GAM230-720: Syllabus

☰ Week	Pre-Course
🗓 Deadline	@August 28, 2022
⊘ Type	Material
⊘ Status	Completed

INTRO TO GAME PRODUCTION

CLASS CODE: GAM230-720

LOCATION: ONLINE, Zoom

TIME: ASYNC, lectures posted on Monday (watch within 48 hours)

INSTRUCTOR: Trynn Check ("Trynn" is fine)

EMAIL: kcheck1@depaul.edu

OFFICE HOURS: 9:30 AM- 11:00 AM on Mondays (by appointment only 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.

COURSE SCHEDULE

The most up-to-date course schedule can be found at this link.

PREREQUISITE(S)

GAM245

OVERVIEW

This course is based on utilizing skills standard to the demanding role of the producer across various departments on a development team. Using previous & existing projects as a base, students 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 and entertainment 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 of project deliverables.

- Practice interpersonal skills with internal and external talent, and 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 in 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 the class, give full attention to lectures and presentations in class*, produce assignments demonstrating their grasp of technical concepts and ability to think creatively, participate in the discussion, 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, and 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 & DISCUSSION (PARTICIPATION)

Even on solo projects, game development is a collaborative process. You will consistently be seeking feedback from others and networking with people in and out of your skillset. As such, I will be opening a class Discord which we will use for discussions and providing feedback on projects**. Discord is the primary place where you will work through troubleshooting issues!** Other members of your class are a resource to you. Students are encouraged to work through problems together and provide feedback to peers consistently. Your participation in the discussion on discord will factor into your participation grade for the quarter.

TIME MANAGEMENT

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 into their projects, quizzes, & assignments. 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 *REQUIRED* textbook for this course. This book will be used consistently throughout the course for readings and content will be used from the chapters for the weekly quizzes.

- A Playful Production Process, By Richard Lemarchand (ISBN: 0262045516)

There is one *OPTIONAL* textbook for this course. I will pull readings and base some of the lectures on this content. Required sections from this book will be made available on D2L.

- The Game Production Handbook, By Heather Maxwell Chandler (ISBN-13: 978-1449688097)

SOFTWARE

1. <u>NOTION:</u> In order to use class templates, I will ask you to work in Notion which is a collaborative note-taking, wiki-style, word-processing application. It is becoming more common for design documentation and works similarly to other task management and database driven platforms. We will go over the essential mechanics for working in Notion as assignments are posted.
   a. <u>G SUITE</u> may be used as an alternative for word processing or "presentation" assignments.
2. <u>DISCORD:</u> We will use Discord for troubleshooting, feedback, and class-wide discussions. Ensure you have a discord account setup. Discord can be downloaded to a phone, or PC, or accessed via the web browser.
3. <u>D2L:</u> D2L is the primary course website that holds key information on projects, due dates, and quizzes. This is where you will submit most (if not all) of your work. Check D2L often with updated course information and deadlines.

LAB HOURS AND LOCATIONS

Students enrolled in Game Development classes have automatic swipe access to 503, 505, and the 7th-floor game labs (725). Students enrolled in CDM classes have automatic swipe access to the 1st-floor lab (PC), 4th-floor lab (PC and MAC), 634 (PC), and the Student Center labs on the Lincoln Park Campus (PC and MAC). Labs are open 7 days a week. Additional labs that may be of interest to game development students but may have more restricted access are detailed at the following link:

https://www.cdm.depaul.edu/Student-Resources/Pages/SplashCallout/GameLabs.aspx

For a complete list of computer lab hours, locations, and machine availability:

http://www.cdm.depaul.edu/Current%20Students/Pages/LabsAndResources/LabsandResources.aspx

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: 15%

Project: 37.5%

Assignments: 25%

Quizzes: 22.5%

Total: 100%

Grade	Percentage
A	+100-93
A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73

Grade	Percentage
C-	72-70
D	69-60
F	59-0

ATTENDANCE POLICY

Student absences are not expected to exceed more than 10% of the number of classes scheduled for the term*. Each subsequent absence will result in the lowering of your final grade one full letter. Absences should be communicated to your team for group work. Tardiness is defined as not being 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.

An absence will count as not attending class, not participating in team/group/discord discussions, and not watching the lecture recording within 24hrs of posting; if the absence takes place with no communication to your team or instructor.

EMAIL

If you are having a personal issue that requires privacy, my email is open to you. I tend to answer emails within 24-48 hours during the weekdays. However, I do not respond to emails on weekends. Any message that hits my inbox or discord server past 7 pm PT on Friday may not be answered until the following Monday. Be proactive and reach out to me as soon as possible. Plan for problems.

That said, Discord is the best method for asking class questions (if they are not personal/private in nature) as I am more available on this platform *and* you will be available to talk with other members of the class when asking questions or if seeking feedback. Many students have the same questions so having them in a public place is the most beneficial for everyone.

Please be professional, this class is a good time to practice these essential skills. It is important as industry professionals that you always put your best foot forward. Begin with me and your classmates.

CLASSROOM BEHAVIOR

If I feel that your behavior is interfering with the professionalism of our classroom (disruption, harassment, unresponsiveness, 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.

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 needs.

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

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

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 class communication systems.

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 continuing 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.

COVID-19 HEALTH & SAFETY PRECAUTIONS

Keeping our DePaul community safe is of utmost importance in the pandemic. Students, faculty, and staff are expected to (1) wear a mask as required at all times while indoors on campus; (2) refrain from eating and drinking in classrooms; (3) keep current with their COVID-19 vaccinations or

exemptions; (4) stay home if sick; (5) participate in any required COVID-19 testing; (6) complete the online Health and Safety Guidelines for Returning to Campus training; and (7) abide by the City of Chicago Emergency Travel Advisory. By doing these things, we are Taking Care of DePaul, Together. The recommendations may change as local, state, and federal guidelines evolve. Students who do not abide by the mask requirement may be subject to the student conduct process and will be referred to the Dean of Students Office. Students who have a medical reason for not complying with any requirements should register with DePaul's Center for Students with Disabilities (CSD).

RESPECT FOR DIVERSITY & INCLUSION AS ALIGNED WITH OUR VINCENTIAN VALUES

At DePaul, our mission calls us to explore "what must be done" in order to respect the inherent dignity and identity of each human person. We value diversity because it is part of our history, our traditions, and our future. We see diversity as an asset and a strength that adds to the richness of classroom learning. In my course, I strive to include diverse authors, perspectives, and teaching pedagogies. I also encourage open dialogue and spaces for students to express their unique identities and perspectives. I am open to having difficult conversations and I will strive to create an inclusive classroom that values all perspectives. If at any time, the classroom experience does not live up to this expectation, please feel free to contact me via email or during office hours.

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.

POSTING WORK ON ONLINE SITES, SUCH AS HERO

All students are expected to abide by the University's Academic Integrity Policy which prohibits cheating and other misconduct in student coursework. Publicly sharing or posting online any prior or current materials from this course (including exam questions or answers), is considered to be providing unauthorized assistance prohibited by the policy. Both students who share/post and students who access or use such materials are considered to be cheating under the Policy and will be subject to sanctions for violations of Academic Integrity.

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

ACADEMIC CALENDAR

Students may want to take note of important dates from the academic calendar such as university holidays, withdrawal deadlines, finals week, etc. The DePaul University academic calendar may be accessed at the following link:

https://academics.depaul.edu/calendar/Pages/default.aspx