# GBDA 301
## Global Digital Project 1
### Fall 2015

Instructor:     Professor Kevin Harrigan, PhD
              Digital Arts Communication (DAC), Gambling Research Lab (PAS1101)
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Office Hours:  Tuesdays 11am-noon and Thursdays 9am-10am, or by appointment.  I am on the Stratford campus all day each Tuesday and Thursday.

Course time:
Section 001: Tuesdays 4pm-4:50pm and Thursdays 4pm-5:50pm
Section 002: Tuesdays 9am-9:50am and Thursdays 2pm-3:50pm
Location: DMS 2024

## Course Overview:

In this course students will study how digital media has contributed to globalization, and conversely, how globalization impacts the use of digital technologies and the development of digital cultures. Students will work with global business consultants and product developers to outline a digital media product or service for a non-Canadian community.

The digital media project will be a prototype computer game that is designed and prototyped by each GBDA301 student team.  The prototype game will be implemented using Stencyl.

## Required Readings:

The Art of Game Design: A Book of Lenses, by Jesse Schell. 2nd Edition. 2015.

## Course Objectives: At the end of the course you should be able to:

- Work effectively on a design team;
- Organize a design project using proper project management techniques;
- Create a design for a computer game using a Game Design Document (GDD);
- Using the GDD, create a prototype of the game;
- Prepare and execute a plan for testing the usability of a game design and game prototype;

## Course Grading:

This course contains WatPD, two assignments, and a team-based semester-long project.  For the project, there are three milestones (October 20, November 10, and December 1st).  Each milestone is worth one-third of the project grade.

The following deliverables are graded for each of the three milestones:

1) Team Contract (first deliverable only, unless there are changes)
2) Gantt Chart (all three deliverables)
3) Game Design Document (all three deliverables)
4) Prototype (second and third deliverables)
5) In-class presentation (all three deliverables)
6) One-minute video (all three deliverables)
7) Additional documents that your team may have created (all three deliverables)
8) Class participation (all three deliverables)
9) Analysis of three lenses (from textbook) (all three deliverables)

A rubric will be provided for each of the deliverables within the milestones.  The rubrics are used (a) by the teams to ensure the requirements of the deliverables are met and (b) by the instructor to grade the deliverables.

**Grading Scheme:**

| | |
|---|---|
| WatPD | 15% |
| Assignments (2) | 10% |
| Term Project | 75% |

A+ [90 - 100]: Exceptional.   Exceed the expectations in every way.  Uses original methods and/or implements unique perspectives. Grades at this level are expected to occur only on rare occasions.

A- to A [80 - 89]: Excellent.  Impressive in most regards.  Exceeds the expectations. There is demonstration of superior skill (reasoning, problem solving, analysis, synthesis, creativity) and/or innovation.

B to B+ [75- 79]: Very Good.  A strong response to the requirements.  Meets all requirements and exceeds some. Skills (reasoning, problem solving, analysis, synthesis, and creativity) are in strong evidence.

B- to B [70 - 74]: Good. All requirements are met but there is nothing that goes beyond basic requirements.  The skills in evidence are adequate but not exceptional.  Displays a reasonable understanding of the problem and has attempted, with some success, to integrate the relevant ideas and applications into the design.

C- to C+ [60 - 69]: Below average.  It is incomplete, the skills are weak or inadequate and the apparent level of comprehension is low. The objectives have not been reasonably met.

D- to D+ [50 - 59]: Meets the requirements with several significant shortcomings including an inadequate level of achievement in terms of content, presentations, or overall progress is noted at this level.  Few of, or only the simplest of, the objectives have been met.
F    [ < 45 ]: Fails to meet the requirements.

Statements and links to be included on all course outlines

## Cross-listed course

Please note that a cross-listed course will count in all respective averages no matter under which rubric it has been taken. For example, a PHIL/PSCI cross-list will count in a Philosophy major average, even if the course was taken under the Political Science rubric.

## Academic Integrity

***Academic Integrity:*** In order to maintain a culture of academic integrity, members of the University of Waterloo are expected to promote honesty, trust, fairness, respect and responsibility.

