

Cover Sheet: Request 12257

DIG4841 Undergraduate Research Forum

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 2:24:01 PM
Updated	2/16/2018 8:19:30 AM
Description of request	Seminar focuses on collaborative interdisciplinary research in the digital arts and sciences. Develop, refine, and present research projects and process related to traditional and contemporary industry concerns, practices, and trajectories.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio	To change DIG4841 Undergraduate Research Forum from its current 2 Credit Hours to 3 Credit Hours	1/30/2018
DIG_4841_UNDERGRADUATE RESEARCH FORUM_V2_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					

Course|Modify for request 12257

Info

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Description of request: Seminar focuses on collaborative interdisciplinary research in the digital arts and sciences. Develop, refine, and present research projects and process related to traditional and contemporary industry concerns, practices, and trajectories.

Submitter: Phillip Klepacki pklepacki@arts.ufl.edu

Created: 1/26/2018 2:17:51 PM

Form version: 1

Responses

Current Prefix DIG

Course Level 4

Number 841

Lab Code None

Course Title Undergraduate Research Forum

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? Yes

Current Credit Hours 2

Proposed Credit Hours 3

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? No

Change Prerequisites? No

Change Co-requisites? No

Rationale Given the increased use of research-based practices in the production of media, the Digital Worlds Institute is seeking to expand its Undergraduate Research Forum course and the topics that the course covers. We would change the credits for Undergraduate Research Forum from 2 to 3 in order to incorporate additional lectures and projects to best prepare students for these industry practices. Based on feedback from industry partners and advisors, many studios currently rely on research teams to assemble information on various cultures and communities, and providing students with these skills would be a significant boon to them on the job.

UNDERGRADUATE RESEARCH FORUM

COURSE NUMBER: DIG4841	INSTRUCTOR: TBA
SEMESTER/YEAR: TBA	OFFICE LOCATION/HOURS:
CREDIT HOURS: 3.0	CONTACT EMAIL: TBA
CLASS LOCATION:	CONTACT PHONE: (352) 294-2000
CLASS MEETING TIME(S):	COURSE WEBSITE: TBA
SECTIONS:	

COURSE DESCRIPTION

Students will refine their expertise in a specific area of digital media production (AR, VR, Digital Games, biomedica, etc.) while also developing key research skills to support their creative efforts. Discussions and assignments address a variety of elements associated with the chosen topic including design, aesthetics, culture, labor, and industry. Course discussions will also offer students practical, theoretical, and methodological introductions to conducting research, culminating in a research project that can take the form of a paper or a media artifact.

PREREQUISITE KNOWLEDGE AND SKILLS

- BA in Digital Arts and Sciences major

PURPOSE OF COURSE

Students will gain an in-depth look at the research in a specific area of media production and design. Additionally, students will learn how studios such as Pixar, thatgamecompany, Upper One Games, and many other media production teams regularly integrate research to help inform their creative efforts. Students will learn how to design and conduct a research project to generate results that support their creative work.

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

1. Acquire hands-on research experience with a Digital Arts and Sciences research faculty
2. Obtain a mastery of research practices coupled with Digital Arts & Sciences techniques and perspectives
3. Articulate and explain the coupling of at least one area of scholarship with emergent practices in the Digital Arts & Sciences
4. Understand notable sets of research methods coupled within the Digital Arts and Sciences

COURSE SCHEDULE:

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Date	Class Discussion
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Jan 9th	Topic Syllabus and Assignments Review
Jan 16th	Topic What is “Game Studies?” Assignment Mayra Chapter 1
Jan 18th	Topic What is research? Assignment Trochim et al. Chapter 1
Jan 23rd	Topic Roll for Initiative: Dungeons and Dragons Assignment Peterson Chapter 2
Jan 25th	Topic Research Ethics Assignment Trochim et al. Chapter 2
Jan 30th	Topic Roll for Initiative: Dungeons and Dragons Assignment Peterson Chapter 3.2 Play D&D in class
Feb 1st	Topic Qualitative Research Assignment Trochim et al. Chapter 3
Feb 6th	Topic Insert Quarter: Arcade Games Assignment Mayra Chapter 4 Play <i>Space Invaders</i>

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	Group 1 Presentation
Feb 8th	<p>Topic Qualitative Research</p> <p>Assignment Trochim et al. Chapter 3</p>
Feb 13th	<p>Topic Xyzy: Text Adventures</p> <p>Assignment Salter Chapter 2 Play <i>Colossal Cave Adventure</i> Group 2 Presentation</p>
Feb 15th	<p>Topic Quantitative and Mixed Methods</p> <p>Assignment Creswell Chapter 1</p>
Feb 20th	<p>Topic Another Castle?: The Legend of Shigeru Miyamoto</p> <p>Assignment DeWinter Chapters 1 and 2 Play <i>Super Mario Bros.</i> or <i>The Legend of Zelda</i> Group 3 Presentation</p>
Feb 22nd	<p>Topic Rhetorical Analysis</p> <p>Assignment Carroll "Backpacks vs Briefcases," Jones "Finding the Good Argument"</p>
Feb 27th	<p>Topic SPECIAL TOPIC: Ecco the Dolphin</p> <p>Assignment Play <i>Ecco the Dolphin</i></p>
Mar 1st	<p>Topic Sampling</p> <p>Assignment Trochim et al. Chapter 4</p>

