

COM 1050-05

MEDIA FELLOWS COLLOQUIUM (GAME DESIGN / STRAT COM)

W 3:25 PM – 4:35 PM

FALL 2020 SYLLABUS AND COURSE CALENDAR

Classroom: NQSC 125

Instructor: Brian Heagney

Office: NQSC 331

Office Hours Virtual sessions preferred				
Monday	Tuesday	Wednesday	Thursday	Friday
2:15 PM – 3:15 PM	10 AM – 11:30 AM	2:15 PM – 3:15 PM	10 AM – 11:30 AM	

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COURSE DESCRIPTION

This colloquium provides a forum where Media Fellows work with faculty on projects and events related to the Media Fellows program. Students and faculty will lead discussions and workshops pertaining specifically to the Media Fellows and which could include topics such as media production, research, career development, professionalism, and upcoming events and trips. Repeatable for up to four credits. One credit.

SECONDARY COURSE DESCRIPTION

This colloquium will begin with a working prototype of a simulation called HPU 3D. HPU 3D is a dorm-touring simulation prototype designed to help prospective students understand what life at HPU is all about.

The goal of this colloquium will be to bring the prototype to a finished and publishable simulation, complete with proper 3D models and lighting, final UI design, and complete with meaningful story-telling features appropriate to the medium.

COURSE OBJECTIVES

STUDENT LEARNING OUTCOMES	By the end of the course, students should be able to:	Method for Assessing this Learning Outcome
	Gain a deeper understanding of strategic decision-making related to the games industry	Weekly Tasks
	Embody an interdisciplinary and collaborative work ethic to develop interactive media	Final Project
	Engage in iterative design and development based on research and play-testing.	Weekly Tasks

REQUIRED MATERIALS

None

FLEX-CLAUSE

Due to the nature of holding University classes during a national pandemic, I am reserving the right for any part of this course to change based on pressures from anything related to COVID-19. This includes any issues faced by students in this course, but also issues faced by myself, the instructor.

I am making it my mission to deliver the content to you, the student, and if we need to be flexible in the face of a pandemic, we will do what it takes to get through any obstacles thrown in our way.

ASSIGNMENTS AND GRADING

Background

While the fields of game design and development rely upon designers and developers, the complete processes of both shipping and even designing a game often rely upon professionals in marketing, user-research, project management, events, and much more.

We will spend this semester designing and developing a 3D simulation, but we will need students from all disciplines to join together to complete the project. Therefore, all assignments and tasks below, even those related to the "final project & related tasks" will be fairly distributed among students of all majors according to their skillset.

In other words, non-GAM majors will not be expected to do the actual coding for the video games! (Unless they want to.)

Assignments

COM 1050-05 is a pass/fail course. To earn a passing grade, you must attain the grade of 70% or above for the following assignments:

- **Weekly tasks (90% of grade)** (6% every week)– Due to the interdisciplinary nature of this class, tasks distributed to the students will vary, but all students will be required to spend an average of 2 hours outside of class time engaged in their focus of study. Potential weekly tasks include 3D modeling and curating, game engine lighting, UI design and implementation, interviewing students and analyzing data, performing SWOT analyses, strategic planning, and much more.
- **Final Project (10% of grade)** – While we will have weekly tasks throughout the duration of the semester, culminating in the production of a Final Project as the final deliverable, the Final Project itself will be graded on its own. Therefore, it is the concern of all students to ensure we are on track to meet the deadline with a high-quality final deliverable.

EXPECTATIONS FOR OUT-OF-CLASS WORK

Out-of-Class Work:	In addition to attending class and completing all course requirements, students are expected to spend at least 2 hours each week engaged in out-of-class work (i.e., reading, studying, doing homework, working on projects, etc.) for every hour of credit earned in this course.
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According to HPU's accreditation guidelines, for every 1 hour of credit earned in a course, students are expected to spend at least 2 hours each week engaged in out-of-class work (i.e., reading, studying, doing homework, working on projects, etc.). Therefore, in a 4-credit course, students are expected to commit an average of at least eight hours per week outside of class. The estimates listed below reflect the out-of-class time expectations for a typical student – some students might need more or less time on these assignments.

DEADLINES

See School of Communication policy at end of this document (short version = late work loses one letter grade per day; no late work is accepted after three days).