***Discipline:*** A student is expected to know what constitutes academic integrity, to avoid committing academic offences, and to take responsibility for his/her actions. A student who is unsure whether an action constitutes an offence, or who needs help in learning how to avoid offences (e.g., plagiarism, cheating) or about "rules" for group work/collaboration should seek guidance from the course professor, academic advisor, or the Undergraduate Associate Dean. When misconduct has been found to have occurred, disciplinary penalties will be imposed under Policy 71 – Student Discipline. For information on categories of offenses and types of penalties, students should refer to Policy 71 - Student Discipline.

***Grievance:*** A student who believes that a decision affecting some aspect of his/her university life has been unfair or unreasonable may have grounds for initiating a grievance. Read Policy 70 - Student Petitions and Grievances, Section 4.

***Appeals:*** A student may appeal the finding and/or penalty in a decision made under Policy 70 - Student Petitions and Grievances (other than regarding a petition) or Policy 71 - Student Discipline if a ground for an appeal can be established. Read Policy 72 - Student Appeals.

***Other sources of information for students:***
Academic Integrity website (Arts)
Academic Integrity Office (UWaterloo)

## Accommodation for Students with Disabilities

***Note for students with disabilities:*** The AccessAbility Services office, located on the first floor of the Needles Hall extension, collaborates with all academic departments to arrange appropriate accommodations for students with disabilities without compromising the academic integrity of the curriculum. If you require academic accommodations to lessen the impact of your disability, please register with the AS office at the beginning of each academic term.

**Weekly Schedule**

Week 1: September 15-17
- Course Syllabus handed out and discussed
- Sample project from other gaming courses Harrigan has taught
- Introduction to Game Design
  - The steps needed to design a game
    - Rubric: Gantt Chart
    - Rubric: Team Contract
    - Rubric: Game Design Document
- Introduction to Stencyl
- Assignment #1 handed out and discussed
  - Show 3 samples

Week 2: September 22-24
- Assignment 1 presented.  Upload Assignment #1 to LEARN by 9am September 22nd.  Late assignments not accepted.
- Review of Week 1
- Introduction to Game Design continued
- Introduction to Stencyl continued
- Assignment #2 handed out and discussed

Week 3: September 29- October 1
- Assignment 2 presented.  Upload Assignment #2 to LEARN by 9am September 29th.  Late assignments not accepted.
- Teams formed.  Term projects begin!
- Rubric: Team Contract
- Rubric: Gantt Chart

Week 4: October 6-8
- Brief instructor "lecture"
- Class time used for team meeting to work on Deliverable #1
- Team meeting with Instructor

Week 5: October 13-15
- Brief instructor "lecture"
- Class time used for team meeting to work on Deliverable #1
- Team meeting with Instructor
- Get feedback from other teams
- Provide feedback to other teams

Week 6: October 20-22
- Milestone #1 is due and presented
- Upload Milestone #1 to LEARN by 9am October 20th.  One submission per team.  Grades are not assigned until files are uploaded. 5% grade reduction for each day late.

Week 7: October 27-29

- Brief instructor "lecture"
- Class time used for team meeting to work on Deliverable #2
- Team meeting with Instructor
- Instructor assigns grade and provides feedback for Deliverable #1


Week 8: November 3-5
- Brief instructor "lecture"
- Class time used for team meeting to work on Deliverable #2
- Team meeting with Instructor
- Get feedback from other teams
- Provide feedback to other teams

Week 9: November 10-12
- Milestone #2 is due and presented
- Upload Milestone #2 to LEARN by 9am November 10th. One submission per team. Grades are not assigned until files are uploaded. 5% grade reduction for each day late.

Week 10: November 17-19
- Brief instructor "lecture"
- Team meeting with Instructor
- Instructor assigns grade and provides feedback for Deliverable #2
- Class time used for team meeting to work on Deliverable #3

Week 11: November 24-26
- Brief instructor "lecture"
- Class time used for team meeting to work on Deliverable #3
- Team meeting with Instructor
- Get feedback from other teams
- Provide feedback to other teams

Week 12: December 1-3
- Milestone #3 is due:
- Formal in-class presentations and "celebration" on Tuesday December 1.
- Upload Milestone #3 to LEARN by 9am December 1st. One submission per team. Grades are not assigned until files are uploaded. 5% grade reduction for each day late.