INTRO TO GAME PRODUCTION

INSTRUCTOR: Trynn Check ("Trynn" is fine)
EMAIL: kcheck1@depaul.edu
OFFICE HOURS: 1:30-4:30pm on Tuesdays (by appointment through BlueStar)

COURSE DESCRIPTION
Game development is a big business, and production teams can now exceed one hundred people. This course is an introduction to the production methods used in the game industry, and to the demanding role of the Producer on the game development team. Students will work to develop skills in team building, project presentation, organization, and dealing with people. Subjects covered include scheduling tools, collaborative software, project management, vendor relations, inter-departmental relations, and quality assurance.

PREREQUISITE(S)
GAM 245

OVERVIEW
This course is based on the standard game development production cycle and will have students jump into the role of a head producer on a large AAA project. Using a previous project concept as a base, students will spend time refining their AAA-budgeted project plans and will "manage" these projects through the use of roleplay assignments. The assignments are used to simulate plans and procedures that are used across project management in the tech industry (with a key focus on the materials and talent needed to produce in a game development environment) and will require students to test their planning, interpersonal, and time management skills from week to week.

LEARNING OBJECTIVES
By the end of the quarter, you will be able to:
- Develop and coordinate an extensive project plan for a large game project (measured in terms of scope, timeline, and budget).
- Learn and apply screening and hiring practices to put together the best development team for a project.
- Refine business and approval processes to increase communication and quality on project deliverables.
- Practice interpersonal skills with internal and external talent, apply means of conflict resolution and critical thinking as project issues arise.
- Increase understanding of the ongoing publisher-developer-press relationship cycle and the role of the producer for mediating these communication channels.
- Curate communities based on company alignment, player interests, and influencer outreach.
- Balance and maintain a project plan that stays on-budget and on-time, no crunch allowed!
- Produce marketing materials and press-facing materials to control the conversations around your game.

REQUIREMENTS

Each student is required to attend class on time, stay for the duration of class, to give full attention to lectures and presentations in class*, to produce assignments demonstrating their grasp of technical concepts and ability to think creatively, to participate in discussion, to demonstrate critical thinking and planning prowess, and to have a respectful, positive, hard-working attitude throughout the semester.

*For the ONLINE version of this class, there will be no group presentations, however; there will be required discussion, feedback, and teamwork through Discord, attentiveness in all classroom environments will be measured equally. Be present, respectful, and work hard!

ASSIGNMENTS

All assignments will be submitted on D2L on the due date* in the proper requested format. Any assignments turned past the deadline will be lowered by one letter grade for each day it is late. Pay careful attention to the file submission guidelines for each of your submissions. Files that are submitted outside the requested guidelines will be considered late and the grade will be lowered appropriately until resolved. Please contact me if you have any concerns about an upcoming deadline before the issue arises.

DISCORD

Though we will not be producing a digital game this quarter, appropriate planning and decision making often takes place best when done with others. That said, during this class, you will consistently be seeking feedback and networking with people in and outside of your skillset. As we will not have the opportunity to get feedback, discuss, and network with each other in person this quarter, I will be opening a class Discord which we will use for discussions and providing feedback on assignments & projects. **Discord is the primary place that you will work through troubleshooting issues as other members of your class are also your resources!** Students are expected to participate in these discussions and provide feedback to peers consistently. Your participation in discussion on discord will factor into your participation grade for the quarter.

PROJECTS

It is mandatory to put in at least 8-10 hours of work per week outside the classroom. Those who want to get more out of the class will put extra time toward their projects. As we approach major milestones (midterm & final), you can expect your workload to increase. Plan for this ahead of time.

TEXTBOOKS & SUPPLIES

There is one OPTIONAL textbook for this course. Any required or additional readings will be made available on D2L in PDF format or browser link.

- The Game Production Handbook, By Heather Maxwell Chandler (ISBN-13: 978-1449688097)
  - **A LINK TO LIBRARY COPY OF THIS TEXTBOOK IS HERE AND AVAILABLE ON D2L.**

SOFTWARE

1. G SUITE: In order to work within templates for the class, I will require you to work with G Suite. Please ensure you have an email address that will work with Google Docs, Sheets, and Presentations.
2. DISCORD: We will use Discord for troubleshooting and classwide discussions. Ensure you have a discord account setup. Discord can be downloaded to a phone, PC, or accessed via browser.

3. <u>D2L:</u> D2L is the primary course website that holds key information on projects, due dates, and assignments. This is where you will submit most (if not all) of your work. Check D2L often with updated course information and deadlines.
4. <u>ADOBE CREATIVE SUITE (OR SIMILAR TOOL):</u> Many of our assignments have a graphic component, I highly recommend using the industry standards such as Adobe Photoshop or Illustrator for these. You should have login access through DePaul during these remote quarters. Alternatively, you can use any other visual design tool you feel comfortable with to produce any graphics needed for this course.

