

Cover Sheet: Request 12254

DIG3713 Game Design Practices

Info

Process	Course Modify Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	1/26/2018 1:56:53 PM
Updated	2/16/2018 8:19:49 AM
Description of request	Provides students with both theoretical and practical knowledge and essential technical skills for the conceptualization and digital visualization of video game assets. Covers the principles and practical applications of industry-standard software suites. Emphasis is on developing strong foundational skills, compelling conceptual ideas, and self-motivated problem solving.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio	To Update the course description for the existing DIG 3713 Game Design Practices	1/30/2018
DIG3713_GDP_Syllabus_UCC-V3-MS.docx					1/26/2018
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		2/16/2018
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			2/16/2018
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					

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Submitter: Phillip Klepacki pklepacki@arts.ufl.edu

Created: 12/12/2017 11:09:45 AM

Form version: 1

Responses

Current Prefix DIG

Course Level 3

Number 713

Lab Code None

Course Title Game Design Practices

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 Rotating Topic Designation? No

Change Repeatable Credit? No

Maximum Repeatable Credits 3

Change Course Description? Yes

Current Course Description Fundamentals and core practices of traditional game design, including theories, organizing frameworks and technical processes. Build technical skills in conceptualization,

visualization, prototyping and user-testing of digital games. Fluencies acquired will also apply to other design-centric constructs in the digital arts and sciences.

Proposed Course Description (50 words max) Provides students with both theoretical and practical knowledge and essential technical skills for the conceptualization and digital visualization of video game assets. Covers the principles and practical applications of industry-standard software suites. Emphasis is on developing strong foundational skills, compelling conceptual ideas, and self-motivated problem solving.

Change Prerequisites? No

Change Co-requisites? No

Rationale In recent years, the development of game art-assets and visuals has become a high-demand skill in the video game industry. To stay current with this change, the Digital Worlds Institute is updating aspects of our video game related courses. Based on significant feedback from industry partners and advisors, our current course entitled "Game Design Practices" would be updated in its content. The course was originally envisioned as part of a series on game design; however, changes in industry terminology over the past several years have made it necessary to update several of our courses to specify the skills and techniques students will develop in each course. The newly updated description more accurately describes skills and techniques in the course such as digital illustration, conceptualization, and game assets design.

GAME DESIGN PRACTICES

COURSE NUMBER:	CREDIT HOURS: 3
SEMESTER/YEAR:	CLASS LOCATION:
	CLASS MEETING TIME(S):
INSTRUCTOR:	OFFICE LOCATION/HOURS: TBA
	CONTACT EMAIL:
CONTACT PHONE: (352) 294-2000	COURSE WEBSITE: http://elearning.ufl.edu/

COURSE DESCRIPTION

Provides students with both theoretical and practical knowledge and essential technical skills for the conceptualization and digital visualization of video game assets. Covers the principles and practical applications of industry-standard software suites. Students work within multiple game-related specialties to build up a general understanding of the pipeline and processes involved. Emphasis on developing strong foundational skills, compelling conceptual ideas, and self-motivated problem solving. Simulates the working conditions in professional video game asset production throughout the semester through assignments and hands-on projects.

Online recordings: TBA

Password: TBA

PREREQUISITE KNOWLEDGE AND SKILLS

BA in DAS or Written Consent of Instructor

PURPOSE OF COURSE

An introduction to contemporary industry practices in creating design-related assets for video game production.

COURSE GOALS AND/OR OBJECTIVES:

At the end of the course, students will be able to:

- Render conceptual designs per assigned brief.
- Render basic environment assets.
- Use different perspectives to analyze and investigate events and production cycles in the video game production process.
- Effectively implement core principles of the game asset production process: brief analysis, rough sketches, conceptual designs, and final assets.
- Critically analyze the construction of digital and non-digital games from the game design perspective.

COURSE SCHEDULE:

THERE IS NO FINAL EXAM IN THIS CLASS. INSTEAD, THERE WILL BE A FINAL PROJECT IN LIEU OF THE FINAL EXAM. THE FINAL PROJECT IS DUE ON THE DATE/TIME OF A SCHEDULED FINAL EXAM.

