

# Cover Sheet: Request 11214

## DIG2XXX Creating Mobile Games

### Info

Process	Course New Ugrad/Pro
Status	Pending
Submitter	Klepacki, Phillip J pklepacki@arts.ufl.edu
Created	10/21/2016 2:21:02 PM
Updated	12/7/2016 1:45:22 PM
Description of request	An introduction to designing mobile video games with simple drag & drop programming and basic asset creation. Covers the essential principles of design and development needed to create effective arcade-style games. Provides students with a solid foundation in the technical skills needed to create multi-platform mobile games.

### Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	Oliverio, James Charles		10/21/2016
No document changes					
College	Approved	CFA - College of Fine Arts	Schaefer, Edward E		11/15/2016
No document changes					
University Curriculum Committee	Comment	PV - University Curriculum Committee (UCC)	Case, Brandon	Added to the December agenda.	11/22/2016
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			11/22/2016
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|New for request 11214

## Info

**Request:** DIG2XXX Creating Mobile Games

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**Form version:** 1

## Responses

**Recommended Prefix**DIG

**Course Level** 2

**Number** XXX

**Category of Instruction** Introductory

**Lab Code** C

**Course Title**Creating Mobile Games

**Transcript Title**CREATING MOBILE GAMES

**Degree Type**Baccalaureate

**Delivery Method(s)**On-Campus  
Online

**Co-Listing**No

**Effective Term** Earliest Available

**Effective Year**Earliest Available

**Rotating Topic?**No

**Repeatable Credit?**No

**Amount of Credit**3

**S/U Only?**No

**Contact Type** Regularly Scheduled

**Weekly Contact Hours** 3

**Course Description** An introduction to designing mobile video games with simple drag & drop programming and basic asset creation. Covers the essential principles of design and development needed to create effective arcade-style games. Provides students with a solid foundation in the technical skills needed to create multi-platform mobile games.

**Prerequisites** None

**Co-requisites** None

**Rationale and Placement in Curriculum** This course is intended for lower-division digital arts students as an introduction to the major. This entry-level course will also be available to all UF students regardless of prior knowledge in game design and development.

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

1. Understand the general work-flow for creating mobile game using open source software.
2. Create original 2D art assets for mobile game.
3. Understand how to publish mobile game for different platforms.

**Course Textbook(s) and/or Other Assigned Reading**Lynda.com, Online tutorial

(FREE access for UF students)

Official Community <http://forums.gamesalad.com/>

**Weekly Schedule of Topics** Week 1 - Course Objectives, Gaming Language, Mobile Games

Week 2 - Intro to Game Salad,

- Basic GUI
- MAC/WIN OS
- Image Formats
- Create Assets
- Import Assets
- Templates

Week 3 - Further intro to Game Salad

- Scenes / Stages
- Actors (Prototype/Instance)
- Background
- Color Scheme

Week 4 - Getting into the features

- Movements
- Physics
- Camera Part I

Week 5 - Game Assets in Photoshop

- Stylize your assets
- Basic Lighting/Shade on your assets

Week 6 - Game/Animation Assets in After Effects

- Animation sequence
- GUI Animation

Week 7 - Basic Behaviors I

- Health Bar
- Timer

Week 8 - Basic Behaviors II

- Animation
- Score
- Camera Part II

Week 9 - Advanced Behaviors I

- Change Image / Scene /Size
- Velocity
- Collide

Week 10 - Advanced Behaviors II

- Constrain Attribute
- Display Text Group/Note/Reset

Week 11 - Developing Your Own Game

- Sound/Music
- Final touch for graphic assets

Week 12 - Graphic Design for Publishing

- Screenshots
- Icons

Week 13 - Progression check for the Final Project

Critiques/Review

**Links and Policies**COURSE POLICIES:

ATTENDANCE /PARTICIPATION POLICY:

We value participation more than mere attendance. Each instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how will class participation be measured and graded.

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.

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:

##### ACADEMIC INTEGRITY:

As a student at the University of Florida, you have committed yourself to uphold the Honor Code, which includes the following pledge: "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity. " You are expected to exhibit behavior consistent with this commitment to the UF academic community, and on all work submitted for credit 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." It is assumed that you will complete all work independently in each course unless the instructor provides explicit permission for you to collaborate on course tasks (e.g. assignments, papers, quizzes, exams). Furthermore, as part of your obligation to uphold the Honor Code, you should report any condition that facilitates academic misconduct to appropriate personnel. It is your individual responsibility to know and comply with all university policies and procedures regarding academic integrity and the Student Honor Code. Violations of the Honor Code at the University of Florida will not be tolerated. Violations will be reported to the Dean of Students Office for consideration of disciplinary action. For more information regarding the Student Honor Code, please see:

<http://www.dso.ufl.edu/SCCR/honorcodes/honorcode.php>

##### 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.

##### UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, [www.dso.ufl.edu/drc/](http://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.

