

# Cover Sheet: Request 12256

## DIG4527C DAS Design and Production Studio 3

### 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 2:13:55 PM
Updated	2/16/2018 8:17:43 AM
Description of request	An interdisciplinary approach to game design and production. Emphasis on rapid prototyping, agile design, collaboration, and project management in a relatively short development cycle. Students work on idea pitches, write concept proposals, and work throughout the semester to develop their own video game.

### Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio	To change course title from existing DIG 4527C "Design & Production Studio 3" to "Game Design & Production"	1/30/2018
No document changes					
College	Recycled	CFA - College of Fine Arts	Jennifer Setlow	Please add the following UF-approved statement to your grading policy section: More information on grades and grading policies can be found here: <a href="https://catalog.ufl.edu/ugrad/cu">https://catalog.ufl.edu/ugrad/cu</a>	2/1/2018
No document changes					
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio	The UF-required language has now been surgically inserted and PK-certified, so it's good to go. Thanks.	2/1/2018
No document changes					
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		2/16/2018
DIG4527C_GPS_UCC-V3-MS.docx					
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					

Step	Status	Group	User	Comment	Updated
College Notified					
No document changes					

## Course|Modify for request 12256

### Info

**Request:** DIG4527C DAS Design and Production Studio 3

**Description of request:** An interdisciplinary approach to game design and production. Emphasis on rapid prototyping, agile design, collaboration, and project management in a relatively short development cycle. Students work on idea pitches, write concept proposals, and work throughout the semester to develop their own video game.

**Submitter:** Phillip Klepacki pklepacki@arts.ufl.edu

**Created:** 1/26/2018 2:08:24 PM

**Form version:** 1

### Responses

**Current Prefix** DIG

**Course Level** 4

**Number** 527

**Lab Code** C

**Course Title** DAS Design and Production Studio 3

**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** DAS Design and Production Studio 3

**Proposed Course Title** Game Design and Production

**Change Transcript Title?** Yes

**Current Transcript Title** DAS DSGN & PROD ST 3

**Proposed Transcript Title (21 char. max)** GAME DESIGN & PROD

**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?** Yes

**Current Course Description** Conceptual design and production of content and technologies for

mobile and ubiquitous digital delivery systems. Emphasis on rapid prototyping, agile design, interdisciplinary collaboration and project management in a relatively short development cycle.

**Proposed Course Description (50 words max)** An interdisciplinary approach to game design and production. Emphasis on rapid prototyping, agile design, collaboration, and project management in a relatively short development cycle. Students work on idea pitches, write concept proposals, and work throughout the semester to develop their own video game.

**Change Prerequisites?** Yes

**Current Prerequisites** DIG3526C(C) & MAJOR=DAR

**Proposed Prerequisites** DIG4715C(C) & MAJOR=DAR

**Change Co-requisites?** No

**Rationale** To best keep pace with current practice in the industry, the Digital Worlds Institute is updating aspects of our game production course. Based on significant feedback from industry partners and advisors, our current course entitled "Design and Production Studio 3" would be changed to "Game Design and Production". The course was originally part of a series on game design; however, changes in industry terminology over the past several years have made it necessary to update our course titles. "Game Design Practices 3," which we are proposing to change to "Game Design and Production" covers many of the skills and techniques necessary for producing a game including rapid prototyping, agile design, interdisciplinary collaboration. Thus, "Game Design and Production" more accurately reflects the content of the course while ensuring that the department is providing students with curriculum that matches contemporary industry standards and expectations.

# Game Design & Production

<b>COURSE NUMBER:</b> DIG4527C	<b>CREDIT HOURS:</b> 3.0
<b>SEMESTER/YEAR:</b>	<b>CLASS LOCATION:</b>
<b>INSTRUCTOR:</b>	<b>CLASS MEETING TIME(S):</b>
<b>COURSE WEBSITE:</b> <a href="http://elearning.ufl.edu/">HTTP://ELEARNING.UFL.EDU/</a>	<b>OFFICE HOURS:</b>

## **COURSE DESCRIPTION:**

An interdisciplinary approach to game design and production. Emphasis on rapid prototyping, agile design, collaboration, and project management in a relatively short development cycle. Structured as a series of lectures, in-class exercises, and discussions at the intersection of digital design and technology. Provides insights into industry topics, including video game design, production, project funding, game startups, team organization, game monetization, and game promotion. Students work on idea pitches, write concept proposals, and work throughout the semester to develop their own video game.

Online recordings:

Password:

**PREREQUISITE KNOWLEDGE AND SKILLS:** Unity3D, Photoshop.

## **SUGGESTED TEXTS:**

1. “Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#”, Jeremy Gibson
2. “The Art of Game Design: A Book of lenses”, Jesse Schell

**PURPOSE OF COURSE:** To introduce students to applied creativity in video game design and production. Provides a solid understanding of the video game production cycle, and promotes group-based participation and collaborative engagement.

