

 FLORIDA ATLANTIC UNIVERSITY	NEW COURSE PROPOSAL Undergraduate Programs		UUPC Approval <u>12-7-20</u> UFS Approval _____ SCNS Submittal _____ Confirmed _____ Banner Posted _____ Catalog _____
	Department College <i>(To obtain a course number, contact erudolph@fau.edu)</i>		
Prefix Number	<i>(L = Lab Course; C = Combined Lecture/Lab; add if appropriate)</i> Lab Code	Type of Course	Course Title
Credits <i>(Review Provost Memorandum)</i>	Grading <i>(Select One Option)</i> Regular Pass/Fail Sat/UnSat	Course Description <i>(Syllabus must be attached; Syllabus Checklist recommended; see Guidelines)</i>	
Effective Date <i>(TERM & YEAR)</i>			
Prerequisites, with minimum grade*		Corequisites	Registration Controls <i>(Major, College, Level)</i>
*Default minimum passing grade is D-. Prereqs., Coreqs. & Reg. Controls are enforced for all sections of course			
WAC/Gordon Rule Course Yes No WAC/Gordon Rule criteria must be indicated in syllabus and approval attached to proposal. See WAC Guidelines .		Intellectual Foundations Program (General Education) Requirement <i>(Select One Option)</i> General Education criteria must be indicated in the syllabus and approval attached to the proposal. See GE Guidelines .	
Minimum qualifications to teach course			
Faculty Contact/Email/Phone		List/Attach comments from departments affected by new course	
Approved by Department Chair <u>Chris Strain</u> College Curriculum Chair <u>Carmen Canete Quesada</u> College Dean <u>Terje Hill</u> UUPC Chair <u>Jerry Haky</u> Undergraduate Studies Dean <u>Edward Pratt</u> UFS President _____ Provost _____			Date <u>12/4/20</u> <u>12/4/20</u> <u>12/4/20</u> <u>12-8-20</u> <u>12-8-20</u> _____ _____

Email this form and syllabus to mjenning@fau.edu seven business days before the UUPC meeting.



Honors 2D Computer Game Development | ART 4651C | SYLLABUS

Number Credit Hours: 4

Instructor: Annina Ruest

Office: HA 121

Phone: 561-320 7853

Email: aruest@fau.edu

Office hours: T/R 11-12p, 12:50-1:50p

Term: Fall 2021

Class Meeting Days: TR

Class Meeting Hours: 9-10:50

Class Location: AD 122

I. Course Description

This course focuses on developing 2D games or other interactive 2D experiences within the context of art. We will be using the game development environment Unity. Previous knowledge of programming or 2D games is not required. This is an art class and assignments will therefore be open-ended and will require creativity as well as technical skill. The focus is on creatively re-imagining 2D computer games – not on re-creating existing game experiences.

II. Course Prerequisites/Co-requisites

None

III. Learning Outcomes

- 1) Students conceptualize and realize computer game projects on a beginner to intermediate level.
- 2) Students articulate thoughts about games and game culture in written reading responses, in class discussions, in critiques, as well as through digital game projects.

IV. Course Evaluation

a) Creative Assignments

Criteria for grading: In creative assignments I look for technical, visual, and conceptual coherence. If a student takes a technical or conceptual risk, I will grade more leniently. Homework assignments can be found in the course outline.

b) Reading/Writing/Playing Assignments

For all written assignments provide a summary plus three questions for discussion. The questions should be open-ended and conducive to discussion – I am not looking for quiz-style trivia questions.

c) Participation

Participating in class means that you respond to prompts, ask (technical) questions, and participate in reading discussions.

How I evaluate participation:

You make excellent contributions to every class 100%

You contribute frequently 85-95%

You participate occasionally 75-85%
 You only participated once 20%
 I cannot remember that you ever said anything in class 0%

d) Final Grade Breakdown

2 Writing/playing assignments (due week 5 & 8)	10%
2 Reading assignments (due week 6 and 11)	10%
8 Weekly creative assignments (due in weekly installments week 2-9)	40%
1 Quiz (due week 9)	10%
1 Final Project+Symposium Abstract (due week 14)	20%
Participation	10%

Total	100%

V. Course Grading Scale

A =(100-93%) A-=(92-90%) B+=(89-88%) B= (87-83%) B-=(82-80%) C+=(79-78%) C=(77-73%) C- = 70-72 D =(69-60%) F < 60%

VI. Attendance Policy

Students are expected to attend all of their scheduled University classes and to satisfy all academic objectives as outlined by the instructor. The effect of absences upon grades is determined by the instructor, and the University reserves the right to deal at any time with individual cases of non-attendance.