##### 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 by completing online evaluations 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 <https://evaluations.ufl.edu/results/>.

##### GETTING HELP

For issues with technical difficulties for E-learning in Canvas, please contact the UF Help Desk at:

? 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.

**Grading Scheme** Class Attendance and Participation – Students are expected to actively participate in

class discussions, both in class as well as in class online forum. Each student will be required to post a weekly critique of their classmates' work on CANVAS. (Peer Reviews will be included here) 10% of grade

Weekly Assignments – Weekly assignments are due the first session of each week unless otherwise noted. The work will be uploaded to CANVAS prior to the beginning of class otherwise the work will be considered late. 55% of grade

Final Project – Final Project is the final result of the semester long effort in learning. It is expected that in this final project, students employ the principles and techniques they have learned during the semester. 35% of grade

**Instructor(s)** To be determined

## CREATING MOBILE GAMES (CMG)

COURSE NUMBER: DIG2XXX	CREDIT HOURS: 3.0
SEMESTER/YEAR: TBA	CLASS LOCATION:
	CLASS MEETING TIME(S): TBA
<b>INSTRUCTOR:</b> Seunghyuk Jang (Hyuk)	<b>OFFICE LOCATION/HOURS:</b> TBA
	<b>CONTACT EMAIL:</b> Contact via Canvas Inbox
<b>CONTACT PHONE:</b> (352) 294-2000	<b>COURSE WEBSITE:</b>

### COURSE DESCRIPTION

This is an introductory course on designing your own game with simple drag & drop programming and basic asset creation. The tool is user-friendly, and you will create effective arcade-style video games while learning essential principles of game design.

### PREREQUISITE: None

### PURPOSE OF COURSE

This course focuses on providing students with a solid foundation in the technical skills needed to be successful in the emerging field of mobile game application design and development. Students will gain a strong knowledge of multiplatform mobile game and tools.

**COURSE GOALS AND/OR OBJECTIVES:** By the end of this course, students will be able to:

1. Understand the general work-flow for creating mobile game using open source software.
2. Define scope for their game by creating a Game Design Document.
3. Understand the various types of tools involved in designing a mobile game.

### COURSE SCHEDULE:

The course incorporates lecture, in-class exercises and assignments to apply and reinforce skills learned. Additionally, students will be asked to participate in weekly online critiques to strengthen their skills in analysis and critical thinking. 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/>

**Final Presentation Date: TBD**

Week	Topics	Assignments/Quizzes
1	Course Objectives Overview of course and objectives <ul style="list-style-type: none"> <li>• Class Introduction</li> <li>• Syllabus review</li> </ul>	

DIG2931C – CREATING MOBILE GAMES (CMG)

	<ul style="list-style-type: none"> <li>• Gaming Language</li> <li>• Mobile Games</li> </ul>	
2	<p>Introduction to GameSalad</p> <ul style="list-style-type: none"> <li>• Basic GUI</li> <li>• MAC/WIN OS</li> <li>• Image Formats</li> <li>• Create Assets</li> <li>• Import Assets</li> <li>• Templates</li> </ul>	<b>Assign 1: Play a Game</b> Within the next week make time to sit down and play a game. Give yourself at least a half hour. When you are done, write a brief summary about the experience.
3	<p>Further introduction to GamesSalad</p> <ul style="list-style-type: none"> <li>• Scenes / Stages</li> <li>• Actors (Prototype/Instance)</li> <li>• Background</li> <li>• Color Scheme</li> </ul>	<b>Assign 2: Eat and Run</b>
4	<p>Getting into the features</p> <ul style="list-style-type: none"> <li>• Movements</li> <li>• Physics</li> <li>• Camera Part I</li> </ul>	
5	<p>Game Assets in Photoshop</p> <ul style="list-style-type: none"> <li>• Stylize your assets</li> <li>• Basic Lighting/Shade on your assets</li> </ul>	<b>Assign 3: Whack a Mole</b>
6	<p>Game/Animation Assets in After Effects</p> <ul style="list-style-type: none"> <li>• Animation sequence</li> <li>• GUI Animation</li> </ul>	
7	<p>Basic Behaviors I</p> <ul style="list-style-type: none"> <li>• Health Bar</li> <li>• Timer</li> </ul>	<b>Assign 3: Side(Up)-Scrolling Game</b>
8	<p>Basic Behaviors II</p> <ul style="list-style-type: none"> <li>• Animation</li> <li>• Score</li> <li>• Camera Part II</li> </ul>	
9	<p>Advanced Behaviors I</p> <ul style="list-style-type: none"> <li>• Change Image / Scene /Size</li> <li>• Velocity</li> <li>• Collide</li> </ul>	<b>Assign 4: Final Project Treatment</b>
10	<p>Advanced Behaviors II</p> <ul style="list-style-type: none"> <li>• Constrain Attribute</li> <li>• Display Text</li> <li>• Group/Note/Reset</li> </ul>	

