GAM 1111-01
AAA GAME DEVELOPMENT TOOLS
M/W/F 2:00 PM – 3:10 PM
SPRING 2022 SYLLABUS AND COURSE CALENDAR

Classroom: NQSC 125C
Instructor: Brian Heagney
Office: NQSC 331

Professor Heagney's Office Hours				
Monday	Tuesday	Wednesday	Thursday	Friday
3:10 – 4:10 PM	12:45 – 1:30 PM 3:15 – 4:00 PM	3:10 – 4:10 PM	12:45 – 1:30 PM 3:15 – 4:00 PM	

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COURSE DESCRIPTION

Introduction to the digital technologies employed by the AAA game design and development companies to design, edit, store, and deliver content and assets to coworkers and end-users. This course provides an introduction to graphic and audio software packages, and AAA game engines. Students begin a digital portfolio. Four credits

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.

COURSE OBJECTIVES

	By the end of the course, students should be able to:	Method for Assessing this Learning Outcome
Student Learning Outcomes:	understand the elements involved in planning, designing, and producing digital media	Production Projects. One-Sheet Assignments, LinkedIn Portfolio
	understand the syntax & application of game asset production	Production Projects, One-Sheet Assignments, LinkedIn Portfolio
	demonstrate competence with professional AAA game development tools used in the games industry by developing professional game-ready audio and visual assets.	Production Projects
	develop game-ready assets with Adobe Audition, Adobe Photoshop, and vector editing software, and integrate game assets into AAA game development software	Production Projects
	Understand aesthetic principles related to visual design	Production Projects, Blog/Forum Assignments
	Student will understand the elements involved in planning, designing, and producing digital media	Production Projects. One-Sheet Assignments, LinkedIn Portfolio

TEXTBOOKS AND REQUIRED COURSE MATERIALS

- **NO TEXTBOOK**—While there will be assigned readings and videos for this course, all materials are available online for no cost.

- A **USB flash drive 16GB** (or higher). Every student's storage space will differ. Some students have used 10 GB, some students have used much more. If you are saving your builds for your game on a weekly basis, you may need a lot of storage space. Bring your data/game/assets to every class to work on and show me.

- **Software/Computer Labs** – There will be some use of digital software for this class, all of which are installed on the computers in NQSC 125 (The Game Lab). It is expected that you will have to organize your time accordingly to use this software, ensuring that you schedule time to work in the Game Lab when there is not another class going on.

ASSIGNMENTS AND GRADING

- **LinkedIn (5% of grade)** - All students are required to have an updated (current) LinkedIn profile that is strategically designed to showcase themselves for potential employment in the field of their choice.

- **Game Design Portfolio (5% of grade)** – In this course, students will begin a Game Design portfolio on a website of the student's choice (such as wix.com). Student's design portfolio needs to feature games from their time at college or university but does not need to feature a game from this course.

- **One Sheets (15% of grade)** –To prepare for major projects, students will prepare a one-sheet piece of paper (8.5" x 11") describing design choices with including sketches and reasons behind choices.

- **One Good Room (20% of grade)** – Students will design and develop a single room that features a button opening a door to exit the room. Students will also design some aspect of puzzle or obstacle for the room. While the concept of the room is up to the individual student, all students must adhere to very specific constraints such as room size, placement of entrance and exit doors, and other aspects that will be defined in the assignment details on blackboard.

- **UI Design (Photoshop / Inkscape) (20% of grade)** - Students will learn fundamental and advanced tools and techniques in Photoshop and Inkscape that will allow them to edit 2D images to use as textures, sprites, and UI elements in game engines.

- **Audition (ambience) (20% of grade)** – Students will learn fundamental and advanced tools and techniques in Adobe Audition to develop ambient sounds and sound effects to use in game engines.

- **Premiere Video (15% of grade)** – Students will learn fundamental and advanced tools and techniques in Adobe Premiere to edit a preview video of their One Good Room, including both audio, video, text components, and animation.

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.

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. (In a 2-credit course that meets for half of the semester, you are still expected to commit to an average of eight hours per week.) 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.

