Syllabus for GDD 211   Spring, 2021

Monday/Wednesday, Sect 1: 3:00 - 4:15 pm; Sect 2: 9-10:15 am
Tator Hall, Room 129
Course website: http://mywebspace.quinnipiac.edu/egbertozzi/211

Professor Chris Blake & Professor Elena Bertozzi, CAS 1 office #322 203 582
7998 Office hours: by appointment

Course Description
This course is a continuation of GDD 210. Students continue to work in teams to build working prototypes and learn the game development process, project management, play testing and usability testing.

Course Objectives
Students in GDD 211 will learn:

• How to make games using Unity and C#
• Specific skills include: 3D animation, UI, and Inheritance
• The process of making games: iterative design, playtesting, and analysis;
• How to present game ideas clearly, critically evaluate games, and give clear feedback;
• How to work in small teams and manage projects using Trello and Git.

Structure
In the beginning of the semester we will focus on improving your game development skills in Unity. During the first few weeks, class will consist of tutorials demonstrating how to build simple games from scratch in C#. Each tutorial will be completed individually and built upon with assignments that will ask you to apply what we learned in class. After these foundations are established, the class will turn into a more traditional design lab, where class time will be dedicated to working on two larger game assignments, working in teams. These larger projects will consist of presentations, design documents, playtesting, critique and in-class labs.

Coursework
Work is turned in by posting a web build to your website on mywebspace and turning in code, assets and other materials on the project Trello for each assignment. Please create a folder for the class named 211 and make sure the link from the class website is working. It is your responsibility to make sure that

your Trello is available for grading. If work is not posted on time and available to the instructor for grading, you will not get credit for the assignment. Code for all assignments should be shared and managed on GitHub.

Software
We will be using Unity to create games. Please download and install it on your personal computer if you haven't. You can find it here: http://unity3d.com/unity/download. You may also complete coursework working in the lab. Each workstation in the GDD Lab has all the software needed to complete required assignments.

User Accounts
A number of the software we use will require you to create a personal account. Please use your Quinnipiac email and usernames when signing up. For example, if your name is John Smith Doe, please sign up with the following credentials:
Name: John Doe Username: jsdoe Email: John.Doe@quinnipiac.edu
It is recommended that you use your QU password as well. Be sure to keep your password in a safe place.

Storage
GDD is a program in which you will be generating a great deal of digital content. Safe storage of this material is essential to your success in the GDD program. Students have access to a OneDrive account for backups, but it is essential that you also have your own external drive in which you keep current and backup files for all of your work. Do not leave materials on the hard drives of the machines in the lab as these machines can crash or have the drives wiped unpredictably. As professionals in this field we expect you to understand that lost or damaged files are not an excuse for missing or late work. Backup your work and archive it regularly.

Student Work
GDD keeps an archive of student work which may be displayed on the program website and used to publicize and promote our students and our program. At the end of each semester, you are responsible for turning in your completed projects with all associated code and media, to your professor. For your projects, you should also turn in a video of gameplay. Make sure all media is accurately credited. Your GDD Passport should include your best work from this class.

Lab Rules
No eating in the lab. No cellphone use during class time. No working on projects, browsing the web or watching YouTube while other students are making presentations or during class discussions. This extremely disrespectful towards your classmates and your professor and will negatively impact your grade.

Schedule - see website for details

WEEK 1 – Intros, Course Structure, Article
WEEK 2 – Lab 1: Animation
WEEK 3 – Lab 1 due and Quiz 1
WEEK 4 – Lab 2: UI and text
WEEK 5 -- Quiz 2, begin Lab 3: Inheritance
WEEK 6 – Lab 3 due
WEEK 7 – Quiz 3 - Brainstorm Project 1
WEEK 8 – Project 1: Progress
WEEK 9 – Project 1: Playtest and Iterate
WEEK 10 – Project 1 Playtest results and Iterate
WEEK 11 – Project 1 due and Project 2: Brainstorm
WEEK 12 – Project 2: Progress
WEEK 13 – Project 2: Prototype
WEEK 14 – Project 2: Playtest and Iterate
FINAL EXAM – Project 2: Project Presentations

Final

We will meet during the scheduled exam period for final project presentations. Attendance is required, so make your travel plans accordingly.

