EXPANDED COURSE DESCRIPTION
DIGITAL MEDIA PROGRAM
School of the Arts, Media, Performance and Design
Computational Arts
FA / DATT 4300 3.0 SECTION A
GAME DEVELOPMENT II
FALL 2019 / WINTER 2020

Last Modified Date: 08/06/2019

COURSE CALENDAR DESCRIPTION

Advanced topics in game development and implementation such as game engine techniques, game engine scripting, prototyping, player controls, and level design building on previous courses in game development and game mechanics. Advanced hands-on approach to the study and practice of games, gamification, and game play and their use in various applications, including video games, simulations, serious gaming, and art making contexts. Further explores new and cutting edge trends in gaming, such as in the areas of alt gaming, queer games, Not Games, and urban gaming where the potential and boundaries of games and game play are being challenged and tested. Prerequisite: FA/DATT 3300 3.0, or permission of the instructor.

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INSTRUCTOR(S)

<table>
<thead>
<tr>
<th>Name</th>
<th>Section / Format / Term</th>
<th>Contact Email</th>
<th>Contact Phone</th>
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</thead>
<tbody>
<tr>
<td>Shaik, Yifat</td>
<td>Sec. A / STDO / F</td>
<td><a href="mailto:yifatshaik@gmail.com">yifatshaik@gmail.com</a></td>
<td><a href="mailto:yifatshaik@gmail.com">yifatshaik@gmail.com</a></td>
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SPECIAL FEATURES

Course: FA/DATT 4300 3.0 Game Development II
Term: Fall Term 2019
Lab Location: ACW 102 - Art and Technology Learning Laboratory
Course Webpage: https://datt4300.wordpress.com/

Course Instructor
Yifat Shaik
Yshaik72@yorku.ca Office hours: By appointment

Time and Location
Studio Class F 11:30-14:30 ACW 102 Yifat Shaik

Digital Media Technician Frank Tsonis tsonfr@yorku.ca

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TOPICS AND CONCEPTS

Course Schedule:
To be announced

LIST OF LEARNING OUTCOMES AND EXAMPLES OF

Course Objectives

• Refine the techniques involved in the creation of game play content.
• Gain further experience working the software tools and game engines involved in the development of games.
• Gain further knowledge of game development processes and the management of a game development workflow.
• Hone game methodologies in non-game contexts for problem solving, iterative play, testing and balance.
• Further refine creative coding skills in a gaming context.
• Critically engage the role of games in communication and culture with an emphasis on exploring the future potential of gaming and gamification in non-game contexts (such as in art, business, and simulations), alternative gaming, and in the gaming industry.
• Critically understand the technical and theoretical aspects of several game genres (e.g. real- time strategy games, role-playing games, first person shooters, etc.).

Project Description

More details regarding projects and assignments will be announced in class.

In this class you will produce one commercial game project. More details will be provided in class, but we will focus on producing a game that can be exhibited in events, be eligible for grants and can be pitched to publishers. You are not expected to produce a finished game, but your final project should be a complete and refined demo.

GRADED ASSESSMENT

Evaluation *

The final grade for the course will be based on the following items weighted as indicated:

<table>
<thead>
<tr>
<th>Item</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Presentations</td>
<td>20%</td>
</tr>
<tr>
<td>Development Blogs</td>
<td>20%</td>
</tr>
<tr>
<td>Final Demo</td>
<td>45%</td>
</tr>
<tr>
<td>Attendance</td>
<td>15%</td>
</tr>
<tr>
<td>Overall</td>
<td>100%</td>
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</table>
Specific project rubric will be published for each section of the project, but overall what this is what we expect from the students:

- Quality of the work produced; with the balance of the student’s artistic expression & sensitivity as well as technical understanding.
- The engagement of the student in their research studies,
- The degree and details to which students challenged themselves.
- Commitment -includes attendance, participation, and completing work on time)

Grading, Assignment Submission, Lateness Penalties and Missed Tests

Grading: The grading scheme for the course conforms to the 9-point grading system used in undergraduate programs at York (e.g., A+ = 9, A = 8, B+ - 7, C+ = 5, etc.). Assignments and tests* will bear either a letter grade designation or a corresponding number grade (e.g. A+ = 90 to 100, A = 80 to 90, B+ = 75 to 79, etc.)

