# **DIG4790 Senior Project Games**

#### Instructor

Nick Heitzman

#### **Phone**

(352) 294-2000

#### **Email**

Canvas Mail

#### Office Location

NRG 102

### **Office Hours**

**TBD** 

### **Course Number**

DIG4790

### Semester/Year

Fall 2021

### **Course Credits**

3 credits

### **Course Location**

Online

### **Course Meeting Times**

TBD

### **Course Description**

As the capstone of the BADAS experience, students will create a usable portfolio as well as media project that reflects the culmination of the knowledge and technique developed throughout the program. Students will receive focused presentations and feedback from DW faculty and guest presenters on topics related to the Digital Arts & Sciences. Students may elect to pursue and single (solo) project, or collaborate in the creation of an approved team-based project where all team members provide equal contributions of work toward the common artifact goal. The semester will culminate in Digital Worlds *Convergence*, a professional event where students will display their completed project.

### **Prerequisite Knowledge and Skills**

Senior status in the BA in DAS program.

### Objectives: By the end of this course, students will be able to:

- Showcase a major artifact or publication-ready document demonstrating considerable accomplishment in their chosen area of the Digital Arts & Sciences.
- Evidence a deeper understanding of common business and industry practices and expectations.
- Demonstrate fluency in both technological systems and digital design practices.
- Give a compelling professional-level final presentation of their work, either solo or team-based.
- Add a major and significant piece of work to their portfolio.

### **Required Materials**

- Autodesk Education Suite (Free registration required)
- Adobe Photoshop CC
- Microsoft Office Suite
- Behance, ArtStation and Sketchfab (Free registration required)

#### **Recommended Materials**

- Unity HUB and Unity 2019+ (Free registration required)
- Unreal Engine 4 Editor (Free registration required)
- Visual Studio (or similar scripting software)
- Lynda.com Online Unity Tutorials (Free access for UF students)
- Official Unity Development Community <a href="https://unity3d.com/community">https://unity3d.com/community</a>
- Digital Graphic Drawing Tablet with Pen (Photoshop compatible)

## Course Schedule

This course incorporates lecture, discussion, quizzes, and group learning projects. 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 <a href="http://www.registrar.ufl.edu/soc/">http://www.registrar.ufl.edu/soc/</a>

| Week   | Subject   | <b>Assignments Due</b>                    |
|--------|---|---|
| Week 1 | Introduction to Senior Project  | Participate in Mock                       |
|        | Syllabus overview   | Presentations                             |
|        | Successful senior project artifacts                                       |   |
|        | Developing pitch slides   | Develop 3-Pitch Slideshow                 |
|        | Senior Project presentation process                                       | Design slideshow using                    |
|        | Mock presentations  | provided template                         |
|        | CONCEPT DEVELOPMENT BEGINS  |   |
| Week 2 | PROJECT PITCH DAY   | MILESTONE 01:                             |
|        | Present three potential project artifacts                                 | <b>GAME PITCH SLIDESHOW</b>               |
|        | Narrow choice to one artifact focus                                       | PRESENTATIONS                             |
|        | CONCEPT DEVELOPMENT ENDS  |   |
|        | PRE-PRODUCTION BEGINS   |   |
| Week 3 | Production Management   | <b>Senior Project Production</b>          |
|        | Pipelines overview and dependencies                                       | Schedule                                  |
|        | File organization, source control, and naming conventions                 | Schedule template                         |
|        | Project schedule reality check  | provided                                  |
| Week 4 | PROGRESS REVIEW 1 + FEEDBACK  | Foundational Project                      |
|        | Feedback and prioritization lecture                                       | Presentation                              |
|        | Website portfolio and marketing content planning                          |   |
|        | GAMES – Maya to Sketchfab/ArtStation Pipelines                            | Prioritize tasks per progress             |
|        | PRE-PRODUCTION ENDS   | feedback                                  |
|        | PRODUCTION BEGINS   |   |
| Week 5 | PROGRESS REVIEW 2 + FEEDBACK  | Prioritize tasks per progress             |
|        | GAMES – Advanced Materials Development                                    | feedback                                  |
|        | GAMES – Maya to Unity Pipeline  |   |
| Week 6 | PROGRESS REVIEW 3 + FEEDBACK  | Prioritize tasks per progress             |
|        | GAMES – Maya to Unreal Pipeline   | feedback                                  |
| Week 7 | PROGRESS REVIEW 4 + FEEDBACK  | Prepare artifact for                      |
|        | <b>GAMES</b> – Executable, Sketchfab, or other platform artifact presence | Midterm presentation                      |
|        | Artifact Midterm Preparation, expectations and evaluation criteria        |   |
|        | Mock public artifact presentations  | Prioritize tasks per progress<br>feedback |
| Week 8 | MIDTERM PROGRESS PRESENTATION   | MILESTONE 02:                             |
|        | FEEDBACK – PROGRESS, QUALITY, SCOPE RISK ASSESSMENT                       | ALL-SENIOR MIDTERM                        |
|        | Website portfolio and marketing plans DUE                                 | PROJECT PRESENTATIONS                     |
|        |   | Revise schedule per                       |
|        |   | Midterm feedback                          |
| Week 9 | PROGRESS REVIEW 5 + FEEDBACK  | Artifact Priority One                     |
|        | GAMES – Priority One artifact content COMPLETED                           | content complete                          |

