

GBDA 301

Global Digital Project 1

Fall 2017

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.

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 1004 Thursday classes: DMS 3024

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 to solve a real world problem. The product will include a game and associated gamification activities. This course also includes a section on WatPD.

Required Textbook:

None.

Recommended Readings:

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

Other readings may be assigned on a regular basis throughout the semester.

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) including associated gamification activities;
- Using the GDD, create a prototype of the game and the gamification activities;
- Prepare and execute a plan for testing the usability of a game and gamification activities;

- Understand the concepts in WatPD.

Course Grading:

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

Grading Scheme:

WatPD	15%
Class Participation	5%
Assignments (2)	20%
Term Project (3 deliverables)	60%

Due dates for assignments and project:

Assignment 1 (10%)	Tuesday Sept 19
Assignment 2 (10%)	Tuesday Oct 3
Project Deliverable 1 (20%)	Thursday Oct 19
Project Deliverable 2 (20%)	Tuesday Nov 7
Project Deliverable 3 (20%)	Tuesday Nov 28

Course Modification Warning

The instructor reserves the right to modify elements of the course during the term. Please note that due dates will be consistent with our clients' time schedules, as such there may be changes to due dates and deliverable outputs. If a modification becomes necessary, reasonable notice and communication with the students will be given with explanation. It is the responsibility of the student to check his/her uWaterloo email and course website on LEARN daily during the term and to note any changes.

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.

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.