

Course Syllabus

GBDA 301 Global Digital Project 1 Fall 2018

Instructor: Kevin Harrigan, PhD
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Office Hours: Thursdays 11am-11:50am and Fridays 1pm-2pm, or by appointment. I am on the Stratford campus all day every Thursday and Friday.

Course time:

Section 001: Thursday 9am-11am and Friday 11am-noon.

TA: Minahil Sheikh <m27sheikh@edu.uwaterloo.ca>

Section 002: Thursday 1pm-3pm and Friday 3pm-4pm

TA: Emily Anne Hunt <eahunt@edu.uwaterloo.ca>

Location: All classes are in DMS 2024

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:

Students will design and implement a digital media product to solve a real world problem using global internet software standards. The product will include a game and associated activities.

Required Textbook:

iClicker.

Recommended Reading:

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

Resources:

We will use online resources extensively. Some are included here while others will be added throughout the semester on LEARN.

We will cover HTML, CSS and Javascript. As a resource for these we will use the website

<https://www.w3schools.com/default.asp> The website includes tutorials on HTML, CSS, and JavaScript.

We will design a casual game using only HTML, CSS and JavaScript. As a resource we will use the first five steps (out of 10) on the website: https://developer.mozilla.org/en-US/docs/Games/Tutorials/2D_Breakout_game_pure_JavaScript

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

- Describe how the World Wide Web works using HTML, CSS, and JavaScript;
- Be able to modify HTML, CSS, and JavaScript files;
- Create a design for a casual computer game for the World Wide Web, and associated activities, using a Game Design Document (GDD);
- Using the GDD, create a prototype of the game, and associated activities;
- Prepare and execute a plan for testing the usability of a game and associated activities;

UW LEARN

All information and resources pertaining to this course will be posted to the course LEARN site. Please check the site regularly. It is the students' responsibility to remain informed about due dates, assignments, tests, etc.

Grading Scheme:

| | |
|--------------------------|-----|
| Class Participation | 20% |
| Assignments (3) | 30% |
| Project (3 deliverables) | 45% |
| In-class quizzes (1) | 5% |

Class Participation

Participation grade is determined by clicker questions and some in-class activities. Clicker questions will be administered in each class unless otherwise announced. Exception: Thursday Sept 6 and Friday October 5.

Due dates:

| | |
|-----------------------------|-------------------------|
| Assignment 1 (10%) | Monday Sept 17, 11:59pm |
| Assignment 2 (10%) | Monday Oct 1, 11:59pm |
| Assignment 3 (10%) | Monday Oct 22, 11:59pm |
| Project Deliverable 1 (15%) | Monday Nov 5, 11:59pm |
| Project Deliverable 2 (15%) | Monday Nov 19, 11:59pm |
| Project Deliverable 3 (15%) | Monday Dec 3, 11:59pm |
| In-class Quiz (5%) | Thursday Oct 4 |

| Schedule | | | |
|--------------------------------------|------------|---|--|
| Week | Date | Topic | Resource |
| 1 | Sept 6-7 | - Intro to GBDA301 - International software standards for the internet (HTML5) - Installing an HTML5 Editor | https://developer.mozilla.org/en-US/docs/Web/Guide/HTML/HTML5 https://code.visualstudio.com/ |
| 2 | Sept 13-14 | HTML5 & Dynamic Webpages using Document Object Model (DOM) | https://www.w3schools.com/ |
| 3 | Sept 20-21 | HTML5 Canvas & Games | https://www.w3schools.com/html/html5_canvas.asp |
| 4 | Sept 27-28 | HTML5 Canvas & Games | https://developer.mozilla.org/en-US/docs/Games/Tutorials/2D_Breakout_game_pure_JavaScript |
| 5 | Oct 4-5 | HTML5 Application Program Interfaces (APIs) | https://www.w3schools.com/graphics/google_maps_intro.asp |
| No GBDA301 classes week of Oct 11-12 | | | |
| 6 | Oct 18-19 | HTML5 & Data Visualization using JSON files | https://hbr.org/2016/06/visualizations-that-really-work https://www.forbes.com/sites/brentdykes/2016/03/31/data-storytelling-the-essential-data-science-skill-everyone-needs/#3d218f1b52ad |
| 7 | Oct 25-26 | Game Design fundamentals | The Art of Game Design by Jesse Schell |
| 8 | Nov 1-2 | Game Design Using "flow" | https://en.wikipedia.org/wiki/Flow_(psychology) |
| 9 | Nov 8-9 | Game Design using principles from Psychology (reinforcement) | https://www.gamasutra.com/view/feature/131494/behavioral_game_design.php |
| 10 | Nov 15-16 | Game Design testing | https://pure.tue.nl/ws/files/21666907/Game_Experience_Questionnaire_English.pdf |
| 11 | Nov 22-23 | TBD Review of HTML5 and Game Design | |
| 12 | Nov 29-30 | Final Project Presentations | |

Course Modification Warning

The instructor reserves the right to modify elements of the course during the term. 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, 25% per day will be taken off for a late assignment submission.

Electronic Device Policy

Students are expected to use classroom time productively. Student use of laptops, mobile phones and tablets for any purpose other than coursework during classroom 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.

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 and Discipline

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 [Office of 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. Check [the Office of Academic Integrity](#) for more information. 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](#).

Grievances and Appeals

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.

Optional statements that may be included on course outlines

Mental Health Support

All of us need a support system. The faculty and staff in Arts encourage students to seek out mental health supports if they are needed.

On Campus

- Counselling Services: counselling.services@uwaterloo.ca / 519-888-4567 ext 32655
- **MATES**: one-to-one peer support program offered by Federation of Students (FEDS) and Counselling Services
- Health Services Emergency service: located across the creek from Student Life Centre

Off campus, 24/7

- **Good2Talk**: Free confidential help line for post-secondary students. Phone: 1-866-925-5454
- Grand River Hospital: Emergency care for mental health crisis. Phone: 519-749-433 ext. 6880
- **Here 24/7**: Mental Health and Crisis Service Team. Phone: 1-844-437-3247
- **OK2BME**: set of support services for lesbian, gay, bisexual, transgender or questioning teens in Waterloo. Phone: 519-884-0000 extension 213

Full details can be found online at the Faculty of ARTS [website](#)

Download [UWaterloo and regional mental health resources \(PDF\)](#)

Download the [WatSafe app](#) to your phone to quickly access mental health support information

Territorial Acknowledgement

We acknowledge that we are living and working on the traditional territory of the Attawandaron (also known as Neutral), Anishinaabe and Haudenosaunee peoples. The University of Waterloo is situated on the Haldimand Tract, the land promised to the Six Nations that includes 10 kilometres on each side of the Grand River.

For more information about the purpose of territorial acknowledgements, please see the [CAUT Guide to Acknowledging Traditional Territory \(PDF\)](#).