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

1. Describe and articulate major trends and trajectories in the field of video games production.
2. Use different perspectives to analyze and investigate practices, trends and production cycles in the contemporary video games production process.
3. Present findings from personal research into a specific aspect of video games culture.
4. Design and produce their own video game

**COURSE SCHEDULE:**

The FINAL PROJECT IS DUE AT THE EXAM TIME SCHEDULED FOR THIS COURSE

<http://www.registrar.ufl.edu/soc/>

Week	Class Lectures and Projects	Projects, Quizzes
1	<p><b>Introduction to the class</b></p> <p><b>Lecture:</b> Writing a video game concept proposal, review of various award winning independently produced games.</p> <p><b>In class exercise:</b> Brainstorming Game Concept Proposals</p>	
2	<p><b>Lecture:</b> <i>The Art of Game Design: A Book of lenses;</i> (Introduction, Ch.1)</p> <p><b>In class discussion on:</b> Game platforms, game genres, scope of project, development tools, design approaches. Review of examples of independently produced games.</p> <p><b>In class exercise:</b> Working on the Game Concept Proposals</p>	
3	<p><b>Lecture:</b> Creating a Game Design Document</p> <p><b>In class discussion on:</b> Review of the Game Concept proposals submitted</p> <p><b>In class exercise:</b> Creating a Game Design Document (GDD)</p>	<p><b>Assignment due:</b> Video Game Concept Proposal</p>
4	<p><b>Lecture:</b> Game Analysis Frameworks – Overview &amp; The Layered Tetrad</p> <p><b>In class discussion on:</b> What makes a good game?</p> <p><b>In class exercise:</b> Project Schedule + GDD</p>	<p><b>Assignment due:</b> Peer review of Video Game Concept Proposals</p>
5	<p><b>Lecture:</b> Game Analysis Frameworks – The Inscribed Layer &amp; The Dynamic Layer</p> <p><b>In class discussion on:</b> Review of the Game Design Document submissions</p> <p><b>In class exercise:</b> First Playable</p>	<p><b>Assignment due:</b> GDD <b>Assignment due:</b> Project Schedule</p>
6	<p><b>Lecture:</b> Game Analysis Frameworks – The Cultural Layer</p> <p><b>In class discussion on:</b> Trends in games for different audiences (gender, age, geographical location, etc.)</p> <p><b>In class exercise:</b> First Playable</p>	
7	<p><b>Quiz 1</b></p> <p><b>In class discussion on:</b> The future of gaming VR/AR/Wearables/Fitness</p> <p><b>In class exercise:</b> First Playable</p>	<p><b>Quiz 1</b></p>
8	<p><b>Lecture:</b> Music &amp; Sound in video games</p> <p><b>In class discussion on:</b> Blockchain technology (<a href="https://www.ted.com/talks/don_tapscott_how_the_blockchain_is_changing_money_and_business">https://www.ted.com/talks/don_tapscott_how_the_blockchain_is_changing_money_and_business</a>)</p> <p><b>In class exercise:</b> First Playable</p>	
9	<p><b>Lecture:</b> Video game monetization models</p> <p><b>In class discussion on:</b> Alfa/First playable submissions</p> <p><b>In class discussion on:</b> Alfa/First playable submissions</p>	<p><b>Assignment due:</b> Alfa/First Playable</p>
10	<p><b>Lecture:</b> Video game marketing and promo material</p> <p><b>In class discussion on:</b> Crypto currency</p>	<p><b>Assignment due:</b> Peer reviews of First Playable</p>

DIG4527C – Game Design & Production

	<a href="https://www.youtube.com/embed/ONvg9SbauMg">https://www.youtube.com/embed/ONvg9SbauMg</a> <b>In class exercise:</b> Working on the final game	
11	<b>Lecture:</b> Game playtesting <b>In class discussion on:</b> Crypto currency and video games <b>In class exercise:</b> Working on the final game	<b>Assignment due:</b> Research Paper - Video games and crypto currency
12	<b>Quiz 2</b> <b>In class discussion on:</b> Game Startups and Entrepreneurship <b>In class exercise:</b> Working on the final game + promo material	<b>Quiz 2</b>
13	<b>Lecture:</b> Digital Game Industry (working on the final project) <b>In class discussion on:</b> Digital game industry (working on the final project) <b>In class discussion on:</b> Promo material review (Quiz 2)	<b>Assignment due:</b> Promo material Draft (1 pager + 60s video)
14	<b>In class discussion on:</b> Promo material review (Music and sound in video games)  <b>Thanksgiving</b>	<b>Assignment due:</b> Beta
15	<b>Review of the Beta projects</b>  <b>Review of the Beta projects</b> <b>Review of the Beta projects</b>	
16	<b>Project/class post mortem</b>	
Exam	<b>Final Project Due</b>	

EVALUATION OF GRADES

Assignment	Percentage of Grade
Video Game Concept Proposal (1 page)	5%
GDD + Detailed Project Schedule	5%
Promo Material <i>Draft</i> (1-pager + 60 sec video)	5%
2 Quizzes	10%
2 Sets of Peer Reviews	10%
Research Paper	10%
Alpha/First Playable	10%
Beta	10%
Final Project:	25%
○ (20%) Fully playable, bug free game	
○ (5%) Promo Material Final (1pg + 60sec)	
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
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 can be found at <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>.

**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: \$12.26

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

**COURSE POLICIES:**

**ATTENDANCE 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>

**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).**

**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.

**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.

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

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.

**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 based on ten 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 <http://evaluations.ufl.edu>.

## GETTING HELP

### 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](mailto: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](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.*