

# Cover Sheet: Request 14305

## DIG4527C Game Design and Production

### 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 2:49:55 PM
Updated	1/14/2020 10:05:42 AM
Description of request	Change of prerequisite courses

### Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		10/1/2019
DIG4527C_Game_Design_Production_V2.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 14305

### Info

**Request:** DIG4527C Game Design and Production  
**Description of request:** Change of prerequisite courses  
**Submitter:** Phillip Klepacki pklepacki@arts.ufl.edu  
**Created:** 10/1/2019 2:46:56 PM  
**Form version:** 1

### Responses

**Current Prefix** DIG  
**Course Level** 4  
**Number** 527  
**Lab Code** C  
**Course Title** Game Design and Production  
**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?** No

**Change Transcript Title?** No

**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** DAR major and DIG 4715C with minimum grade of C.  
**Proposed Prerequisites** MAJOR=DAR\_BADA AND DIG3715(C) AND DIG3878(C)

**Change Co-requisites? No**

**Rationale** To better reflect the course curriculum and changes proposed to both game content production and game systems development courses, we have changed the pre-reqs of this course to DIG3715 and DIG3878. This change ensures that students enrolling in the course have the required skills and knowledge to succeed and get the most out of the course content, as well as effectively prepare them for the game industry after graduation.

# DIG4527C Game Design & Production

---

## Instructor

Prof. Marko Suvajdzic

## Phone

(352) 294-2000

## Email

Canvas Mail

## Course Description

This course provides an interdisciplinary approach to game design and production. It emphasizes rapid prototyping, agile design, collaboration, and project management in a relatively short development cycle. Students will work on idea pitches, write concept proposals, and work to develop a video game.

## Pre-Requisite Knowledge and Skills

DAR major, DIG4715C and DIG3878 with minimum grade of C

## Office Location

-

## Office Hours

-

## Course Number

DIG4527C

## Semester/Year

-

## Course Credits

3 credits

## Course Location

-

## Course Meeting Times

-

## 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

## Recommended 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>)

# 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	<b>Introduction to the class</b>	
Week 2	<b>Lecture:</b> VGD Chapter 1 - The Basics, <b>In class exercise:</b> review of various award winning independently produced games. <b>In class exercise:</b> Forming teams of 3 <b>In class exercise:</b> group creative exercise	<b>Assignment due:</b> Links to 5 games compatible in scope with class project
Week 3	<b>Lecture:</b> Publisher Milestones <b>Lecture:</b> Creating a Game Concept Proposal <b>In class exercise:</b> Working on the Game Concept Proposals <b>Lecture:</b> VGD Chapters 5, 8 – Elements of chance vs skill	
Week 4	<b>Lecture:</b> Creating a Game Design Document <b>In class exercise:</b> Project Schedule + GDD <b>Lecture:</b> VGD Chapters 5, 8 – Elements of chance vs skill	<b>Assignment due:</b> Video Game Concept Proposal,
Week 5	<b>Lecture:</b> Video game monetization models <b>In class exercise:</b> Project Schedule + GDD <b>Lecture:</b> Careers in Gaming Industry	<b>Assignment due:</b> Peer review of Video Game Concept Proposals
Week 6	<b>In class discussion on:</b> Review of the Game Concept proposals submitted <b>In class exercise:</b> First Playable <b>Quiz 1</b>	<b>Quiz 1</b>
Week 7	<b>Lecture:</b> Game Analysis Frameworks – Overview <b>In class exercise:</b> First Playable <b>Lecture:</b> Game Analysis Frameworks – The Layered Tetrad	<b>Assignment due:</b> GDD + Production Schedule
Week 8	<b>Lecture:</b> Game Analysis Frameworks – The Inscribed Layer <b>In class exercise:</b> First Playable <b>Lecture:</b> Game Analysis Frameworks – The Dynamic Layer	
Week 9	<b>Lecture:</b> Game Analysis Frameworks – The Cultural Layer <b>In class exercise:</b> Working on the final game <b>In class discussion on:</b> Alfa/First playable submissions	<b>Assignment due:</b> Alfa/First Playable
Week 10	<b>Lecture:</b> Video game marketing and promo material <b>In class exercise:</b> Working on the final game <b>Quiz 2</b>	<b>Assignment due:</b> Peer reviews of First Playable
Week 11	<b>In class exercise:</b> Working on the final game <b>In class exercise:</b> Review of the final game progress <b>Lecture:</b> Gamification of Education	<b>Assignment due:</b> Research Paper
Week 12	<b>In class exercise:</b> Working on the final game <b>In class exercise:</b> Review of the final game progress <b>In class discussion on:</b> Game Startups and Entrepreneurship	