- LinkedIn – approx. 8 hrs out of class
- Portfolio – approx. 8 hrs out of class
- One Sheets - approx. 8 hrs out of class
- One Good Room – approx. 17 hrs out of class
- Photoshop Shader – approx. 10 hrs out of class
- Inkscape UI – approx. 14 hrs out of class
- Audition – approx. 14 hrs out of class
- Premiere – approx. 8 hrs out of class

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)	
A (93 - 96.9)	B (83 - 86.9)	C (73 - 76.9)	D (63 - 66.9)	F (0-59.9%)
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.

The School of Communication <u>Emphasizes</u> Analytical Thinking, Communication Skills, Interpretation of Converging Information, Technological Development, and Integration of Theory and Practice

DIGITAL PORTFOLIO

All students in the school of Communication are required to develop a digital portfolio on their LinkedIn page. The digital portfolio is an online collection of the work you've done during your time at High Point University.

In addition to the LinkedIn profile, all students enrolled in this class are required to maintain a game design portfolio on a website such as Wix.com. While you will be developing a portfolio piece in this course, realize that you do NOT need to wait until the game is finished before adding it to your portfolio.

WRITING STYLES

<u>Professional work</u> should be written in the latest revisions of the Associated Press (AP) Style Manuals for print and broadcast. (Yes, AP also has a style manual for broadcast.) The School requires <u>academic papers</u> to be written in the latest revision of the American Psychological Association (APA) style. If you're unfamiliar with this style, please see the Chair or the Dean. Other academic styles are not accepted unless the student work is written for a publication or event that requires a different format. Having students learn multiple writing styles only confuses them.

ABSENCES AND TARDIES

After two unexcused absences you will receive a Probation Notice. After a fifth absence you will be dropped from the class. Exceptions will only be granted for university-sanctioned events (with prior notice) or hospitalization (with a doctor's note). Tardies are also unacceptable. Be on time. Better yet, be early. Two tardies will equal an absence. Students will not be permitted to make up grades for work missed due to an unexcused absence or tardy.

COPYRIGHT, PLAGIARISM, AND CHEATING

Each of you signed the HPU Honor Code and it is your responsibility to abide by it. Cheating or plagiarism can result in failure for the course. Theft of intellectual property (such as images, audio, or video) is equivalent to plagiarism. See the School of Communication policies on plagiarism and copyright at the end of this document.

On occasion, the professor will provide media/materials for use in class. These materials may include photos, video/audio files, scripts, and design templates. These items are copyrighted (by the professor and others) and may only be used in classroom exercises as specified by the professor. Consequently, students may not use media supplied by the professor in their projects unless they have been given permission to do so. Student projects containing unauthorized material provided by the professor may be penalized or disqualified. Students also may not share, distribute, or post online any media that contains media elements provided by the professor.

In addition, the professor holds the copyright on all course materials including lectures, PowerPoint presentations, handouts, video/audio media, etc. Consequently, course sessions and materials cannot be recorded, copied, or distributed in any form without the written permission of the professor.

Plagiarism involves copying the work of others and/or representing it as your own without attribution. Students should not use any media created by another student or outside entity (e.g. downloaded online) in their assignments without prior permission from the professor. In addition, students should not copy edited sequences, documents, sessions, or projects and represent them as their own. Incidents of copyright infringement and plagiarism will be treated as University Honor Code violations.

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. Stefan Hall who serves as the Chair of the Nido R. Qubein School of Communication's Game & Interactive Media Design department.

The decision of the Chair/Dean 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 Provost, 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. Stefan Hall who serves as the Chair of the Nido R. Qubein School of Communication's Game & Interactive Media Design department.

3. Talk with Dr. McDermott, who serves as the Dean of the Nido R. Qubein School of Communication.

4. Talk with Dr. Carroll, who serves as the Provost of High Point University.

The decision of the provost is final.

BLACKBOARD BLACKBOARD BLACKBOARD BLACKBOARD 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. <u>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.</u>

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!

Syllabus: This syllabus will also be hosted on Blackboard.

