

<b>Subject:</b>	Re: ICS 169A Jordan Hua: Project Leader Role Request
<b>From:</b>	Dan Frost (frost@ics.uci.edu)
<b>To:</b>	jordan.hua@yahoo.com;
<b>Date:</b>	Wednesday, June 4, 2014 11:49 AM

Jordan,

Thanks for your email. I will definitely try to put you on a team with teammates you can work well with, but I can't give you any guarantees.

I do want to meet with you (and the other students who have expressed an interest), probably next week. I'll get back to you on this.

Thanks,

--Dan Frost

On Tue, Jun 3, 2014 at 9:10 PM, Jordan Hua <[jordan.hua@yahoo.com](mailto:jordan.hua@yahoo.com)> wrote:

Dear Professor Frost,

I definitely would want to be able to be a project lead for ICS 169, so could you please register me as a Project lead for ICS 169? More specifically and importantly, I would like to be assigned the leadership role as the Creative Director of the ICS 169 project (like Hideo Kojima). Also, is it alright with you if I could discuss more of this with you in person before you leave campus for the summer and if I could talk to you on the first day when the fall quarter starts?

I was hoping to be the person to lead an entire game development group of about 4 to 5 people in my team. Because I am project lead, my tasks (assignments) I hope to be assigned with are the following assignments: lead producing the story, lead the direction in the art, and come up with some of the gameplay design (These assignments of course span into ICS 169B as well I believe).

I also plan to be the one to seed the core game idea and lead in the design decisions on the first day (in other words, assigned to build the team foundation). Because of my specific tasks I was hoping if I could have 1 artist (that implements the art and story I propose), 2 programmers, and 1 project organizer (the one who records the team's progress and helps me organize my game schedule that I plan out with my team when we all gather up for a meeting)?

Teammate concerns:

Because of the mental disabilities that I have discussed with you before, this course is going to be far more difficult for me than what one would expect most of the other students to face. I have worried about specifically this course the most since my sophomore year, because of the circumstances I have disclosed with you in private before. So because of my aspergers syndrome and my obsessive compulsive disorder, I will have extreme difficulty communicating with my teammates no matter how experienced I get. And also based on what I talked to you about before regarding my difficulties with specifically students in my graduation year for the CS/CGS major, could you please provide some sort of personal accommodation for me in this course that will allow me to pair up with students that you personally would make a good fit with me in a video game development team?

Peer students that I do not want assigned to my team:

- Students that you have observed among my peer group that may not necessarily have bad grades, but you have observed to have a really cocky/egotistic attitude,
- students that ONLY want to work alone
- slacks off alot (or is vocal about slacking off)
- Nathan Stengel
- Alec (Nathan Stengel's friend)
- Jason Heckhard
- Maximillion Hung
- Khai Nguyen
- Tommy Tran
- Miles

-Miles' friends (That really loud tanned blonde hair girl, Miles' 2 male friends, etc. )

Peer students I would really hope to be in my team:

- Students that you personally think would make a good fit with me for my situation. I would be really confident in the teammates that you would pick for my team.
- Students that live near campus (even if it is temporary like if they are exchange/transfer/from overseas)
- Available on campus often

Please let me know as soon as I am registered with the leadership role as the Creative Director for my team.

Thank you so much for your understanding,  
Jordan Hua  
[jlhua@uci.edu](mailto:jlhua@uci.edu)  
ID#: 29718787

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**From:** Crista Videira Lopes <[lopes@ics.uci.edu](mailto:lopes@ics.uci.edu)>  
**To:** [36800-S14@classes.uci.edu](mailto:36800-S14@classes.uci.edu)  
**Sent:** Monday, June 2, 2014 12:42 PM  
**Subject:** Fwd: To next Fall's ICS 169A students

Please see note from Dan Frost below.

----- Original Message -----

**Subject:** To next Fall's ICS 169A students  
**Date:** Mon, 2 Jun 2014 12:40:05 -0700  
**From:** Dan Frost <[frost@ics.uci.edu](mailto:frost@ics.uci.edu)>  
**To:** Cristina Videira Lopes <[lopes@ics.uci.edu](mailto:lopes@ics.uci.edu)>  
**CC:** Dan Frost <[frost@ics.uci.edu](mailto:frost@ics.uci.edu)>

Crista,  
Could you forward this email to the ICS 168 email list?

Thanks,

--Dan

Dear ICS 169A students,

It's likely that I [Dan Frost] will be teaching 169A next Fall, although it's not official yet. As you know, this is the first part of the two-quarter CGS capstone course. "Capstone" is being used metaphorically to mean the high point or crowning achievement of your undergraduate years as a Computer Game Science major. In 169A, students will work in teams of 5 to 10 for six months to design and implement a substantial, polished, and impressive game. Each student on a team will have one or two well-defined roles.

I'd like to encourage some planning before the quarter starts on Oct. 2. If you'd like a leadership role on a team (for instance, producer or lead designer), please contact me over the

next few weeks.

A particularly exciting opportunity is to work with student game artists from the Laguna College of Art and Design (LCAD). LCAD has a strong game art major, and for several years there was a lot of collaboration between UCI and LCAD on game teams, although that seems to have dwindled for the last few years. But the LCAD students and faculty are very excited about reviving the links, and I'm sure I don't have to tell you how important art is for many games. I hope several 169A teams will take advantage of this opportunity to have game art majors on their teams. One of the best parts of it is that LCAD's fall term starts on September 2, exactly a month before UCI's. This means that one or two people from each team can get an amazing head start working on design and art direction ideas with LCAD students, and really hit the ground running when the full 169A team assembles in October.

I have no doubt that you all are going to do amazing things in 169AB next year. I hope to talk with several of you soon, and to everyone, best wishes for the summer!

--Dan Frost