Students are responsible for arranging to make up work missed because of legitimate class absence, such as illness, family emergencies, military obligation, court-imposed legal obligations or participation in University-approved activities. Examples of University-approved reasons for absences include participating on an athletic or scholastic team, musical and theatrical performances and debate activities. It is the student's responsibility to give the instructor notice prior to any anticipated absences and within a reasonable amount of time after an unanticipated absence, ordinarily by the next scheduled class meeting. Instructors must allow each student who is absent for a University-approved reason the opportunity to make up work missed without any reduction in the student's final course grade as a direct result of such absence.

Instructor notice prior to any anticipated absences and within a reasonable amount of time after an unanticipated absence, ordinarily by the next scheduled class meeting. Instructors must allow each student who is absent for a University-approved reason the opportunity to make up work missed without any reduction in the student's final course grade as a direct result of such absence

This course allows two unexcused absences. Beyond that, you are required to provide a doctor's note or other similar third party written excuse. If such notice is not provided, the final grade for the class will be reduced by 10 points on a 100-point scale. The same amount of points will also be deducted for repeated lateness or prolonged absences during class. This does not have to be physical absence but can also be lack of participation due to texting, social media consumption, sleeping etc. Late projects/assignments will not be accepted without a doctor's note or other similar third party written excuse.

VII. Policy on Accommodations

In compliance with the Americans with Disabilities Act Amendments Act (ADAAA), students who require reasonable accommodations due to a disability to properly execute coursework must register with Student Accessibility Services (SAS) and follow all SAS procedures in Boca Raton, SU 131 (561-297-3880); in Davie, LA 131 (954-236-1222); in Jupiter and all Northern Campuses, SR 111F (561-799-8585) – and follow all SAS procedures. For more information, please visit the SAS website at www.fau.edu/sas.

VIII. Code of Academic Integrity Policy Statement

Students at Florida Atlantic University are expected to maintain the highest ethical standards. Academic dishonesty is considered a serious breach of these ethical standards, because it interferes with the university mission to provide a high quality education in which no student enjoys an unfair advantage over any other. Academic dishonesty is also destructive of the university community, which is grounded in a system of mutual trust and places high value on personal integrity and individual responsibility. Harsh penalties are associated with academic dishonesty. For more information, see University Regulation 4.001.

Academic Integrity in the context of an art class like this one means that the idea for any project you make in this class needs to be your own idea. You cannot take other people's creative output and pass it off as your own. Remixing and modding is encouraged if the remix or mod is based on an original idea by you. Therefore, you cannot take somebody else's project or an online tutorial for a project that has a similar concept to what you had in mind, make a few changes, and then claim that the project is yours. I also want to know if anyone helped you with your project and if yes, how much they helped. You can always turn to friends to help you solve problems and advance to the next step. However, if friends or tutors are involved in your project, their role can only be advisory. If they attempt to take over your project, it is your responsibility to stop them. If your project contains large portions of code written by other people, you need to acknowledge their contribution in the source code. You cannot submit a project made in this class for credit in another class. In any case, review the Honor Code and other university regulations and talk to me if you are not sure whether your project could be considered plagiarism.

IX. Counseling and Psychological Services (CAPS) Center

"Life as a university student can be challenging physically, mentally and emotionally. Students who find stress negatively affecting their ability to achieve academic or personal goals may wish to consider utilizing FAU's Counseling and Psychological Services (CAPS) Center. CAPS provides FAU students a range of services – individual counseling, support meetings, and psychiatric services, to name a few – offered to help improve and maintain emotional well-being. For more information, go to <http://www.fau.edu/counseling/>"

X. Classroom Etiquette

We all have something to teach each other. This is a classroom with students of varying skill sets. We therefore all need to help each other succeed.

