Faculty Information
Instructor: Dr. Jeff Chastine, Professor
Teaching Assistant: N/A
Email: jeff@kennesaw.edu
Web: TBA
Office: J-370
Office Hours: M-F 10:00AM-4:00PM

Course Information
Section: 01
Credit: (1-6-3)
CRN: 83144
Lecture: T R 5:00PM-6:15PM
Room: J-202

Course Description
This course begins the studio experience and explores the application of game design and
development in a structured environment; teams build applications utilizing best practices in
software engineering including asset, project, configuration, and requirements
management. Students in this Studio course will assume an apprentice position within their
teams and learn from more senior students taking the Capstone course. This course involves
weekly status, design, and development meetings.

Prerequisites
CGDD4003

Textbooks

- Required
  - None
- Recommended
  - Readings and books as assigned (TBA)
Objectives

Students will be able to:

1. Apply software engineering principles in a game/media development environment
2. Receive direction from a senior developer/designer
3. Analyze and extend an existing design/system
4. Participate in and contribute to project process meetings

Course Philosophy

The project that you create this semester says something to your future employer: "This is the best I could do". This class is a chance to show off your skills, but is also scary in the fact that if you don't, employers won't know what you're capable of. In summary: produce something of quality.

In general, you'll present your updates once a week. Notice that this is a 1-6-3 course; this means we will meet regularly but briefly each week to discuss the projects and work out any problems you're having, but the bulk of the time is in "lab" which means you should dedicate a significant portion of your week to this project. You can work in J202 (the game lab) and also the dedicated CGDD studio space. If you need software/hardware resources beyond what we have, please let me know. It'll be up to you to make this class productive and successful.

Advice:

• You should be taking this class in your last few semesters (senior year) – not because it was the only available class. I would recommend taking it after you’ve had CGDD 3103 (Scripting).
• Your job is not to design art. Either find it on the Web or find the resources you need the department to buy. If you decide to create assets, churn them out quickly and then refine them at the end of the semester.
• Your job IS to develop things - especially code. Don’t use the excuse "I'm not a good programmer" because if that's the case, you'll probably have a hard time finding a job. Similarly, statements like "I don't know Unity/UDK/iOS/etc" means you really can't contribute to a team beyond that of a freshman. Think that's harsh? Wait until you're looking for a game dev job.
• Set required meeting times if you have project partners.
• Divide work equally among teammates.
• This is not the time to "play around" with new technology, unless it's an absolute necessity and you have serious time to devote to it.
• This IS the time to implement gaming algorithms, especially simple AI and collision-based things.

It is HIGHLY encouraged that you participate in the Game Jam weekend and attend GDC as these will be vital to your experience and progress for the course. If you cannot attend these, please let me know ASAP.

An important part of this class is the final write-up of your project. This will count toward your final grade, so please read the guidelines and follow them. You should not start your write-up until the last few weeks of class; this gives you something to write about.

You must attend all status meeting and update your website before class. For each report that you fail to submit or for each meeting you fail to attend, you will receive a 0 for that week. If you need to miss a meeting, negotiate this beforehand.
Assessment

Grading Scale

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<tr>
<th>Letter</th>
<th>Score Range</th>
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<tr>
<td>A</td>
<td>(90, ∞)</td>
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<td>B</td>
<td>[80, 90)</td>
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<td>C</td>
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<td>F</td>
<td>(-∞, 70)</td>
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Assignments

- Design Doc/Pitch/Project site 5%
- Milestones & Participation 50%
- Final Writeup 20%
- Completeness & Quality of Game 25%

Core Course Elements

Academic Misconduct (Required for Syllabus)

Every KSU student is responsible for upholding all provisions of the Student Code of Conduct, as published in the Undergraduate and Graduate Catalogs. The Code of Conduct includes the following:

Section II of the Student Code of Conduct addresses the University’s policy on academic honesty, including provisions regarding plagiarism and cheating, unauthorized access to University materials, misrepresentation/falsification of University records or academic work, malicious removal, retention, or destruction of library materials, malicious/intentional misuse of computer facilities and/or services, and misuse of student identification cards. Incidents of alleged academic misconduct will be handled through the established procedures of the University Judiciary Program, which includes either an “informal” resolution by a faculty member, resulting in a grade adjustment, or a formal hearing procedure, which may subject a student to the Code of Conduct’s minimum one semester suspension requirement.

