
GAT316

Fall-2016

3D Game Design II

DigiPen Institute of Technology

Prerequisites:	GAT 315
Schedule:	
Lecture:	Tuesday 12:00pm-1:20pm (DESCARTES)
Section A Lab:	Thursday 11:00am-12:50pm (DA VINCI)
Section B Lab:	Wednesday 11:00am-12:50pm (DA VINCI)
Class Web Page:	https://distance.digipen.edu/2016-fall/course/view.php?id=1201
Instructor:	Richard Rowan
Contact:	Mail: rrowan@digipen.edu / Cell: 206-898-2955 (texts welcome)
Office Hours:	Weds: 3pm-6pm

Description

This course synthesizes the principles covered in previous design courses through the design and implementation of an original 3D game that integrates the elements of mechanics, space, interface, narrative, visuals, and audio into an engaging overall work.

Course Objectives and Learning Outcomes

In this course, students will:

- Present initial concept research in a professional manner.
- Pitch three professional-quality concept proposals.
- Take a prototype of a concept through a greenlight presentation.
- Iterate on an experience until it is ready for post-production.
- Polish an experience in post-production until it is professional quality.
- Create an effective written/video presentation of the final experience.

Required Textbooks

None.

Academic Integrity Policy

Cheating, or academic dishonesty in any form, will not be tolerated in this course. Penalties for cheating may include receiving a zero on an assignment, or a failing grade in the course, or even expulsion from DigiPen. For further details, please consult the *DigiPen Academic Integrity Policy*.

Disabled Student Services

If students have disabilities and will need formal accommodations in order to fully participate or effectively demonstration learning in this class, they should contact the Disability Support Services Office at (425)629-5015 or dss@digipen.edu. The DSS Office welcomes the opportunity to meet with students to discuss how the accommodations will be implemented. Also, if you may need assistance in the event of an evacuation, please let the instructor know.

Mechanisms and Procedures

Attendance

You are expected to attend class and attendance will be tracked. Every unexcused absence past the first will result in a -5% penalty to your final grade in the class. To gain an excused absence, you **MUST** contact your instructor. You must sign the attendance sheet in order to be counted as present. You will also be considered absent if you miss more than 15 minutes, regardless of whether it is at the beginning, middle, or end of class.

Class Behavior

In class, the following rules apply:

1. No food in class – drinks must be in closable containers.
2. Be here on time and be ready to learn.
3. Bring questions and observations.
4. No electronics usage in class unless specifically asked to do so. No phones, no computers, no tablets, no exceptions.
5. Be responsible. Turn in assignments on time and make every effort to attend. If for some reason, you can't attend, must arrive late, or leave early, you **MUST** email or text me or you **WILL** affect your grade.
6. **NO WORKING ON OTHER CLASSES DURING CLASS TIME.** Doing so will count as an **ABSENCE**.

Professionalism

All students in this class are expected to behave in a professional manner in their interactions with all students, faculty, staff, and teaching assistants. This includes personal conduct in class, verbal discussions, and emails. Rude or otherwise unprofessional conduct will result in a penalty of up to 10% on the student's final grade in the class, or more in extreme cases or in cases involving more than a single incident, at the sole discretion of the instructor. Exceptionally professional conduct, above and beyond what is normally expected, can result in a bonus of up to 5%, also at the sole discretion of the instructor. More than any other role in the game industry, a designer's reputation for professional conduct is critical to their career.

Grading Policy

Grades for this class are primarily based on the five milestones and their associated presentations. The student's final grade is modified by attendance penalties and penalties for poor lab preparation and/or participation. A student can also get a bonus for exceptional lab preparation, analysis and testing.

Overall Grade Weighting

10%	Concept Milestone (5% Research / 5% Pitch Presentation)
10%	Greenlight (Prototype) Milestone
20%	Beta Milestone
50%	Release Milestone
10%	Sell Sheet & Trailer Video
-5%	Every unexcused absence from a lecture or lab (including >30 minute absences at any point during the class)
-2%	Student is absent from lab for at least 15 minutes
-2%	Every lab student is not prepared for instructor/peer review or testing
-2%	Every lab student does not participate in instructor/peer review, standups, or testing
+1-5%	Student does an exceptional job of preparation, analysis, and testing throughout the entire semester.

All grades in this class are given as percentage amounts on the normal DigiPen scale.

F	D	C-	C	C+	B-	B	B+	A-	A
0%-59%	60%-69%	70%-72%	73%-76%	77%-79%	80%-82%	83%-86%	87%-89%	90%-92%	93%-100%

Late Policy

All assignments are expected to be turned in on time. All late deliverables have their grade cut in half, and will only be accepted for one week after the due date, after which they will no longer be accepted unless special arrangements are made with the instructor. With the prior approval of the instructor, assignments can be improved and resubmitted after the initial submission, in which case the new grade is averaged with the old one.

Class Schedule

This class will roughly follow the outline below, although the order and/or content of the lectures are subject to change. The milestones will only be changed in extreme and unexpected circumstances

Week 1

Lecture: Class Overview / Employer & Concept Research

Lab: Concept Reviews with Instructor

Week 2

Lecture: Professional Pitch Decks

Lab: Concept Research

Week 3 – PITCH PRESENTATIONS

Lecture: Student Pitch Presentations

Lab: Student Pitch Presentations

Assignment Due: Company/Concept Research & Game Pitch PowerPoint Presentations (TUESDAY)

Week 4

Lecture: Concept Refinement & Prototyping

Lab: Project Prototypes

Week 5

Lecture: Professional Greenlight Presentations

Lab: Greenlight Preparation & Instructor Review

Week 6 – GREENLIGHT PRESENTATIONS

Lecture: Student Greenlight Presentations

Lab: Student Greenlight Presentations

Assignment Due: Prototype & Greenlight PowerPoint Presentation (TUESDAY)

Week 7

Lecture: Special Topics in Design

Lab: Production Plan Reviews with Instructor

Week 8

Lecture: Special Topics in Design

Lab: Progress Reviews with Instructor

Week 9

Lecture: Editing & Game Polish

Lab: Peer Group Presentations

Week 10 BETA PRESENTATIONS

Lecture: Student Beta Presentations

Lab: Student Beta Presentations

Assignment Due: Beta Build Submissions

Week 11

Lecture: Group Project Critiques

Lab: Peer Group Playtesting

THANKSGIVING WEEK

Week 12

Lecture: Design Process Presentation

Lab: Presentation Preparation

Week 13 RELEASE PRESENTATIONS

Lecture: Student Release Presentations

Lab: Student Release Presentations

Assignment Due: Release Build Submission

Week 14 SELL SHEET & VIDEOS

Lecture: Selling Yourself

Lab: Sell Sheet and Video Reviews with Instructor

Assignment Due: Sell Sheet and Video Due (FRIDAY)