Week	Topic	Assignments
1	<p>Course introduction; Game scene backgrounds (atmosphere, environments, non-interactable); short game design elaboration; design of the following elements:</p> <ul style="list-style-type: none"> • Sky • Clouds and atmospheric effects • Natural landscape elements (mountains, plains, bodies of water, forests, sand dunes) • Urban landscape elements (cityscapes) <p>Practical work/Project Review</p>	<p>Assignment 1: Short game design elaboration; designing three thematically distinct sets of scene background elements, with a unified visual style.</p>
2	<p>Game scene mid-grounds (game world, interactable); design of the following elements:</p> <ul style="list-style-type: none"> • Natural landscape elements (rocks, trees, corals, cliffs) • Urban landscape elements (buildings, rooftops, concrete and metal constructions, metal bars, gates) <p>Practical work/Project Review</p>	<p>Assignment 2 Designing mid-ground elements to complement each of the three previously designed background elements.</p>
3	<p>Game scene foregrounds (non-interactable); designing the following elements close-up:</p> <ul style="list-style-type: none"> • Natural landscape elements (vegetation, rocks, ground mass, mass of water) • Urban landscape elements and mise-en-scene (pillars, non-interactive props) <p>Practical work/Project Review</p>	<p>Assignment 3 Designing foreground elements to complement each of the three previously designed scene elements.</p>
4	<p>Platformer game tiles and building elements:</p> <ul style="list-style-type: none"> • Designing modular elements that can be tiled in order to create scenery • Designing ground tiles, slope tiles, water tiles • Various tile types for greater modularity <p>Practical work/Project Review</p>	<p>Assignment 4 Designing three sets of tile elements for each of the previously designed scene elements.</p>
5	<p>Player character</p> <ul style="list-style-type: none"> • Concept proposal for player character (PC) • Elaboration and final design of player character <p>Practical work/Project Review</p>	<p>Assignment 5 Rough concept design of Player character; design, refinement and final Design of a selected character concept.</p>
6	<p>Non player characters</p>	<p>Assignment 6</p>

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	<ul style="list-style-type: none"> • Concept proposal for non-player character (NPC) • Elaboration and final design of non-player character <p>Practical work/Project Review</p>	<p>Concept design of NPC in a unified visual style to complement the design of the PC; design, refinement and final Design of a selected NPC concept.</p>
7	<p>Props, in game collectable items, vehicles; design of the following elements:</p> <ul style="list-style-type: none"> • Collectable items (health, ammo, upgrades) • Vehicles • Props (weapons, communication devices, protective gear, tools) <p>Practical work/Project Review</p>	<p>Assignment 7 Designing a set of collectable items, vehicles and props according to the game world logic and specific needs of the project.</p>
8	<p>Characters - layer separation for animation</p> <ul style="list-style-type: none"> • Understanding the principles of 2D animation using separate layers • Analysis of animation possibilities for PC • Separation of a character into layers to be used for in-game character animation <p>Practical work/Project Review</p>	<p>Assignment 8 Separation of various animation layers to be used for in game animation of PC. Preparation of PC Design for in game animation.</p>
9	<p>Player character animation sprite sheet</p> <ul style="list-style-type: none"> • Understanding of sprite sheet format and it's application in game animation • Basic principles of creating an animation sprite sheet for the player character <p>Practical work/Project Review</p>	<p>Assignment 9 Creating three sprite sheets for three chosen in-game player character actions (ducking, walking, jumping, greeting).</p>
10	<p>Player character power up variations</p> <ul style="list-style-type: none"> • Designing visual variations of the player character to illustrate various states of the character (various power-up levels, various fatigue levels) • Designing clear visual feedback of gameplay <p>Practical work/Project Review</p>	<p>Assignment 10 Designing three different player character design states in line with the existing player character design, in line with specific project needs.</p>
11	<p>UI elements; design of the following UI elements:</p> <ul style="list-style-type: none"> • buttons • heads-up display (HUD) • checkboxes • slider bars <p>Practical work/Project Review</p>	<p>Assignment 11 Designing specific UI elements (buttons, HUD, checkbox, slider bar) in line with the overall visual and narrative style of the game.</p>
12	<p>Particle materials; understanding 2D particle effects, and</p>	<p>Assignment 12</p>