Grading Percentages

Labs	3 x 6.5%	= 19.5 %
Quizzes	3 x 6.5%	= 19.5 %
Projects	2 x 25.5%	= 510 %
Professionalism		= 10%
Total		= 100%

If you do not show up for your final presentation for a group project without notifying the professor prior with an acceptable medical or family excuse, you will fail the project. This often means failing the class.

Your project grades will be a combination of individual weekly project grades, individual written document grades, and shared game grades.

Grading

The GDD core curriculum provides students with the opportunity to acquire the skills they will need to be successful in their chosen post graduation path. Each class has a set of Expected Learning Outcomes (ELOs) that establish the benchmark skills needed to pass the class. Faculty and students will work together to understand student progress towards established benchmarks so that the assessments are a fundamental part of the learning process.

Every GDD class clearly defines the course-specific ELOs in the syllabus. The assignments for each class build on each other to ensure that over the course of the semester students have the tools to achieve these outcomes. For each assignment students will receive the following on their work product and on their personal behavior/engagement relative to the ELOs:

• work product and personal engagement exceeded expectations -- or

• work product and personal engagement met expectations -- or

• work product and personal engagement did not meet expectations

In addition to this overall assessment, students will receive detailed feedback on how to improve.

We recognize that students take different amounts of time to acquire skills and respond differently to feedback. Our goal is to encourage you to keep working on reaching the ELOs and supporting you as much as we can. Therefore students have the option of resubmitting any assignment on which they have received less than "exceeded expectations" as long as they do so within two weeks of the end of the semester.

Faculty and course assessment will also change as part of this protocol. During the course of the semester, students will be asked to evaluate how the course could be improved and what the instructor could do to be more effective to help students achieve stated goals

<u>Professionalism Grades:</u>
Your professionalism grade is based on your conduct in class, participation, general engagement, respect for the learning environment and respect for your classmates. If do not contribute and regularly use media not related to class during class, do not expect a passing grade.

Grade Communication
It is your responsibility to keep track of your grades throughout the semester. Grades will be posted on Blackboard and may be checked at any time. If you are not doing as well as you would like to be, you can meet with the professor to discuss extra credit projects BEFORE the semester ends. If you feel that a mistake has been made recording or entering a grade, please email the professor so that it can be corrected. Do not attempt to negotiate your grade.

Grading Scale

Given that the university still requires that students be given letter grades, the GDD protocol to grade calculation is:

if (#assignments "exceed expectations" >=.90 && #assign "did not meet expectations" = 0 {

Grade = A;

} else if (#assignments "met OR exceeded expectations" >=.80 && #assign "did not meet" <= .20) {

Grade = B;

} else if (#assignments "met OR exceeded expectations" >=.70 && #assign "did not meet" <= .30) {

Grade = C;

} else if (#assign "met OR exceeded expectations" >=.60 && #assign "did not meet" <= .40){

Grade = D;

Plagiarism

All the work you do for class must be your own unless you cite it. Clearly provide links to any code, art, music, or sound you use to complete assignments. This isespecially important regarding the use of tutorials. If you use a tutorial from the web that includes code, you should be able to explain how each line of code works, notify the professor that you are using a tutorial, and provide a link to that tutorial. If you fail to cite your sources, it will be assumed that you are trying to pass off the work as your own and it will be considered plagiarism. This will result in a zero on the assignment, notifying the Academic Integrity Board and a permanent record in your file. See below for more information about Quinnipiac's Academic Integrity policy.