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<thead>
<tr>
<th>Grade</th>
<th>Grade Point</th>
<th>Percent Range</th>
<th>Description</th>
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<tbody>
<tr>
<td>A+</td>
<td>9</td>
<td>90-100</td>
<td>Exceptional</td>
</tr>
<tr>
<td>A</td>
<td>8</td>
<td>80-89</td>
<td>Excellent</td>
</tr>
<tr>
<td>B+</td>
<td>7</td>
<td>75-79</td>
<td>Very Good</td>
</tr>
<tr>
<td>B</td>
<td>6</td>
<td>70-74</td>
<td>Good</td>
</tr>
<tr>
<td>C+</td>
<td>5</td>
<td>65-69</td>
<td>Competent</td>
</tr>
<tr>
<td>C</td>
<td>4</td>
<td>60-64</td>
<td>Fairly Competent</td>
</tr>
<tr>
<td>D+</td>
<td>3</td>
<td>55-59</td>
<td>Passing</td>
</tr>
<tr>
<td>D</td>
<td>2</td>
<td>50-54</td>
<td>Marginally Passing</td>
</tr>
<tr>
<td>E</td>
<td>1</td>
<td>Marginally below 50</td>
<td>Marginally Failing</td>
</tr>
<tr>
<td>F</td>
<td>0</td>
<td>below 50</td>
<td>Failing</td>
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(For a full description of York grading system see the York University Undergraduate Calendar - http://calendars.registrar.yorku.ca/pdfs/ug2004cal/calug04_5_acadinfo.pdf)

Assignment Submission: Proper academic performance depends on students doing their work not only well, but on time. Accordingly, assignments for this course must be received on the due date specified for the assignment.

Lateness Penalty: Assignments received later than the due date will be penalized one-half letter grade
(1 grade point) per day that assignment is late. Exceptions to the lateness penalty for valid reasons such as illness, compassionate grounds, etc., may be entertained by the Course Instructor but will require supporting documentation (e.g., a doctor’s letter).

ADDITIONAL INFORMATION

Computer Lab:
There will be general introduction from the lab technician in the first class. Please clean your seat and log out before you leave for a next lab session. If you have a question about using lab, address it to the lab technician or instructor. Please turn your cell phones off before entering class and/or the computer lab. It is expected that majority of the assignments will be completed outside of class time.

If you plan to use the lab outside of your class time, you must purchase a Digital Media Lab Card. The Digital Media Lab Card can be purchased in the Digital Media office, located in Rm. 235, Goldfarb Centre for Fine Arts. The office is open Monday to Friday, 8:30am-4:30pm

ADDITIONAL INFORMATION
This is a studio class, which means there is no lecture component and you will be expected to present and work on your project during the class. There will be some readings and discussions during the semester but those three hours will mostly focused on giving you critique, playtesting and letting you work on your project.

The project is a group project, at this point you all know each other and hopefully know who you work well with.

IMPORTANT COURSE INFORMATION FOR STUDENTS

All students are expected to familiarize themselves with the following information, available on the Senate Committee on Academic Standards, Curriculum & Pedagogy webpage (see Reports, Initiatives, Documents)
- Senate Policy on Academic Honesty and the Academic Integrity Website
- Ethics Review Process for research involving human participants
- Course requirement accommodation for students with disabilities, including physical, medical, systemic, learning and psychiatric disabilities
- Student Conduct Standards
- Religious Observance Accommodation

Many courses utilize Moodle, York University’s course website system. If your course is using Moodle, click here to access it.
Moodle @ York University