

# Cover Sheet: Request 10527

## RTV 4XXX Digital Game Systems and Applications

### Info

Process	Course New Ugrad/Pro
Status	Pending
Submitter	Ostroff,David Howard dostroff@ufl.edu
Created	11/2/2015 1:34:11 PM
Updated	12/14/2015 1:40:19 PM
Description	Focuses on the application of digital games in the communication fields including journalism (news games), entertainment (transmedia storytelling/ alternate reality game), advertising (advergames), and other fields such as education, health and politics.

### Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	JOU - Telecommunicat 012303000	Ostroff, David Howard		11/2/2015
Added UCC Syllabus Checklist.pdf					11/2/2015
College	Approved	JOU - College of Journalism and Communications	Weigold, Michael Fredrick		12/14/2015
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			12/14/2015
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 10527

## Info

**Request:** RTV 4XXX Digital Game Systems and Applications

**Submitter:** Ostroff,David Howard dostroff@ufl.edu

**Created:** 11/2/2015 1:34:11 PM

**Form version:** 1

## Responses

**Recommended Prefix:** RTV

**Course Level :** 4

**Number :** XXX

**Lab Code :** None

**Course Title:** Digital Game Systems and Applications

**Transcript Title:** Dig Game Sys & Apps

**Effective Term :** Earliest Available

**Effective Year:** Earliest Available

**Rotating Topic?:** No

**Amount of Credit:** 3

**Repeatable Credit?:** No

**S/U Only?:** No

**Contact Type :** Regularly Scheduled

**Degree Type:** Baccalaureate

**Weekly Contact Hours :** 3

**Category of Instruction :** Advanced

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

**Course Description :** Focuses on the application of digital games in the communication fields including journalism (news games), entertainment (transmedia storytelling/alternate reality game), advertising (advergaming), and other fields such as education, health and politics.

**Prerequisites :** None

**Co-requisites :** None

**Rationale and Placement in Curriculum :** Digital gaming is becoming an increasingly important aspect of electronic media creation and distribution. This advanced course is of particular importance to students in our Management track, but will prove useful to students throughout our major. It is expected that this course will be one of several options in the "Operations Block" of the Management track, and an elective for others in the major

**Course Objectives :** Students will:

- Play a number of digital games that are designed for behavior change in the fields of mass communication, education, health, corporate training, etc.
- Describe and explain the principles of digital game motivations and engagement.
- Describe and explain digital games mechanics for behavior change.
- Design a basic game concept for engaging audiences and effective communication

**Course Textbook(s) and/or Other Assigned Reading:** 1) Bogost, I. (2007).

Persuasive games: The expressive power of videogames. Mit Press

2) Good video games and good learning—Gee, 2005

**Weekly Schedule of Topics :** Week 1

Welcome & Introduction

Why study digital games?

Week 2

Overview

Why do we play games?

Week 3

Motivation and engagement

Week 4

Game space, avatars, and identity

Week 5

Gaming communities

Week 6

Game Narratives

Week 7

Newsgames

Week 8

Political Games

Week 9

Exam

Week 10

Education Games

Week 11

Games in Advertising

Week 12

Games for Change

Week 13

Health Games

Week 14

Gamification

Week 15 and 16

Final Presentations

**Grading Scheme :** Requirements

Exam 1 (DATE): The exam will cover contents discussed in this class, the purpose of the exam is to understand how well you understand the game mechanics and its effects.

Game design proposal (Finals week): You will work in groups to design a game concept for engaging a specific audience group. The game must address a particular issue that needs to be solved. You are expected to:

- 1) Identify the issue. It can be a social issue such as uneven distribution of wealth, or lack of government transparency. Or it can be an issue that certain industry face, such as the declining newspaper readership or aging audience.
- 2) Identify the cause of the issue using literature and evidence.
- 3) Using the things you learned in this class, design a game (any format) that can effectively improve the issue.
- 4) Explain the game in detail. Design basic prototypes or concept art if you need to.
- 5) Explain the mechanics of the game and why it could be used to address the issue.

Final presentation: at the end of the semester, your group will have 20 minutes to present your game (not including Q&A) in which we will discuss your topic of research

and provide feedback.

Grading

Exam 30%

Final paper 40%

Final presentation 20%

Class participation 10%

A

93% or more C

70%-74.99%

A-

90%-92.99% D+

65%-69.99%

B+

85%-89.99% D

60%-64.99%

B

80%-84.99% E

0%-59.99%

C+

75%-79.99%

**Instructor(s)** : Yu-hao Lee

All UCC1 forms and each UCC2 form that proposes a change in the course description or credit hours must include this checklist in addition to a complete syllabus. Check the box if the attached syllabus includes the indicated information.

**Syllabus MUST contain the following information:**

Instructor contact information (and TA if applicable)

Course objectives and/or goals

A weekly course schedule of topics and assignments

Required and recommended textbooks

Methods by which students will be evaluated and their grades determined

A statement related to class attendance, make-up exams and other work such as: "Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found in the online catalog at:

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

A statement related to accommodations for students with disabilities such as: "Students requesting classroom accommodation must first register with the Dean of Student Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation."

Information on current UF grading policies for assigning grade points. This may be achieved by including a link to the appropriate undergraduate catalog web page:

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

A statement informing students of the online course evaluation process such as: "Students are expected to provide feedback on the quality of instruction in this course based on 10 criteria. These evaluations are conducted online 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>.

**It is recommended that syllabi contain the following information:**

1. Critical dates for exams and other work
2. Class demeanor expected by the professor (e.g., tardiness, cell phone usage)
3. UF's honesty policy regarding cheating, plagiarism, etc. Suggested wording: 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 (<http://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 obliged 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.
4. Phone number and contact site for university counseling services and mental health services: 392-1575, <http://www.counseling.ufl.edu/cwc/Default.aspx>  
University Police Department: 392-1111 or 9-1-1 for emergencies.

**The University's complete Syllabus Policy can be found at: [http://www.aa.ufl.edu/Data/Sites/18/media/policies/syllabi\\_policy.pdf](http://www.aa.ufl.edu/Data/Sites/18/media/policies/syllabi_policy.pdf)**