UMBC UGC New Course Request: ART 485 Team-based Game Development

Date Submitted: March 7, 2017 Proposed Effective Date: Fall 2017

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COURSE INFORMATION:

Course Number(s)	ART 485
Formal Title	Team-based Game Development
Transcript Title (≤30c)	Team-based Game Development
Recommended Course Preparation	ART 486 - Real-time animation
Prerequisite **NOTE:** Unless otherwise indicated, a prerequisite is assumed to be passed with a "D" or better.	Art 341 with a grade "C" or better and completed the VA Milestone (portfolio review process) before taking this class.
# of Credits Must adhere to the UMBC Credit Hour Policy	3
Repeatable?	☐ Yes X No
Max. Total Credits	This should be equal to the number of credits for courses that cannot be repeated for credit. For courses that may be repeated for credit, enter the maximum total number of credits a student can receive from this course. E.g., enter 6 credits for a 3 credit course that may be taken a second time for credit, but not for a third time. Please note that this does NOT refer to how many times a class may be retaken for a higher grade.
Grading Method(s)	X Reg (A-F) ☐ Audit ☐ Pass-Fail

PROPOSED CATALOG DESCRIPTION (Approximately 75 words in length. Please use full sentences.**):**
In this class students will learn to apply their talents towards developing computer games. They will learn the processes, techniques and toolsets used in game development from industry professionals. Visual Art students will collaborate with computer science students on challenging and complex interdisciplinary projects.

RATIONALE FOR NEW COURSE:
This course has been run successfully as a Topics course (ART 488) for 3 semesters. It is offered jointly by CMSC and ART once a year in the Spring. The course is the capstone course for students in the GAIM specialization and it is an approved elective for Visual Arts students in the Animation area. The course serves primarily upper-level computer science and art students, and offers professional development and collaboration in a project-based environment that simulates real world scenarios. In addition to the pre-requisites, students in the visual arts are encouraged to have taken or take simultaneously ART 486 - Real-time animation. However, the course is designed in such a way that students who have not taken this class will still be able to be successful.

ATTACH COURSE OUTLINE (mandatory): (current 488 syllabus attached)

ART 488 / CMSC 493: Senior Game Project
Spring 2017

MW 5:30-6:45, ENG 005

Instructor: Eric Jordan (ejordan1@umbc.edu)

Class Description

This is a capstone class for art and computer science students in the GAIM specializations. In this class students will learn to apply their talents towards developing computer games. They will learn the processes, techniques and toolsets used in game development from industry professionals. Students will also learn how to function in an interdisciplinary team on challenging and complex projects.

Overview

All students will propose game projects. The instructor, with help from professional game designers, will select proposals to be made into prototypes. Students will be assigned to small teams to complete the prototypes in two weeks. The final projects will be selected from these prototypes. The students will spend the rest of the semester completing these projects. The projects will be presented at URCAD (http://ur.umbc.edu/urcad) and then again at the end of the semester.

Each project will be built by a team of art and computer science students selected by the instructor. Each will have a lead designer, lead artist, lead programmer, and a producer. The projects will be completed in 5 two week sprints. The tasks and progress of all team members will be documented for each sprint.

The students will write journal entries tracking their goals, progress, and lessons learned. They will also complete personal portfolios and resumes.

Students will be challenged with learning new toolsets such as game engines and revision control software. There will be in class tutorials to help the students with these skills. Students will also need to spend a significant amount of time outside of class researching and learning these toolsets.

The students will need to spend about 10 hours per week outside of class to complete the projects assigned by this class. This class requires significant dedication and focus from the students for the entirety of the semester.

Throughout the semester industry professionals will visit the class to share their experience and knowledge with the students through guest lectures and mentoring.

Tentative Schedule

Jan 30	First day of class
Feb 1	Game Pitches
Feb 6	Prototypes Begin
Feb 20	Prototype Demos

Feb 22	Projects Announced, Teams Formed, URCAD Application
Mar 8	Sprint 1 Due
Mar 20/22	Spring Break
Mar 29	Sprint 2 Due
Apr 12	Sprint 3 Due
Apr 24	URCAD Prep, URCAD Build Lockdown
Apr 27	Sprint 4 Due, URCAD Presentations
May 10	Sprint 5 Due
May 15	Final Demo Rehearsal, Portfolios and Resumes Due
Final	Final Demos

Attendance

Regular attendance is expected from all students. After 2 absences students are required to provide documentation for any subsequent absences. Excessive absences will factor into the student's individual performance grades for the projects.

Grading

Assignment	Percent
Game Pitch	5
Prototype	10
Sprint 1	10
Sprint 2	10
Sprint 3	10
Sprint 4	10
URCAD Presentation	5
Sprint 5	10
Final Demo	10
Journal	10
Personal Portfolio & Resume	10

Grades for the prototype and each sprint will be 50% team and 50% individual performance. Students are expected to be very actively involved in their projects throughout the semester. Failure to do so will have an extremely detrimental effect on their final grade.

Academic Integrity

By enrolling in this course, each student assumes the responsibilities of an active participant in UMBC's scholarly community in which everyone's academic work and behavior are held to the highest standards of honesty. Cheating, fabrication, plagiarism, and helping others to commit these acts are all forms of academic dishonesty, and they are wrong. Academic misconduct could result in disciplinary action that may include, but is not limited to, suspension or dismissal. To read the full Student Academic Conduct Policy, consult UMBC policies, or the Faculty Handbook (Section 14.3). For graduate courses, see the Graduate School website.

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