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

Problems with Blackboard: Please contact **IT** **IMMEDIATELY** if you do not have access to our class blackboard page. I cannot help you, only IT can help you. It is your responsibility to remedy the problem ASAP so you can participate in the course.

HOLLYWOOD

In addition to uploading major assignment submissions through blackboard, you will be expected to transfer all of your working files to the School of Communication "Hollywood" server. Instructions for transferring to Hollywood server will be found on Blackboard.

While Blackboard will be used for uploading a final compressed version of a project, Hollywood will be used to show me your ENTIRE project folder. You will transfer a major project folder which will include any number of subfolders containing all of the appropriate files (images, audio clips, video clips, etc.).

You WILL NOT use the Hollywood server in place of a jump drive: your folder in the Hollywood server will remain organized with only the appropriate folders and subfolders corresponding to our major assignments.

Additionally, you WILL NOT work directly from the Hollywood server. If you absolutely need to work on a file that is in your Hollywood folder, you MUST transfer all appropriate files to your hard drive and work on them from there. Every time a student has worked directly from the Hollywood server, problems have arisen and it is easier to just work directly from the hard drive of the computer you are working on.

TENTATIVE SCHEDULE

This is a tentative schedule that is subject to change. Details for each week's assignments will be posted on Blackboard.

Week	Day	Date	Topic	To Do	Estimated Hours
1	Monday	1/10			Readings / Videos: 6 hrs One-Sheets: 2 hrs
	Wednesday	1/12			
	Friday	1/14		One Sheet 01: Room and Door idea submission due	
2	Monday 1/17: NO CLASS MLK DAY OF SERVICE		**One Good Room**		Readings: 4 hrs One Good Room: 4 hrs
	Wednesday	1/19			
	Friday	1/21			
3	Monday	1/24		One Sheet 02: (No one-sheet; just have greyboxed room, with rough drafts of working button and working door)	Readings: 3 hrs One Good Room: 5 hrs
	Wednesday	1/26		One Sheet 03: TBA	
	Friday	1/28			
4	Monday	1/31			One Good Room: 8 hrs
	Wednesday	2/2			
	Friday	2/4		One Good Room Due	
5	Monday	2/7	LinkedIn / Portfolio		LinkedIn / Portfolio: 8 hrs
	Wednesday	2/9			
	Friday	2/11			
6	Monday	2/14	**Shader (Photshop)**		Readings: 4 hrs One-Sheets: 2 hrs Shader Project: 2 hrs
	Wednesday	2/16		One Sheet 04: Shaders	
	Friday	2/18			

7	Monday	2/21			Shader Project: 8 hrs
	Wednesday	2/23			
	Friday	2/25		Shader Due	
BREAK	Monday	2/28	Break (no class)		
	Wednesday	3/2			
	Friday	3/4			
8	Monday	3/7	**UI (Inkscape)**		Readings: 4 hrs One-Sheets: 2 hrs UI Project: 2 hrs
	Wednesday	3/9			
	Friday	3/11		One Sheet 05: UI Design	
9	Monday	3/14			Readings: 4 hrs UI Project: 4 hrs
	Wednesday	3/16			
	Friday	3/18			
10	Monday	3/21			UI Project: 8 hrs
	Wednesday	3/23			
	Friday	3/25		UI Assignment Due	
11	Monday	3/28	**Audition**		Readings: 4 hrs One-Sheets: 2 hrs Audio Project: 2 hrs
	Wednesday	3/30		One-Sheet 06: Audio due	
	Friday	4/1			
12	Monday	4/4			Readings: 4 hrs Audio Project: 4 hrs
	Wednesday	4/6			
	Friday	4/8			
	Monday	4/11			

13	Wednesday	4/13		Audio Assignment Due	Audio Project: 8 hrs
	Good Friday 4/15: No Class				
14	Easter Monday: 4/18: No Class				Readings: 4 hrs Premiere Video: 4 hrs
	Wednesday	4/20	**Premiere**		
	Friday	4/22			
15	Monday	4/25			Readings: 4 hrs Premiere Video: 4 hrs
	Wednesday	4/27			
Exam Block	Thursday May 5 8-11AM		**Exam Block**	Final Project Due Portfolio 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.