**DigiPen Academy Studio Overview**

DigiPen Academy Studio courses are project-based learning experiences for students to specifically develop skills and processes for “learning to learn.” Unlike a workshop that is more group-based with “step-by-step” instruction, a studio course necessitates a high level of self-directed learning that is facilitated by the instructor. Students will be challenged to use their research, critical thinking, and problem-solving skills through every phase of a project that they define.

Studio students are required to have some prior knowledge and experience that will be assessed by the instructor at the start of the course. Through consultations with the instructor, studio students then develop a highly individualized plan that outlines how that student will complete their project by the end of the course.

To be approved, all project proposals developed by the student in conjunction with the instructor must include the following:

1. **Overview** – What is the project and what is the motivation for the project?
2. **Objectives** – What will successful completion of the project prove in terms of required knowledge and skill outcomes?
3. **Deliverables** – What will be the final specific deliverable (eg. game executable, .mp4 file, series of drawings, etc.)
4. **Resources** – What will be used for the project including:
   1. Materials – Sketchbooks, art supplies, Lego Mindstorms kit, etc.
   2. Equipment – MIDI keyboards, microphone, tablet, etc.
   3. Software - Visual Studio, Maya, Pro Tools, etc.
   4. Instructional resources – Faculty, videos, books, websites, etc.
5. **Schedule** – What is the timeline that will be used to complete the project including milestones?
6. **Risks & Mitigation** – What situations pose a risk for the completion of the project and what is the plan to mitigate the risks?
7. **Evaluation** – What are the rubrics that will be used to measure progress, quality, and competency?

As a studio course uses a competency-based form of evaluation, the quality of the work needs to be the focus for the student, not quantity. It is not unusual for students to initially overestimate the scope of their project and in such circumstances, the student will need to work with the instructor to modify the scope so that the outcomes will provide the student with a strong basis to work towards the larger scale after the studio course.

The following pages contain the template for students to use for their project proposal.

Good luck!

**DigiPen Academy Studio Project Proposal**

**NAME OF PROJECT**

Date

**STUDENT**

Student Name

Student Email

**INSTRUCTOR**

Instructor Name

**PROJECT DESCRIPTION**

Describe in 1-2 sentences what the actual proposed project is and the motivation behind the project idea.

**PROJECT LEARNING OBJECTIVES**

Describe the main learning objectives that will be achieved to complete the project. What specific knowledge and skills will you gain?

**PROJECT DELIVERABLES**

Describe what the specific deliverable will be. Is this project going to result in a game executable? A composed piece of music that will exported to an .mp3 format? Will it be a series of 8x11 paintings?

**PROJECT RESOURCES**

List the specific resources that you need for your project. You should plan to define:

1. Materials – Sketchbooks, art supplies, Lego Mindstorms kit, etc.
2. Equipment – MIDI keyboards, microphone, tablet, etc.
3. Software - Visual Studio, Maya, Pro Tools, etc.
4. Instructional resources – Faculty, videos, books, websites, etc.

**SCHEDULE**

The schedule is a daily breakdown of specific topics, tasks, and deliverables that you will use to measure progress with the project.

|  |  |
| --- | --- |
| **Day** | **Tasks and Topics** |
| 1 | Define project, identify learning objectives, identify resources |
| 2 | Completion and approval of individualized project proposal |
| 3 | TBD – Defined by specific project requirements |
| 4 | TBD – Defined by specific project requirements |
| 5 | “Alpha” (Adjustable date based on project) - Effectively the proof of concept and pipeline. Whatever base knowledge and skills that a student will need to execute the project must be evident. |
| 6 | TBD – Defined by specific project requirements |
| 7 | TBD – Defined by specific project requirements |
| 8 | “Beta” (Adjustable date based on project) - “Content” is complete and implemented |
| 9 | TBD – Defined by specific project requirements |
| 10 | Final project submission and presentation with post-mortem |

**PROJECT RISKS AND MITIGATION**

Identify the three (3) greatest concerns that you feel may negatively impact the completion or quality of the project. You will need also identify what your “backup plan” will be should any of the issues come up.

**EVALUATION:**

This is where you should provide information about how your progress and the level of quality that you will be striving for. This should include, where possible, visual examples or reference to other projects to better quantify that you will demonstrate.

At each step of production, instructors will evaluate as follows:

1. Work does not yet meet expectation
2. Work meets expectation

Advancing to the next step of production is always contingent on instructor approval of each phase and/or milestone.