Week	Subject	Assignment/Quizzes
Week 13	<b>In class exercise:</b> Working on the final game <b>In class exercise:</b> Review of the final game progress <b>In class discussion on:</b> Promo material review	<b>Assignment due:</b> Promo material Draft (1 pager + 60s video)
Week 14	<b>In class discussion on:</b> Promo material review Thanksgiving	
Week 15	<b>Review of the Beta projects</b> <b>Review of the Beta projects</b> <b>Review of the Beta projects</b> <b>Project/class post mortem</b>	<b>Assignment due:</b> Beta
Week 16	<b>Review of the Beta projects</b> <b>Review of the Beta projects</b> <b>Review of the Beta projects</b>	
	<b>Final Project Due</b>	<b>Assignment due:</b> Final project

## Evaluation of Grades

Assignment	Total Points	% of Grade
List of 3 games, similar in scope to our final project	5%	20%
Video Game Concept Proposal (1 page)	5%	20%
GDD + Detailed Project Schedule	5%	25%
Promo Material <i>Draft</i> (1-pager + 60 sec video)	5%	10%
<b>2 Quizzes</b>	10%	25%
2 Sets of Peer Reviews	10%	
Research Paper	10%	
Alpha/First Playable	10%	
Beta	10%	
Final Project:	20%	
<ul style="list-style-type: none"> <li>○ Fully playable, bug free game</li> <li>○ Promo Material Final (1pg + 60sec)</li> </ul>		
Attendance/Participation	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

Letter Grade	% Equivalency	GPA Equivalency
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.

All assignments are due on the stated date. Late assignments can be submitted up to one week past the due date and will incur one grade penalty (10% of the grade).

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](mailto: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](mailto: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 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](mailto: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](mailto: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

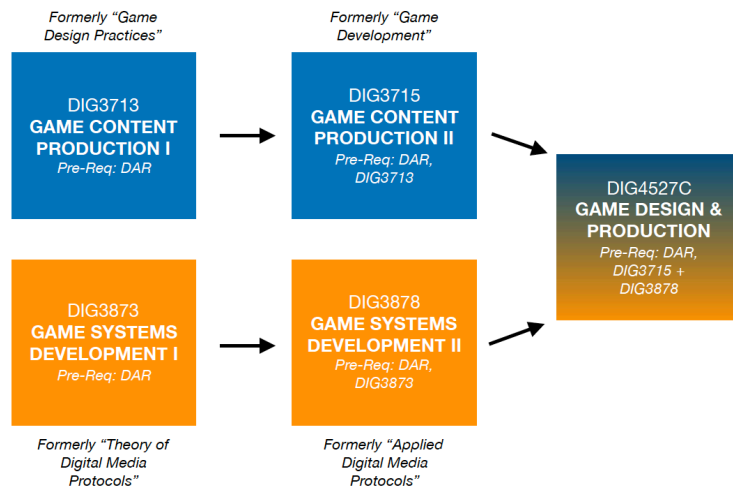
Re: Game Course Series as an Integral Component of our Larger Strategic Program Restructuring

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.