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Mar 6th	Spring break – No class
Mar 13th	<p>Topic Hurt Me Plenty: <i>Doom</i> and the Birth of FPS</p> <p>Assignment Pinchbeck Chapters 1, 2, 4, 5, 7, 11, 15 Play <i>Ultimate Doom</i> Group 4 Presentation</p>
Mar 15th	<p>Topic Surveys</p> <p>Assignment Trochim et al. Chapter 7</p>
Mar 20th	<p>Topic Red Page, Blue Page: Mood and Atmosphere in <i>Myst</i></p> <p>Assignment Read Wolf “Myst” Play <i>Myst</i> Group 5 Presentation</p>
Mar 22nd	<p>Topic In-class proposal design day</p> <p>Assignment Bring Proposal to Class</p>
Mar 27th	<p>Topic The King of All Cosmos: Objects in <i>Katamari Damacy</i></p> <p>Assignment Read Hall “Katamari Damacy” Play <i>Katamari Damacy</i> Group 6 Presentation</p>
Mar 29th	<p>Topic In-class proposal design day</p> <p>Assignment Bring Proposal to Class</p>
April 3rd	<p>Topic Night Elf Mohawk: Narrative Identity in <i>World of Warcraft</i></p>

	<p>Assignment Read Lisi “World of Warcraft”</p>
<p>April 5th</p>	<p>Topic In-class proposal design day</p> <p>Assignment Bring Proposal to Class</p>
<p>April 10th</p>	<p>Topic Shadow of Giants: Emotion and Environmental Narration in <i>Shadow of the Colossus</i></p> <p>Assignment Group 5 presentations</p>
<p>April 12th</p>	<p>Topic Proposal Presentations</p> <p>Assignment Present Research Proposal</p>
<p>April 17th</p>	<p>Topic EXPLORER.GMK: Digging deep into the indie dev life</p> <p>Assignment Read Yu “Spelunky” Play <i>Spelunky</i> Group Presentation</p>
<p>April 19th</p>	<p>Topic Proposal Presentations</p> <p>Assignment Present Research Proposal</p>
<p>April 24th</p>	<p>Topic Cheers, Love! Social Gaming and the future of game design</p> <p>Assignment Play <i>Overwatch</i> Group Presentation</p>

REQUIRED TEXTBOOKS AND SOFTWARE:

1. *Research Methods*, William M Trochim et al., (<https://tinyurl.com/ya6qkoyg>)

All other texts will be available as PDFs on the course Canvas page

RECOMMENDED MATERIALS:

- Steam (steam.com)
- Battle.net

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 is \$8.00

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
Presentation – 10 minute presentation on a course topic	100	30%
Research Proposal – Write a proposal on a research problem/topic	100	50%
Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forum after each class meeting. Note: Students working or talking during class will be given a 0 for the day.	100	20%

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.

In our course, attendance for On-Campus and RT On-Line students is mandatory. Students are allowed **three unexcused absences**. If you miss more than **three classes** during the semester, each additional absence will lower your overall grade by **100 points**. If you miss more than **six classes**, you will fail the course. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which **you must provide appropriate documentation in advance of the absence**.

Additionally, tardiness will not be tolerated. If you are tardy for three class periods, you will receive an unexcused absence.

YOT On-Line students will be expected to stay in sync with the rest of the class, and to achieve their participation portion by recording/writing their responses to course material in advance of each lecture at least once a week.

MAKE-UP POLICY

Unless discussed at least 72 hours in advance of the deadline, late assignments will not be accepted. Excluded from this policy are any assignments missed due to medical emergencies.

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). Electronic communication must demonstrate a formal tone and style and, unless absolutely urgent, will be responded to M-F from 9 AM to 5 PM.

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>.

NOTE ON INSTRUCTION

This is a discussion-based course, not a lecture. As such, the value of this class will depend largely on what and how you decide to contribute to it. I expect everyone to participate in discussion by carefully engaging with the assigned readings. Many of these texts are complex, and some may challenge your conception of interactive media/stories, so careful reading and note taking is necessary. Give yourself enough time to work through the texts and approach each reading/discussion generously and with an open-mind.

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.

PLAGIARISM

Plagiarism is a violation of the UF honor code. A student shall not represent as the student's own work all or any portion of the work of another. Plagiarism includes but is not limited to:

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- “1. Quoting oral or written materials including but not limited to those found on the internet, whether published or unpublished, without proper attribution.
2. Submitting a document or assignment which in whole or in part is identical or substantially identical to a document or assignment not authored by the student.”

Students shall not use unauthorized materials or resources in an academic activity. Unauthorized materials or resources includes any paper or project authored by the student (or another student) “and presented by the student for the satisfaction of any academic requirement if the student previously submitted substantially the same paper or project to satisfy an academic requirement and did not receive express authorization to resubmit the paper or project.”

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.