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	<p>creating graphics for specific particle systems:</p> <ul style="list-style-type: none"> • Natural particle elements (rain, smoke, fire, snow, dust) • Magical particle elements <p>Practical work/Project Review</p>	<p>Designing 10 graphics to be used as materials for 2D particle effects, in line with the overall visual style of the game, according to the needs of the project.</p>
13	<p>Menu screens; concept elaboration and design of various special screens:</p> <ul style="list-style-type: none"> • Company splash screen • Game welcome screen • Play with sound screen • Credits screen • Special screens <p>Practical work/Project Review</p>	<p>Assignment 13 Designing five different special screens, according to the needs of the project, in line with the overall visual style of the game.</p>
14	<p>Icons; the purpose, variations and design of application icons.</p> <p>Practical work/Project Review</p>	<p>Assignment 14 Designing 10 various graphics to be used as application icons for the game project.</p>
15	<p>Art book: collection of artwork, together with explanations, development stages and GDD:</p> <ul style="list-style-type: none"> • Elaboration and purpose of video game project visual style guide • Art book as a form of project portfolio <p>Practical work/Project Review</p>	<p>Final Project Designing a PDF file to display all of the previously finished specific assignments, their development stages as well as brief game design overview.</p>

REQUIRED TEXTBOOKS, HARDWARE AND SOFTWARE:

1. Adobe Photoshop
2. Digital drawing/graphics tablet

RECOMMENDED MATERIALS:

1. 3D Total Publishing (2010) **Digital Paintinig Techniques Vol.1**, *3D Total Publishing*
2. 3D Total Publishing (2012) **Beginner's Guide to Digital Painting in Photoshop: Volume 1**, *3D Total Publishing*
3. Gilles Beloeil, AndreiRiabovitchev, Roberto Castro (2013) **Art Fundamentals - Color, Light, Composition, Anatomy, Perspective and Depth**. *3D Total Publishing*
4. K. Daiger (2009) **The Documents and Assets Created During the Video Game Production Process**, *University of Texas, School of Information (PDF)*
5. C. Melissions, P. O'Rourke (2012) **The Art of Video Games: From Pac-Man to Mass Effect**, *Rizolli*
6. C. Solarski (2012) **Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design**, *Watson-Guptill*
7. A. Galuzin (2016) **Preproduction Blueprint: How to Plan Game Environments and Level Designs**, *CreateSpace Independent Publishing Platform*
8. S. Guenzel (2014) **Push Start: The Art of Video Games**, *Earbooks*
9. S. R. Kennedy (2013) **How to Become a Video Game Artist: The Insider's Guide to Landing a Job in the Gaming World**, *Watson-Guptill*
10. J. Jenisch (2008) **The Art of the Video Game**, *Quirk Books*

COURSE FEES:

Course 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 course fee for this class \$54.26

The total course fee for each course is listed on the UF Schedule of Courses. (<https://registrar.ufl.edu/soc/>).

EVALUATION OF GRADES

Assignment	Total Points	Percentage of Grade
Brief game pitch document (txt); Design of game scene background elements	50	5%
Design of game scene mid-ground elements	50	5%
Design of game scene foreground elements	50	5%
Design of game scene tile elements	50	5%
Design of player character	50	5%

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Design of non-player characters	50	5%
Design of collectable elements, props, vehicles	50	5%
Player character and non-player character layer separation for animation; animation preview	50	5%
Player character and non-player character animation sprite sheets	50	5%
Design of player character state variations	50	5%
User interface design	50	5%
Particle emitter material design	50	5%
Game logo and special screen design	50	5%
Icon and splash screen design	50	5%
Final Project - Game art book and 60 second video presentation of project	200	20%
Participation – Students are expected to actively participate in class discussions. Participation will be measured by the quality of peer reviews (and attendance for on campus students)	100	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
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

All projects must be submitted on time. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence as outlined under UF attendance policy:

<https://catalog.ufl.edu/ugrad/1617/regulations/info/attendance.aspx>

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).

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] online 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>.

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](#) 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) 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>

ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing [online evaluations](#). 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 [evaluation results](#).

CAMPUS RESOURCES

HEALTH AND WELLNESS

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/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/>

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

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.