GBDA 301
Global Digital Project 1
Fall 2016

Instructor: Kevin Harrigan, PhD
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Stratford Office: Room #2018.

Office Hours: Tuesdays 11am-11:50am and Thursdays 11am-11:50am, or by appointment. I am on the Stratford campus each Tuesday and Thursday. TO BE CONFIRMED.

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: Tuesday classes: DMS 3129   Thursday classes: DMS 2024

Course Overview:

Calendar Description
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.

Course Description
This is a project-based course in which student teams will design and implement a digital media product. That product will be a casual game that teaches a concept or idea (i.e. an educational game). Each team will be composed of 4 students. The course will begin with several assignments that teach game design and implementation. This course also includes a section on WatPD.

Required Textbook:

How to Program Games: Tile Classics in JS for HTML5 Canvas. By Chris Deleon. This book is available online in pdf for $48 at https://gumroad.com/l/hands-on-game-programming#. However, with discount codes it can often be purchased for about $15 at udemy.com including the book in pdf format and a full 14-hour video course by the author.

Additional readings may be assigned throughout the semester.

Recommended 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;
- Understand the concepts in WatPD.

Course Grading:

This course contains WatPD, three assignments, and a project. For the project, there are two milestones. Each milestone is worth one half of the project grade.

Grading Scheme:

WatPD	15%
Assignments (3)	30%
Term Project	55%

Due dates for assignments and project:

Assignment 1	Thursday Sept 22
Assignment 2	Tuesday Oct 4
Assignment 3	Thursday Oct 20
Project Deliverable 1	Thursday Nov 10
Project Deliverable 2	Thursday Dec 1

Late Work
Unless a physician's note or suitable documentation is provided, 5% per business day will be taken off for a late assignment submission.

Electronic Device Policy
Students are expected to use classroom, lab, and project time productively. Student use of laptops, mobile phones and tablets for any purpose other than approved coursework during classroom, lab, and project time is prohibited. This includes social media, instant messaging, personal correspondence and surfing for unrelated content. Mobile phones must be turned off and put away during class. Students shall not unduly interfere with the study, work or working environment of their peers.

Failure to comply will result in disciplinary measures befitting the infringement of this policy and in compliance with the appropriate University policy or policies.

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. See the UWaterloo Academic Integrity webpage and the Arts Academic Integrity webpage for more information.

>*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. For typical penalties check Guidelines for the Assessment of Penalties.

>*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. When in doubt, please be certain to contact the department's administrative assistant who will provide further assistance.

>*Appeals:* A decision made or penalty imposed under Policy 70 - Student Petitions and Grievances (other than a petition) or Policy 71 - Student Discipline may be appealed if there is a ground. A student who believes he/she has a ground for an appeal should refer to Policy 72 - Student Appeals.

Accommodation for Students with Disabilities

>*Note for students with disabilities:* The AccessAbility Services office, located on the first floor of the Needles Hall extension (1401), 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.