| Week    | Subject   | <b>Assignments Due</b>   |
|---------|---|--|
|         | GAMES – Evaluate Priority Two and Three content with schedule |  |
|         |   | Evaluate schedule for<br>Priority Two and Three<br>planned content |
| Week 10 | PROGRESS REVIEW 6 + FEEDBACK                                  | Evaluate schedule per  |
|         | GAMES – Priority Two artifact content completed               | progress feedback  |
| Week 11 | PROGRESS REVIEW 7 + FEEDBACK                                  | Prepare artifacts for public                                       |
|         | Mock Convergence Event presentation preparation               | presentation   |
| Week 12 | MOCK CONVERGENCE EVENT PRESENTATIONS                          | MILESTONE 03:  |
|         | Website portfolio and marketing content review                | MOCK CONVERGENCE   |
|         | GAMES – Priority Three artifact content completed             | PRESENTATION   |
|         |   | Artifact is content complete and feature lockdown                  |
| Week 13 | Website Portfolio and Marketing Content Completed             | MARKETING CONTENT  |
|         | Portfolio content review                                      | COMPLETE   |
|         | Convergence marketing material review                         | Portfolio and marketing content lockdown                           |
| Week 14 | Networking and event communication practice                   | Mock event lecture and   |
|         | Mock presentations, artifact pitches, communicating your work | practice exercises   |
| Week 15 | CONVERGENCE EVENT PRESENTATIONS                               | FINAL:   |
|         | Public gallery showing of completed artifact                  | CONVERGENCE EVENT  |

# **Evaluation of Grades**

| Assignment  | <b>Total Points</b> | % of Grade |
|---|---------------------|------------|
| PARTICIPATION   | 100                 | 10         |
| Class attendance and discussion participation are expected of all on-campus Seniors   |                     |            |
| Submission of all course work on the dates due is expected of all online Seniors  |                     |            |
| MILESTONE 01: PROJECT PITCH PRESENTATION  | 50                  | 5          |
| Three potential Senior Project artifacts are researched and presented; from which one proposed focus will be chosen as the artifact goal  |                     |            |
| WEEKLY PROGRESS PRESENTATIONS   | 350                 | 35         |
| Seven structured progress checks to assess work quality and adherence to the production schedule – which is a dynamic timeline created by the student. Instructor feedback is provided during each Progress Presentation, and is critical to the artifact success |                     |            |
| MILESTONE 02: MIDTERM MILESTONE   | 100                 | 10         |
| Mid-semester all-senior presentation of artifact progress for evaluation and feedback   |                     |            |
| MILESTONE 03: MOCK CONVERGENCE EVENT PRESENTATION   | 50                  | 5          |
| Presentation of a near-complete version of the artifact prior to the Convergence event  |                     |            |
| WEBSITE PORTFOLIO AND MARKETING MATERIALS   | 100                 | 10         |
| Media derived from the artifact to augment online portfolio and Convergence presence  |                     |            |
| FINAL: CONVERGENCE EVENT PRESENTATION   | 25                  | 25         |
| All Seniors will present their completed project artifact at the Convergence event in a public gallery format   |                     |            |

### **Grading Scale**

| Letter Grade      | % Equivalency | GPA Equivalency |
|-------------------|---------------|-----------------|
| Α                 | 94 – 100%     | 4.0             |
| A-                | 90 – 93%      | 3.67            |
| B+                | 87 – 89%      | 3.33            |
| В                 | 84 – 86%      | 3.00            |
| B-                | 80 – 83%      | 2.67            |
| C+                | 77 – 79%      | 2.33            |
| С                 | 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 is here:

https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/

### **Materials and Supply Fees**

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 \$0.00.