Academic Integrity

At Quinnipiac, our community has chosen integrity as one of its guiding principles. Our academic integrity policy is based on the five fundamental values outlined by the Center for Academic Integrity: honesty, trust, responsibility, fairness and respect. "Double Dipping" (Multiple Uses of the Same Work) or presenting the same or substantially the same written work (or portion thereof) as part of the course requirement for more than one project or course, requires the express prior written permission of the instructor(s) involved. Any violation will be dealt with according to the Integrity policy, which can be found at: http://www.quinnipiac.edu/student-experience/health-andsafety/studenthandbook/

The Quinnipiac University Student Handbook is intended to serve as a source of information on the many services, activities and policies of Quinnipiac. The handbook can be found at:
http://www.quinnipiac.edu/student-experience/health-and-safety/studenthandbook/

VPA POLICY ON ATTENDANCE
You are expected to be in class ready to work at the beginning of the scheduled class time. PROMPT ARRIVAL TO CLASS IS EXPECTED. Three late arrivals to class will equal one absence. PLEASE NOTE: IF YOU HAVE 6 OR MORE ABSENCES YOU MAY BE ASKED TO WITHDRAW FROM THE COURSE. 7 ABSENCES DURING THE SEMESTER WILL RESULT IN A FAILING GRADE. Attendance for the last class meeting scheduled during Finals Week is required. There is no distinction between "excused" or "unexcused" absences – missed course work, content and class participation are an issue in any absence and can negatively impact the rest of the class members. In the case of extenuating circumstances, such as an ongoing illness or the death of a loved one, the professor should be consulted as soon as possible, and documentation from the

Student Affairs office may be required. In such circumstances the faculty and student can negotiate the possibility of granting an "Incomplete." In the rare cases where a student is allowed to take an "Incomplete" as the result of extenuating circumstances, the student must follow the guidelines and timelines stipulated in the University catalog.

VPA LATE PROJECT POLICY

The assignments for this class must be turned in complete and on-time. NO LATE WORK IS ACCEPTED. If you have a medical or family emergency which will prevent you from getting your work done, it is your obligation to notify the professor of this fact and provide him/her with the appropriate documentation BEFORE the due date of the assignment. If your work is not turned in on time and you have not provided an excuse prior to the due date, do NOT email the professor with justifications. You will simply not receive credit for the assignment.

Students with Disabilities
Students with disabilities who wish to request reasonable accommodations should contact the Office of Student Accessibility in Arnold Bernhard Library north wing at (203) 582-7600 or North Haven at SLE 340 (203)-582-7600 (access@quinnipiac.edu). Quinnipiac University complies with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act.

Learning Commons
Professionals are available for academic assistance and can recommend other resources on campus to help students throughout the semester. One-on- one services include:
• Peer tutoring program–provides assistance from students who have excelled in the exact courses you are taking
• Individual academic counseling
Group services include:

• Our peer fellow group study program
• Learning skills seminars
• Learning skills pamphlets and online learning skills assessments
Current students may access handouts on the Learning Commons' MyQ page (QU login and password required). For more information:
http://www.quinnipiac.edu/academics/academic-services-and- resources/ learning-commons/

GDD INCLUSIVITY AND EQUITY POLICY

GDD is committed to maintaining an environment in which all members are treated equitably, feel fairly represented, and are comfortable discussing topics, particularly controversial ones, with civility and open-mindedness. We are working to build a community of diverse individuals who can celebrate difference while building on what we have in common. Game design is a creative practice, so we encourage wide-ranging explorations of what is possible while respecting practices that work toward the greater good. We ask all members of the community to think about the work they are producing and ask themselves if they are consciously or unconsciously reproducing or reinforcing stereotypes, bias, or other elements that propagate systemic racism, sexism, bigotry or other inequalities. Games can change the world; let's make sure we are changing it in a positive way.

If you have an experience that does not meet with these expectations, please discuss it with the course professor, GDD Director E. Bertozzi, or the QU Title Nine Coordinator Dennis Kwarteng.