## DIG2931C – CREATING MOBILE GAMES (CMG)

11	Developing Your Own Game <ul style="list-style-type: none"><li>• Sound/Music</li><li>• Final touch for graphic assets</li></ul>	<b>In-class Presentation: Final Project Treatment</b>
12	Graphic Design for Publishing <ul style="list-style-type: none"><li>• Screenshots</li><li>• Icons</li></ul>	<b>Assign 5: Final Project Progress</b>
13	Progression check for the Final Project Critiques/Review	
14	Finalizing and Troubleshoot <ul style="list-style-type: none"><li>• Debugging</li><li>• Publishing for different platforms</li></ul>	
15	Android vs IOS <ul style="list-style-type: none"><li>• App developer</li><li>• Upload to Markets</li></ul>	Online Students must submit their progress for the Final Project via Canvas as MP4/MOV format
16	FINAL PROJECTS DUE	Final Project Due!

### REQUIRED TEXTBOOKS AND SOFTWARE:

- GameSalad ([DOWNLOAD](#))
- Adobe Photoshop CS6/CC
- Adobe After Effects CS6/CC
- Webcam setup (ONLINE students only)
- Two-monitor setup for software instruction (ONLINE students only)
- Edited lectures will be available for your viewing within 24-48 hours after the end of the each of class meetings on Mon and Wed (ONLINE students only)

### RECOMMENDED MATERIALS:

- Lynda.com, Online tutorial (*FREE access for UF students*)
- Official Community <http://forums.gamesalad.com/>

### MATERIALS AND SUPPLIES FEES:

Material and supply fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of [approved courses and fees](#) is published in the Schedule of Courses each semester. (UF-3.0374 Regulations of the University of Florida)

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 M&S for this class is \$\_\_\_\_\_



**EVALUATION OF GRADES**

Assignment	Total Points	Percentage of Grade
<b>Participation</b> – Students are expected to actively participate in class discussions, both in class as well as in class online forums outside class meetings.	100	10%
<b>Assignments</b> – Assignments are due the first session of each week unless otherwise noted. The work will be uploaded to CANVAS prior to the beginning of class otherwise the work will be considered late.	550	55%
<b>Final Project</b> – Final Project is the final result of the semester long effort in learning. It is expected that in this final project students employ the principles and techniques they have learned during the semester.	350	35%

**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

More information on grades and grading policies is here:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

**COURSE POLICIES:****PARTICIPATION / ATTENDANCE POLICY**

We value participation more than mere attendance. Each 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. Real Time [RT] interaction with your peers and the Instructor will empower you to greater achievement.

### **MAKE-UP POLICY**

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/ugrad/current/regulations/info/attendance.aspx>

### **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.

### **COURSE COMMUNICATIONS**

Students can communicate directly with the Instructor regarding the course material through the course management system (CANVAS).

## **UF POLICIES:**

### **UNIVERSITY HONESTY POLICY**

UF students are bound by The Honor Pledge that 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-conducthonor-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, [www.dso.ufl.edu/drc/](http://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>

### VIDEO LECTURE CAPTURE

High-quality video lecture capture of this course is available only for enrolled students. These video captures are edited and posted within 24-48 hours of the class meeting for the benefit of the Your Own Time [YOT] students and to offer the potential for review by on-campus and Real Time [RT] on-line students. For the on-campus and RT students, watching lectures in lieu of attending and participating in class is NOT acceptable.

Your Instructor will provide you with this semester's login information during the first week of class. It is not permissible to share or distribute video login information to anyone other than officially enrolled students of this course. Lecture videos can be found at <https://vimeo.com/digitalworlds>.

### ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations 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 <https://evaluations.ufl.edu/results/>.

## CAMPUS RESOURCES

### HEALTH AND WELLNESS

#### 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/Default.aspx>, 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, 392-1111 (or 9-1-1 for emergencies). <http://www.police.ufl.edu/>

### ACADEMIC RESOURCES

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. <https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <http://www.crc.ufl.edu/>

## DIG2931C – CREATING MOBILE GAMES (CMG)

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring.  
<http://teachingcenter.ufl.edu/>

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers.  
<http://writing.ufl.edu/writing-studio/>

Student Complaints Campus:  
[https://www.dso.ufl.edu/documents/UF\\_Complaints\\_policy.pdf](https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf)

On-Line 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.*