**Grading Cadence and Cut Sheet:**

(See Syllabus Revisions)

***The New Schedule:***

**SPRING Break 2-6 MAR (No classes) & GDC**

**Week 8 (10 MAR)**

**Homework:** RPG Presentations **Due**. RPG Draft **Due**. Simulation Group Presentation **Assigned**.

**Week 9 (17 MAR)**

**Week 10 (24 MAR)**

**Homework:** Simulations Group Presentation **Due**

**Week 11 (31 MAR)**

**You must have an adventure draft ready, with your simulation integrated into the narrative**

**Activity:** Adventure and Simulation integration play test

**Labs:** Student grading and feedback of draft

**Week 12 (7 APR)**

**The playtests mentioned are the feedback sheets from playtests you have conducted for your final game. At least 2 play testers.**

**Homework:** Final Versions Playtests **Due**

**Week 13 (14 APR)**

**Lecture:** Simulations/Final Game Presentations begin (Player | GM | Adventure | Simulation)

**Labs:** Presentations Q&A

**Week 14 (21 APR) FINAL PROJECT DUE**

**Lecture:** Any final presentations. Turn in of final RPG/Simulations games.

***Biggest Changes:***

* Individual Simulation Paper Changed to Group Presentation
  + Details will be covered in Week 8
  + Basically each student will be responsible for a portion of the larger presentation
  + Students will cover one simulation company/product each (1-2 slides per subject)
* Final Play Test added
  + You will need to run your adventure with 2 players, and get play test feedback forms from that session.
  + They will be turned in the week before Presentations are due, so that you can use the feedback to tweak your game.

Grade weights:

**Overall Grade Weighting**

|  |  |
| --- | --- |
| 15% | RPG Comparison Paper |
| 5% | RPG Presentation (Draft 1) |
| 5% | RPG Character Generation and Combat Play Test exercise |
| 5% | RPG SIM Playtest (Final Version) |
| 15% | Simulation Group Presentation |
| 15% | Final game/Simulation Presentation |
| 15% | RPG Draft v1 |
| 25% | Final game product and Simulation |