

Cover Sheet: Request 14303

DIG3873 Theory of Digital Media Protocols

Info

Process	Course Modify Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	10/1/2019 2:32:01 PM
Updated	1/14/2020 10:04:57 AM
Description of request	Change of course title, description, and prerequisites for existing DIG3873 "Theory of Digital Media Protocols" course to Game Systems Development 1

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		10/1/2019
DIG3873_Game_Systems_Dev_I_V3.docx					10/1/2019
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 14303

Info

Request: DIG3873 Theory of Digital Media Protocols

Description of request: Change of course title, description, and prerequisites for existing DIG3873 "Theory of Digital Media Protocols" course to Game Systems Development 1

Submitter: Phillip Klepacki pklepacki@arts.ufl.edu

Created: 10/1/2019 2:26:20 PM

Form version: 1

Responses

Current Prefix DIG

Course Level 3

Number 873

Lab Code None

Course Title Theory of Digital Media Protocols

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 Theory of Digital Media Protocols

Proposed Course Title Game Systems Development 1

Change Transcript Title? Yes

Current Transcript Title Theory Dig Media Pros

Proposed Transcript Title (21 char. max) Game Systems Dev 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? Yes

Current Course Description Covers the theory behind the design of digital media systems, data-flow logic, binary data structures and pseudo-code description of computational algorithms. The students will be exposed to fundamental principles of computer coding and scripting and protocols of communication between digital systems.

Proposed Course Description (50 words max) This course will introduce the fundamental principles of game development and programming language. Students will become familiar with input output, variables, arithmetic operations, if-else conditional statement and their use in game development. Students will also learn about the basic understanding of object-oriented programming (OOP) within the industry.

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 reflect the course curriculum and meet with the needs of the game industry, we are submitting a revision to the title of DIG 3873 and updating the description to reflect industry-level changes.

DIG3873 Game Systems Development I

Instructor

Markus Santoso

Phone

(352) 294-2000

Email

Canvas Mail

Office Location

CSE439

Office Hours

Wednesdays 10 – 12 PM

Course Number

DIG3873

Semester/Year

Fall 2020

Course Credits

3 credits

Course Location

NRG 205 (PICT)

Course Meeting Times

MON Period 7

WED Periods 7/8

Course Description

This course will introduce the fundamental principles of game development and programming language. Students will become familiar with input output, variables, arithmetic operations, if-else conditional statement and their use in game development. Students will also learn about the basic understanding of object-oriented programming (OOP) within the industry.

Pre-Requisite Knowledge and Skills

BA in Digital Arts and Sciences major

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

- Practice programming syntax
- Apply basic programming logic
- Interpret the existing code
- Modify the existing code
- Adapt principles of Object-Oriented Programming to game development

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	Class Introduction	
Week 2	IDE Installation	Quiz
Week 3	Hello Worlds	Cin-cout Exercise
Week 4	Variables	
Week 5	Arithmetic Operations	+, -, *, /
Week 6	Logic and Conditional	+=, -=, *=, if-else
Week 7	Code Workshop 1	
Week 8	Boolean and Switch	In-class Project
Week 9	For-Loop	In-class Project
Week 10	While, Do-While	
Week 11	Code Workshop 2	
Week 12	Nesting Loops and Arrays	Arrays Exercise
Week 13	Sentinel-Controlled Program	Marathon Runners
Week 14	Function and Function with Parameter	My Own Function
Week 15	Class-and-Objects, Public-vs-Private	Creating Class in C++
Week 16	Class in separated file and Object-Oriented Programming	OOP Exercise

Evaluation of Grades

Assignment	Total Points	% of Grade
Class Participation and Attendance – Students are expected to actively participate in class discussions, both in class as well as in course online forums and outside class Group meetings.	5	5%
Weekly Graded Quiz/Assignment (1 pt X 15 weeks) – every week students will have a graded quiz	15	15%
Three Projects – There will be 3 projects to examine student’s proficiency of certain topics	30	30%
Mid Test – Mid test contains set of problems/challenges and student will be expected to write code to solve it.	20	20%
Final Test – Final test contains set of problems/challenges and student will be expected to write code to solve it.	30	30%
Total Points	100	100

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".

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 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 Courtesies

All members of the class are expected to follow rules of common courtesies 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 feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu/evals>. 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 <https://evaluations.ufl.edu/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.

12/13/20

MEMO

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

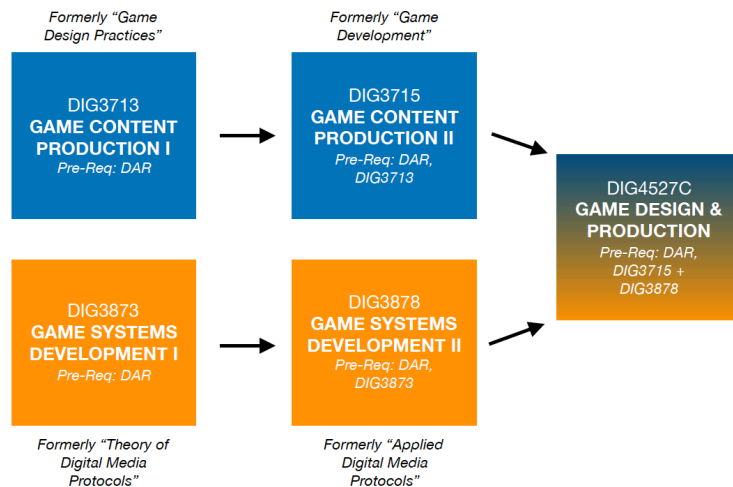
Re: Game Course Series as an Integral Component of our Larger Strategic Program Restructuring

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.