description? No

Change Prerequisites? Yes

Current Prerequisites Digital Arts and Sciences BA major of junior standing or higher.

Proposed Prerequisites MAJOR=DAR_BADA
Change Co-requisites? No

Rationale To better serve the needs of students entering into the BADAS curriculum and to match the ever-changing demands of the game industry, we are submitting a revision to the title of DIG 3713. Digital Worlds Institute has submitted a memo clarifying the larger changes to the curriculum, which is attached as a supplement to this request.

12/13/20

MEMO

To: University of Florida Curriculum Committee
From: Digital Worlds Institute Faculty

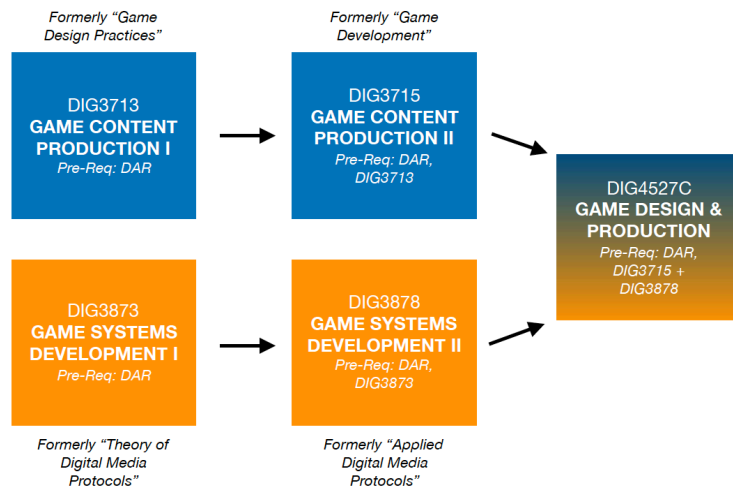
Re: Game Course Series as an Integral Component of our Larger Strategic Program Restructuring

Initially conceived as a 2+2 program, Digital Worlds Institute’s BA in Digital Arts & Sciences (BADAS) program has experienced significant growth over the past five years, with major enrollment up 400% since 2014. With the simultaneous expansion of our faculty ranks, we have been working to shape the curriculum into a more integrated four-year academic experience. An important mechanism to accomplish this is pushing previously upper-division courses down to lower-division semesters, which is also critical for preparing students in a limited-access program for portfolio review and submission at the conclusion of their sophomore year. We will then be able to offer more in-depth BADAS courses and focused electives in the upper-division semesters. At this level we have established three topical focus areas: Animation, Digital Production, and Game Design.

Our faculty have determined that we need to holistically integrate our existing interactive media programming and game development courses into a progressive series to accommodate the growing number of students wishing to advance into the Game Design focus area, while still allowing others to pursue a focus in Animation or Digital Production. As part of this strategic process, Digital Worlds is submitting revisions to these course titles to better match peer institutions with competitive programs in game design and interactive media and to help industry employers better recognize the skills and experiences students gain from these courses.

Additionally, these title revisions will help students and parents better understand course sequencing and the overall structure and purposes of the Game Design curriculum.

This approach is also a part of our larger program restructuring that will allow for the development of new electives need to keep up with rapidly evolving technological areas without changing fundamental curriculum requirements on a constant basis.



These name changes for our game-related courses are an integral component of our larger program restructuring, which is now receiving final review in our College-level approval process. Thank you for your consideration of this request to update our curriculum to best serve the needs of our students in the rapidly growing field of Digital Arts & Sciences.

DIG3713 Game Content Production I

Instructor

Nick Heitzman

Phone

(352) 294-2000

Email

Canvas Mail

Office Location

NRG 102

Office Hours

TBD

Course Number

DIG3713

Semester/Year

Fall 2000

Course Credits

3 credits

Course Location

NRG 000

Course Meeting Times

DAY Period 0

DAY Period 0

Course Description

This course introduces the theory and technical skills necessary for conceptualizing and creating visual video game assets. Students will also learn about and apply industry-standard software suites to the creation of visual video game assets. Students will gain foundational skills in visualization, conceptual ideation of visual assets, and self-motivated problem-solving within the industry.

Pre-Requisite Knowledge and Skills

BA in Digital Arts and Sciences major, DIG2632 with minimum grade of C

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

- Produce conceptual plans of integrated systems and visual aesthetics for a 2.5D indie-standard video games
- Develop an industry-standard foundational game design document (GDD) detailing all aspects of an original creative property
- Apply complex game creation principles to game projects
- Implement core principles of the game creation production process, including planning, execution, scope, testing, and iteration

Required Materials

- Unity HUB and Unity 2019+ (*Free registration required*)
- Visual Studio (*or similar scripting software*)
- Adobe Photoshop CC