LAB HOURS AND LOCATIONS
2020-2021 WINTER: NO LAB ACCESS OR CAMPUS ACCESS, REQUIRED SOFTWARE IS PROVIDED

ATTENDANCE POLICY
Student absences are not expected to exceed more than 10% (2 absences) of the number of classes scheduled for the semester. Each subsequent absence will result in the lowering of your final grade one full letter. Tardiness is defined as not in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds thirty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence.

GRADING
Your grade will be based on the following components, a full description of each along with a grading rubric will be available on D2L as the assignments are posted

PERCENT BREAKDOWN
Participation…………………………………….10%
Project……..…………………………………...30%
Assignments………………………………………60%
Total…………………………………….……100%

A	+100-93
A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D	69-60
F	59-0

EMAIL
I will answer emails within 24-hours during the weekdays. However, I do not respond to emails on weekends. Any message that hits my inbox past 5pm on Friday may not be answered until the following Monday. Be proactive and reach out to me as soon as possible. Plan for problems. Discord will be available to talk with other members of the class when troubleshooting issues or if seeking feedback. When you do contact me, please

remember that emailing your professor is a great opportunity to practice professionalism. Put your best foot forward! I expect correspondence to be as professional as possible, even if you are writing to me from your smartphone.

CLASSROOM BEHAVIOR
If I feel that your behavior is interfering with the professionalism of our classroom (disruption, talking, napping, texting, internet use, etc.), I will adhere to the following 3-step protocol: warning email and personal meeting, meeting with an advisor or Student Advising, action is taken to remove you from the class.

ACADEMIC INTEGRITY
Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the Student Handbook or by visiting: http://studentaffairs.depaul.edu/homehandbook.html

PREFERRED NAME & GENDER PRONOUNS
I value each student's right to be referenced by their gender pronoun and their preferred name. If your name and pronoun in Campus Connect don't reflect what you'd like me to use, please let me know.

Please also note that students may choose to identify within the University community with a preferred first name that differs from their legal name and may also update their gender. The preferred first name will appear in University related systems and documents except where the use of the legal name is necessitated or required by University business or legal need. For more information and instructions on how to do so, please see the Student Preferred Name and Gender Policy at policies.depaul.edu/policy/policy.aspx?pid=332

LEARNING DISABILITIES
Students who feel they may need an accommodation based on the impact of a disability should contact me privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the following office: Center for Students with Disabilities: http://studentaffairs.depaul.edu/csd/

COVID-19 VIRTUAL OFFICE
During the temporary closure of our physical offices due to Covid-19, Center for Students with Disabilities is accessible for live questions, referrals, and assistance via a virtual office using Zoom. The virtual office will be staffed Monday-Friday from 9:00 a.m. to 5 p.m. (CST). Virtual Office: www.tinyurl.com/CSDVirtualOffices

IMPORTANT DATES
- Monday January 4, 2021: Begin WQ2021 Classes
- Sunday January 10, 2021: Deadline to add classes to WQ2021 schedule
- Sunday January 17, 2021: Last day to drop WQ2021 classes with no penalty
- (100% refund of tuition if applicable and no grade on transcript)
- Monday January 18, 2021: Martin Luther King Day - University officially closed
- Tuesday January 19, 2021: Last day to select pass/fail option for WQ2021 classes
- Monday February 1, 2021: Begin WQ2021 optional midterm week
- Sunday February 7, 2021: End WQ2021 optional midterm week

- Sunday February 21, 2021: Last day to withdraw from WQ2021 classes
- Sunday March 14, 2021: End WQ2021 Day & Evening Classes
- Monday March 15, 2021: Begin WQ2021 Day & Evening Final Exams
- Sunday March 21, 2021: END WINTER QUARTER 2021
- Monday March 22, 2021: Begin Spring Break
- Friday March 26, 2021: End Spring Break
- Friday March 26, 2021: GRADES DUE: WINTER QUARTER 2021

SCHOOL POLICIES

CHANGES TO SYLLABUS
This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

ONLINE COURSE EVALUATIONS
Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.

ACADEMIC INTEGRITY & PLAGIARISM
This course will be subject to the university's academic integrity policy. More information can be found at http://academicintegrity.depaul.edu/. If you have any questions be sure to consult with your professor.

ACADEMIC POLICIES
All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading, and incompletes can be found at http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx.

STUDENTS WITH DISABILITIES
Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at:
Lewis Center 1420, 25 East Jackson Blvd.
Phone number: (312)362-8002
Fax: (312)362-6544
TTY: (773)325.7296