XI. Statement Justifying Honors Status

This course is an Honors course that differs substantially from non-Honors courses. The course fulfills the mission of the Honors College to develop in students the capacity to combine knowledge from different fields (e.g. visual art and computer science) and apply it to the creation of original research. Students will be exposed to vocabulary of a specifically theoretical nature from both fields, and will be expected to comprehend these new concepts and to deploy them in their own critical thinking, creative research, and in writing. The creative research and writing components of the course will employ Honors-level assessment standards, and are designed to prepare students for work on the **Honors Thesis**. This course will reflect the interdisciplinary nature of Honors education in that it will inculcate critical attitudes and skills to foster a self-directed approach to learning.

XII. COVID-19 Statement

All students in face-to-face classes are required to wear masks during class, and students must sanitize their own workstations upon entering the classroom. Taking these measures supports the safety and protection of the FAU community. Students who do not adhere to these rules will be asked to leave the classroom and/or be removed from the course. Students experiencing flu-like symptoms (fever, cough, shortness of breath), or students who have come in contact with an infected person should immediately contact FAU Student Health Services (561-297-3512).

XIII. Statement Justifying 4 Credits

This is a studio class. It therefore combines lecture, practical work, class discussions, and project critique. Besides spending time on lectures and class discussion, I also spend a considerable amount of class time troubleshooting student projects. In addition to that, we spend time looking at and discussing student projects. Receiving critique and critiquing other student's projects is an important part of a studio class.

XIV. Course Outline

Main Assignment: Creating a tiled game based on the tutorial “Ruby’s Adventure”. Your tiled game will use photos of objects found in the physical world.

Week 1

- Session 1: Editing photos in Photoshop and Gimp.
- Session 2: Intro to Unity. Variables and built-in functions & classes. Intro to C# conventions & syntax. Intro to Datatypes.

Homework: Ruby’s Adventure up to and including “Character Controller and Keyboard Input”
Create a still image of a character using objects found in the physical world.

Week 2

- Session 1: Programming. If-statement, Game Controller.
- Session 2: Studio time, bringing your character into Unity (this concludes creative assignment 1).
Group discussion about games to play.

Homework: Ruby’s Adventure up to and including “6. World Interactions and Blocking Movement”).
Take/find pictures for a tile palette. These images should be of objects found in the physical world and photoshopped to fit the requirements of unity (in terms of resolution & size).

Week 3

- Session 1: Studio time: Implement the tile palette (this concludes creative assignment 2).
- Session 2: Programming. Loops, Arrays, Instantiate, Raycasting.

Homework: Ruby’s Adventure up and including “9. Sprite Animation”
Create a sprite sheet & collectible. These images should be of objects found in the physical world and photoshopped to fit the requirements of unity (in terms of resolution & size).

Week 4

- Session 1: Studio time: Implement sprite sheet & collectible in your own game. (this concludes creative assignment 3).
- Session 2: Programming.

Homework: Ruby’s Adventure up and including “12. Visual Styling: Particles”. Playing/writing assignment 1.

Week 5

Session 1: Studio Time. Implement Cinemachine in your game. Think of adding something else to implement (audio?).
Session 2: Title screen, publishing, Coroutines. Datatypes.

Homework: Add something to your game to finish it. (this concludes creative assignment 4).

Week 6

Session 1: Crit. Group discussion.
Session 2: Drawing in Inkscape & Illustrator. Reading 1

Homework: Make assets for a flappy bird game (creative assignment 5).

Week 7

Session 1: Side scroller 1
Session 2: Studio time. Create your flappy mod.

Week 8

Session 1: Side scroller 2

Session 2: Studio time. Create your flappy mod.
Homework: Playing/writing assignment 2

Week 9

Session 1: Flappy mod critique. (creative assignment 6, 7, and 8).
Session 2: Quiz

Week 10

Project proposal.

Week 11 debugging student projects, optional tech topics Reading 2.

Week 12 debugging student projects, optional tech topics

Week 13 debugging student projects, optional tech topics.

Week 14 debugging student projects, optional tech topic.

Week 15 final crit.

Required Readings

Mäyrä, Frans. *Introduction to Game Studies*. Thousand Oaks: SAGE, Published by Sage Publications, 2013.

Unity Learn/ "Ruby's Adventure: 2D Beginner". <https://learn.unity.com/project/ruby-s-2d-rpg>

Retrieved July 30, 2020

Unity Learn. "Flappy Bird Style Game". <https://learn.unity.com/tutorial/live-session-making-a-flappy-bird-style-game>, Retrieved July 30, 2020