Recommended Materials

- Autodesk Maya (*Free registration required*)
- Lynda.com Online Unity Tutorials (*Free access for UF students*)
- Official Unity Development Community <https://unity3d.com/community>
- Autodesk Academy <https://academy.autodesk.com>
- Autodesk Indestructables Community <https://www.indestructables.com/howto/games/>
- ArtStation <https://www.artstation.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 Game Development Syllabus Overview Top-Down Camera Gameplay Style 2D Design Theory Discussion	None
Week 2	Game Design Document (GDD) Creation Milestones and Production Schedule Systems, Scripts, and Mechanics Design Details Game Architecture and Construction Methodology	GDD V1.0 <i>Design document using provided template</i>
Week 3	Player Character Creation Top-down Character Design Exercise Silhouettes, Character Sheets Top-down Animation Process Player Scripts, Systems, Collision	Player Animation Sheet <i>2D sprite sheet .png image containing Player Walk and Idle animations</i>
Week 4	User Interface (UI) Design Unity Canvas Heads-up Display Interface to World Design Consistency Health, Lives, Collectables, Scoring	UI/UX In-Game Screenshot <i>Image in Unity showing health, lives, score</i>
Week 5	PROTOTYPE MILESTONE First-pass Gameplay Spaces Active and Playable Physics and World Scale, Mobility Systems Player Anticipated Play Flow Analysis	PROTOTYPE MILESTONE <i>Screenshot of game level in Unity with gameplay flow overlay design</i>
Week 6	Post-Milestone Evaluation Identify and Prioritize Bugs, Missing Features Game Scope Adjustments Feature Evaluation Exercise	Prioritized Bug List <i>Document with game bugs and missing features by priority</i>
Week 7	MIDTERM MILESTONE Game Build Process Core Systems and Components Working Player, Enemies, Interactivity, Puzzles GDD Update to Midterm Exercise	MIDTERM GAME BUILD GDD V2.0 <i>Game Executable Build with all core gameplay plus updated design document</i>
Week 8	Narrative and Transition Tutorial and Dialogue Systems Script Writing and Delivery Analysis Level Phasing and Shifting Mechanics Travel Scripts; Teleport, Level Change	Dialogue Screenshot Transition Screenshot <i>Images in Unity showing character dialogue and level state change variant</i>
Week 9	Points of Interest and Orienting the Player Designing Monuments and Key Locations Game Hub Sector Development Methodology Player Orienteering With and Without Maps Discussion	POI Sample Screenshot <i>Image in Unity showing a key area or asset used as a directional locator</i>

Week	Subject	Assignments Due
Week 10	Storytelling Advanced Overarching Narrative Chapters, Intro, Outro, Transition Levels Gameplay Type Connector Systems Exercise	Meta-Narrative Example <i>Script document outlining all dialogue and informative game text</i>
Week 11	Particle Systems and Post-Processing Unity Particle Editor Overview Particle Effect Design For 2D Games Discussion Fire, Smoke, Rain, Snow, Fog, Dust Introduction to 2.5D Post-Processing Systems Color-Grading, Depth-of-Field, Bloom	Particle System Exercise Post-Processing Exercise <i>Image in Unity showing a custom particle system and at least one post-processing effect</i>
Week 12	BETA MILESTONE Advanced Game Build Techniques New Content Lock; Art, Design, Scripts Readme.txt Exercise Game Controls Tuning Exercise GDD Update to Beta/Final Exercise	BETA GAME BUILD GDD V3.0 <i>Near-final game executable build and parallel updated design document</i>
Week 13	Game Audio Global and Local Sound Positional Audio Design Audio Blending and Balancing	Audio Design Exercise <i>Applying global, localized, and specific audio effects in game exercise</i>
Week 14	Epic Encounters Boss Fights and Epic Encounter Design Epic Encounter Game Integration Unconventional Epic Encounter Discussion Strategic Design Theory	Boss Fight Exercise <i>Image and description document outlining a strategic Boss fight or other Epic Encounter</i>
Week 15	GOLD MASTER MILESTONE Final Game Build Process Game Icon Creation Exercise Team Splash Screen Development Testing the Final Product Process GDD Update To Final Version	FINAL GAME BUILD GDD Final <i>Final game executable build with updated design document reflecting finished product</i>

Evaluation of Grades

Assignment	Total Points	% of Grade
PARTICIPATION <i>Discussion participation</i>	100	10
GAME DESIGN DOCUMENT V1.0 <i>Document containing all design data for a custom 2.5D top-down game</i>	50	5
PLAYER ANIMATION SHEET <i>PNG format image file containing the Player 2D animation frames</i>	50	5
UI/UX SCREENSHOT <i>In-game screenshot of the game's Canvas UI architecture</i>	50	5
PROTOTYPE MILESTONE <i>In-game screenshot of the game level with annotated gameplay overlay</i>	100	10

Assignment	Total Points	% of Grade
PRIORITIZED BUG LIST <i>Document listing all game bugs by priority</i>	50	5
MIDTERM MILESTONE <i>Initial Executable Build of 2D game level with basic gameplay Design document updated and revised</i>	100	10
DIALOGUE AND TRANSITION SCREENSHOTS <i>Two in-game screenshots demonstrating character dialogue and transitions</i>	50	5
POI SCREENSHOT <i>In-game screenshot showcasing a central 2D game asset or area</i>	50	5
BETA MILESTONE <i>Feature-complete executable build of the 2.5D game product</i>	100	10
EPIC ENCOUNTER SCREENSHOT <i>In-game screenshot demonstrating a Boss character and corresponding environment</i>	50	5
FINAL PROJECT (GOLD MASTER MILESTONE) <i>Final executable build of the custom 2.5D game product Updated final game design document</i>	100	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 for on campus and real-time online students is mandatory. Students are allowed **three unexcused absences**. If you miss more than **three classes** during the semester, each additional absence will lower your overall grade by **100 points**. If you miss more than **six 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.

Asynchronous online students will be expected to stay in sync with the rest of the class, and to achieve their participation portion by recording their responses to course material in advance of each lecture at least once a week.

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" or UF email.

Course Technology Support

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.

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 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

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.