Cover Sheet: Request 11198

DIG4715C Game Design Practices 2

Info

Process	Course|Modify|Ugrad/Pro
Status	Pending
Submitter	Klepacki,Phillip J pklepacki@arts.ufl.edu
Created	10/20/2016 1:19:07 PM
Updated	12/7/2016 3:06:40 PM
Description of request	Elaborates on concepts, processes and technical practices introduced in DIG3713C. Students use game design fundamentals to craft effective digital games. Detailed examination of conceptual techniques in game design and their use in DAS design practice; comparative introduction of frameworks for game design; technical components of 2D and 3D game design.

UPDATE: The proposed prerequisite change should be solely to MAJOR: DAR. The completion of DIG3713C is not required. |

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	Oliverio, James Charles		10/20/2016
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|Modify for request 11198

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Submitter: Klepacki,Phillip J pklepacki@arts.ufl.edu
Created: 10/20/2016 1:19:07 PM
Form version: 1

Responses
Current PrefixDIG
Course Level4
Number 715
Lab Code C
Course Title Game Design Practices 2
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 2
Proposed Course Title Game Development
Change Transcript Title?Yes
Current Transcript TitleGAMES DESIGN PRACT 2
Proposed Transcript Title (21 char. max)GAME DEVELOPMENT
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

Change Course Description?Yes
Current Course Description Elaborates on the game design concepts, processes and technical practices introduced in Game Design Practices 1. Students learn how to use their understanding of game design fundamentals to craft effective digital games. Built around the detailed examination of conceptual techniques in game design and their use in DAS design practice; a comparative introduction of different frameworks for game design; and introduces the technical components of 2D and 3D game design.

Proposed Course Description (50 words max) Elaborates on concepts, processes and technical practices introduced in DIG3713C. Students use game design fundamentals to craft effective digital games. Detailed examination of conceptual techniques in game design and their use in DAS design practice; comparative introduction of frameworks for game design; technical components of 2D and 3D game design.
Change Prerequisites?Yes
Current PrerequisitesMAJOR DAR OR DAS AND
DIG3713C WITH C OR HIGHER
Proposed Prerequisites(MAJOR DAR & DIG3713C(C))
Change Co-requisites?No

RationaleName change - This class was a part of two-class combo (Game Design Practices 1&2) that covered the topics of game design and game development. We propose the name changes to both classes to more appropriately describe their content.

GAME DEVELOPMENT

COURSE NUMBER: DIG4715C	CREDIT HOURS: 3.0
SEMESTER/YEAR:	CLASS LOCATION:
	CLASS MEETING TIME(S):
INSTRUCTOR:	**OFFICE HOURS:**
CONTACT PHONE: 352-294-2000	**CONTACT EMAIL:**
COURSE TA OR COORDINATOR: *TBA*	**COURSE WEBSITE:** http://lss.at.ufl.edu

COURSE DESCRIPTION:
Elaborates on the game design concepts and technical processes introduced in Game Design Practices. Students use their established understanding of game design to craft effective digital games. Includes detailed examination of conceptual techniques, comparative analysis of game design frameworks, and technicalities of 2D and 3D game design.

Students will learn how to use these fundamentals of game design with one or more of the industry standard real-time game engines.

PREREQUISITE: BA in Digital Arts & Science major, Autodesk Maya 2016, Adobe Photoshop

COURSE GOALS AND/OR OBJECTIVES: By the end of this course, students will be able to:
1. Understand and articulate the foundations of game design as they are accepted within the game industry.
2. Identify specific game design principles like dynamics, system balance, long-and short-term goals, emergent complexity, player flow state, and the "magic circle", and then leverage these concepts in design practice.
3. Communicate an understanding of specific kinds of process frameworks for game design like rapid prototyping, agile development and personal software process (PSP).
4. Create a functional prototype using High-end Game Engine tool like Unity 3D.

COURSE COMMUNICATIONS: Students can communicate directly with the instructor regarding the course material in-class or through CANVAS. Students are also encouraged to post general questions to the discussion board through CANVAS, the course management system.

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.isis.ufl.edu

Week	Class Topics + Objectives	Assignments + Readings
1	Course Objectives Overview of course and objectives Reviews : Fundamentals of Game Design Reviews : Overall plan for the semester	Review the course syllabus and discuss the fundamental of game design
2	Introduce to the Unity 3D • Background/History • Interface • Basic GUI and Viewport	**Assignment 1**: Download and Install the game engine. Getting used to the interface.
3	Basics of Level Design • Blocking Stage with BSP Brushes	**Assignment 2**: Prototyping with BSP Brushes.
4	Basics of Level Design • Use of Static Mesh • Basics of Material	
5	Static Mesh with Maya • Import/Export Assets • Optimizing Mesh • Background Mesh	**Assignment 3:** Replace BSP to Static Mesh
6	Basics of Lighting • Realistic Sky/Directional Lights • Lighting Function	**Assignment 4:** Apply lights for Indoor and Outdoor
7	Basics of Landscape • Adding Foliage • Sculpting tools	**Assignment 5:** Add a landscape for your scene
8	Unreal Engine Blueprint Part I • Material editor basics • Martinee (Cinematics)	**Assignment 6:** Create an interactive door using blueprint
9	Unreal Engine Blueprint Part II • Importing Characters • Animation	**Assignment 7:** Adding (Replacing) a character for your scene
10	Unreal Engine Blueprint Part III • Obstacle • Switches • Adding weapons for the character	**Assignment 8:** Adding a moving platform using Martinee function
11	Get ready for the Final project • HUD for camera	**Assignment 9:** Final Project Proposal

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12	Final Project Proposal Review • Interaction with object • Particles in Unreal Engine	**Assignment 10:** Block out your final project scene
13	Final Project Progress Review • Creating a cut scene	
14	Final Project Progress Review • Create a title page using Blueprint	**Assignment 11:** Final Project Progress
15	FINAL PROJECTS DUE	

REQUIRED SOFTWARE AND TOOLS:

- Unity 3D
- Autodesk Maya 2016 (Educational version is free for students) 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 TEXTS AND ONLINE RESOURCES:

- Lynda.com, Online tutorial *(FREE access for UF students)*

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 $XX.xx

EVALUATION OF GRADES

Assignment	Percentage of Grade
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%

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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%
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%

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
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

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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:

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/) 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.

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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.

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