GRADING

Grades are assigned as follows (there is no “rounding” of grades):

A (superior) – superior quality (90-100%)	B (excellent) – clearly above average (80-89%)	C (average) satisfactory work (70-79%)	D (inferior) – good enough to credit (60-69%)	F (failure) –work fails to meet the minimum expectations (0-59.9%)
A+ (97 - 100)	B+ (87 - 89.9)	C+ (77 - 79.9)	D+ (67 - 69.9)	F (0-59.9%)
A (93 - 96.9)	B (83 - 86.9)	C (73 - 76.9)	D (63 - 66.9)	
A-(90 - 92.9)	B-(80 - 82.9)	C-(70 - 72.9)	D-(60 - 62.9)	

Please note that simply completing all required elements of an assignment does not entitle you to an A. Acceptable work of average quality earns a C. You must go above average expectations to receive an above average grade. This mimics the professional world of communication, where basic proficiency might get you in the door at the entry level, but creative thinking and a willingness to go beyond the minimum expectations are necessary to get noticed and advance.

BLACKBOARD

I am a self-avowed blackboard nut and evangelist. I use blackboard for all of my class administration, and therefore you **MUST** use blackboard as well. If you have never used Blackboard before, it will become your friend. If Blackboard is already your friend, you will become BFFs. If you dislike Blackboard, then please come see me and I will evangelize to you appropriately. The following is how I use Blackboard:

Assignments: All assignments will be hosted and explained in Blackboard. Every major assignment will have a rubric attached to it in Blackboard, which will help you understand how I will grade your submissions.

For every assignment, you **MUST** submit something through Blackboard. If you complete an assignment and do not submit it to Blackboard, it is as if you have not completed it and it will be counted as late.

Assignment Calendar: Blackboard has an amazing assignment calendar associated with it. When you go to the Blackboard assignment calendar, you will be able to see EVERY assignment and quiz that is assigned so you won't ever forget!

Forums: All forum assignments must be completed through the forums hosted on blackboard.

Syllabus: This syllabus will also be hosted on Blackboard.

Blackboard is Ruler: Blackboard assignment dates and descriptions take precedence over all dates/descriptions on this syllabus.

FEEDBACK

Feedback for ALL assignments (including final assignments) will be conducted through blackboard rubrics.

GRADE APPEAL

If a student has a complaint or concern about a faculty member regarding a grade, they should first try to resolve it with the instructor in question. If the complaint is not resolved through this interaction, the student should then go to the Department Chair. If the instructor of the course also serves as a Chair, then the student should approach the Dean as the first step in the process.

For this course, a student should pursue the following process:

1. Talk with the instructor of the course,
2. Talk with Dr. Matthew Ritter who serves as the Director of the Communication Fellows

The decision of the Director is final.

GRIEVANCE PROCEDURE

If a student has a complaint or concern about a faculty member regarding any matter other than a grade, they should first try to resolve it with the instructor in question. If the complaint is not resolved through this interaction, the student should then go to:

1. the Department Chair;
2. the Dean of the School of Communication; then
3. the Senior Vice-President of Academic Affairs, which is the final step in the grievance process.

Bypassing any of these steps—going directly to the president, for example—will not resolve the issue and will only delay resolution. Senior administration will not deal with grievance issue unless it has been discussed at the appropriate level.

For this course, a student should pursue the following process:

1. Talk with the instructor of the course.
2. Talk with Dr. Matthew Ritter who serves as the Director of the Communication Fellows.
3. Talk with Dr. McDermott, who serves as the Dean of the Nido R. Qubein School of Communication.
4. Talk with Dr. Bauer, who serves as the Senior Vice President of Academic Affairs of High Point University.

The decision of the Senior Vice President is final.

TENTATIVE SCHEDULE

We will develop our schedule based on the direction that the class wants to proceed with. Currently the only hard deadline is to finish our project by Wednesday 11/18.

Week	Day	Date	Topic	To Do
1	Wednesday	8/25		Weekly task due
2	Wednesday	9/1		Weekly task due
3	Wednesday	9/8		Weekly task due
4	Wednesday	9/15		Weekly task due
5	Wednesday	9/22		Weekly task due
6	Wednesday	9/29		Weekly task due
7	Wednesday	10/6		Weekly task due
FALL BREAK				
8	Wednesday	10/20		Weekly task due
9	Wednesday	10/27		Weekly task due
10	Wednesday	11/3		Weekly task due
11	Wednesday	11/10		Weekly task due
12	Wednesday	11/17		Weekly task due
13	Wednesday	11/24		Weekly task due
14	Wednesday	12/1		Weekly task due
15	Wednesday	12/8		Weekly task due
EXAM BLOCK	Monday	12/13 5 – 6:30 PM		Final Project HPU 3D Due

School of Communication Policies, Practices and Expectations

Students are expected to adhere to all standards outlined in the School of Communication's Policies, Practices, and Expectations (located at

http://www.highpoint.edu/communication/files/nqsc_syllabus_policies.pdf) unless alternate standards are specifically outlined elsewhere in this syllabus.