Students involved in off-campus activities shall not act in a disorderly or disruptive fashion, nor shall they conduct any dangerous activity.

Students involved in off-campus activities shall not take, damage or destroy or attempt to take, damage or destroy property of another.

(Note: you may want to include the link to http://catalog.kennesaw.edu/preview_course.php?catoid=27&coid=48103&print)

Disability Statement (Required for Syllabus)

(note: see http://www.kennesaw.edu/stu_dev/dsss/staffpages/syllabus.shtml)

Important notice: Any student who, because of a disabling condition, may require some special arrangements in order to meet the course requirements should contact the instructor as soon as possible to arrange the necessary accommodations. Students should present appropriate verification from KSU Student Disability Services. No requirements exist that accommodations be made prior to completion of this approved University process.
Any student with a documented disability needing academic adjustments is requested to notify the instructor as early in the semester as possible. Verification from KSU Student Disability Services is required. All discussions will remain confidential.

If you have a hidden or visible disability which may require classroom or test accommodations, please see me as soon as possible during scheduled office hours. If you have not already done so, please register with KSU Student Disability Services, the office responsible for coordinating accommodations and services for students with disabilities.

Please contact the instructor immediately if you have or think you may have a disability or medical condition which may affect your performance, attendance, or grades in this class and for which you wish to discuss accommodations of class-related activities or schedules. Accommodations are arranged on an individualized, as-needed basis after the needs and circumstances have been evaluated.

If you have a specific physical, psychiatric, or learning disability and require accommodations, please let me know early in the semester so that your learning needs may be appropriately met. You will need to provide documentation of your disability to the Student Disability Services office, located in the Student Center room 267, and obtain a list of approved accommodations.

If you believe you qualify for course adaptations or special accommodations under the Americans with Disabilities Act, it is your responsibility to contact the Student Disability Services office in the Student Development Center and provide the appropriate documentation. If you have already documented a disability or other condition that would qualify you for special accommodations, or if you have emergency medical information or special needs I should know about, please notify me during the first week of class.

Communication

Professional communication is important in presenting yourself. Don't believe me? Read this from the Harvard Business Review. You must use proper spelling, punctuation, grammar, etc. when communicating in your submissions and via email to me. Do not use L337 or texting shorthand when posting in the discussion forums or emailing me, or I will not respond (or take off a significant portion of your grade). I don't do this to be mean; rather, I want to encourage your professional development, and I also don't have time to decipher cryptic communications that are not clearly written.

Assessment

All assignments and assessment comply with the academic integrity standards of SPSU and CSE. I encourage you to examine the student handbook and http://cse.spsu.edu/CurrentStudents/academicintegrity.shtml for more details.

Please be advised that no credit will be given for late assignments. If you have a problem that arises during the course of the semester, please contact me as soon as possible. I'm happy to work with you under legitimate circumstances (life has potholes), but I can't work with you to help you succeed if you don't let me know of a problem.

Professional communication is important in presenting yourself. You must use proper spelling, punctuation, grammar, etc. when communicating in your submissions and via email to me. Do not use leet or texting shorthand when emailing me, or I will not respond to your email or I will take off a significant portion of your grade. I don't do this to be mean; rather, I
want to encourage your professional development, and I also don't have time to decipher cryptic emails that are not clearly written.

Make-up Policy

If a student must miss a presentation, test or final exam due to a documented, legitimate reason (illness with documentation, family death, etc.), then a make-up test/exam will be administered. To coordinate this, contact the instructor as soon as possible. It is the responsibility of the student to coordinate this in a timely manner.

Attendance

Attendance is required for all group members during any presentation.

Religious Observance

I encourage students in promoting their spiritual health. Religiously observant students wishing to be absent on holidays that require missing class and/or exam should notify the instructor at least two weeks in advance and discuss acceptable ways of making up any work missed because of the absence. It is up to the student to be proactive and handle this early in the semester.

Course Schedule

I have made every effort to plan the course out well with reasonable pacing, but it may be that we’re moving too fast/slow and the schedule may change. Please view the published schedule to plan your semester but realize that it might change. Assignment deadlines may change as well. I will announce in class and email if such changes occur.

Disclaimer: this syllabus is subject to minor changes throughout the semester.