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

### **Course Polices**

### Attendance Policy, Class Expectations, and Make-Up Policy

We value participation more than mere attendance. The 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. Interaction with your peers and the instructor will empower you to greater achievement.

In our course, attendance is taken at the beginning of each class period, and is calculated as the Participation element which makes up 10% of your overall grade. Any unexcused absences are factored into the Participation grade total. 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. All assignments are due by the stated date and time. Late assignments as a result of an unexcused absence may be submitted up to one week after the scheduled due date, incurring a 10% grade penalty.

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

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: <a href="https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/">https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/</a>

### **Face-to-Face Instruction**

We will have face-to-face instructional sessions to accomplish the student learning objectives of this course. In response to COVID-19, the following policies and requirements are in place to maintain your learning environment and to enhance the safety of our in-classroom interactions.

- You are required to wear approved face coverings at all times during class and within buildings.
  Following and enforcing these policies and requirements are all of our responsibility. Failure to do so will lead to a report to the Office of Student Conduct and Conflict Resolution.
- This course has been assigned a physical classroom with enough capacity to maintain physical distancing (6 feet between individuals) requirements. Please utilize designated seats and maintain appropriate spacing between students. Please do not move desks or stations.
- Sanitizing supplies are available in the classroom if you wish to wipe down your desks prior to sitting down and at the end of the class.
- Follow your instructor's guidance on how to enter and exit the classroom. Practice physical distancing to the extent possible when entering and exiting the classroom.
- If you are experiencing COVID-19 symptoms (<u>Click here for guidance from the CDC on symptoms of coronavirus</u>), please use the UF Health screening system and follow the instructions on whether you are able to attend class. <u>Click here for UF Health guidance on what to do if you have been exposed to or are experiencing Covid-19 symptoms</u>.
  - Course materials will be provided to you with an excused absence, and you will be given a reasonable amount of time to make up work. <u>Find more information in the university</u> attendance policies.

### **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.

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each student's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

### **DW Technology Requirements**

#### **Course Communications**

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

### **Course Recordings**

Our class sessions may be audio visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to

consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

# **Course Technology Support**

The <u>Technology Support Center</u> provides computer support for Digital Worlds students who access Zoom, lecture recordings, student equipment, facilities and other technology-based resources. http://digitalworlds.ufl.edu/support

For computer assistance related to Zoon, lecture recordings, student equipment, and facilities request please Submit a Help Ticket or email support@digitalworlds.ufl.edu.

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the <u>UF Computing Help Desk</u> available 24 hours a day, 7 days a week at 352-392-4357 or <a href="helpdesk@ufl.edu">helpdesk@ufl.edu</a>.

### **UF Policies**

### **University Honesty Policy**

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 (<a href="https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/">https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/</a>) 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, <a href="https://www.dso.ufl.edu/drc">https://www.dso.ufl.edu/drc</a>) 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: <a href="http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf">http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf</a>

### **Software Use**

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

### **Student Privacy**

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see:

http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html

### **Course Evaluation**

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <a href="https://evaluations.ufl.edu/evals.">https://evaluations.ufl.edu/evals.</a> 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 <a href="https://evaluations.ufl.edu/results/">https://evaluations.ufl.edu/results/</a>.

# **Campus and Academic Resources**

*U Matter, We Care*: If you or someone you know is in distress, please contact <u>umatter@ufl.edu,</u> 352-392-1575, or visit <u>U Matter, We Care website</u> to refer or report a concern and a team member will reach out to the student in distress.

**Counseling and Wellness Center:** Visit the Counseling and Wellness Center website or call 352-392-1575 for information on crisis services as well as non-crisis services.

**Student Health Care Center:** Call 352-392-1161 for 24/7 information to help you find the care you need, or visit the Student Health Care Center website.

*University Police Department*: <u>Visit UF Police Department website</u> or call 352-392-1111 (or 9-1-1 for emergencies).

**UF Health Shands Emergency Room / Trauma Center:** For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; <u>Visit the UF Health Emergency</u> Room and Trauma Center website.

*E-learning technical support*: Contact the <u>UF Computing Help Desk</u> at 352-392-4357 or via e-mail at helpdesk@ufl.edu.

Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

Library Support: Various ways to receive assistance with respect to using the libraries or finding resources.

<u>Teaching Center</u>: Broward Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring.

Writing Studio: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.

**Student Complaints On-Campus:** Visit the Student Honor Code and Student Conduct Code webpage for more information.

On-Line Students Complaints: View the Distance Learning 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.