

Senior Project Class: Group Game Development

Art 489c/ CMSC 493 (3 Credit Hours)

Spring 2009, Tuesdays and Thursdays, 1PM

Instructors:

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Course Description and Rationale:

This is a jointly-taught capstone class, intended for graduating seniors in the GAIM specialization. In it, students will propose game development projects, plan them, form groups, and implement their plans.

The goal is to have interdisciplinary teams of undergraduates collaborating to build interactive computer games.

Textbook: None

Prerequisites: Senior status in either Visual Arts/AIM or Computer Science.

Required Materials:

We strongly recommend using flash drives to back up your work.

Lab Hours:

You will have swipe access to the lab, so there are no lab hours.

Special Assistance Notice (from the *Americans with Disabilities Act*):

If you have a disabling condition that will require an accommodation in tests or class structure, please advise the instructor or the department accordingly.

Course Requirements:

1) Attendance/Late Policy: We take roll every day. One of your grades is for attendance. Every time you're absent, we take three points off this grade. Being late is the same as being absent.

To get an excused absence, send one of us an email no later than 1 hour before the start of class.

No Athlete may miss class for practice in any sport. If any athlete misses a class due to a game, he/she is responsible for contacting the instructor to make up work. One week prior to the class to be missed due to a game, the athlete is to present a form from the Athletic Department with the time and date of the contest signed by either the Athletic Director or the Assistant Athletic Director. If this is not done, the absence is unexcused.

2) Academic Integrity

Plagiarism

Plagiarism is the presenting of others' ideas as if they were your own. When you write an essay, create a project, do a project, or create anything original, it is assumed that all the work, except for that which is attributed to another author or creator is your own work. Word-for-word copying is not the only form of plagiarism.

Plagiarism is considered a serious academic offense and may take the following forms:

- Copying word-for-word from another source and not giving that source credit.
- Cutting and pasting from internet or database sources without giving that source credit.
- Paraphrasing the work of another and not giving that source credit.
- Adopting a particularly apt phrase as your own.
- Reproducing any published or copyrighted artwork, both fine and commercial.
- Digitally duplicating or downloading any copyrighted software, programs, or files.
- Paraphrasing another's line of thinking in the development of a topic as your own.
- Receiving excessive help from a friend or elsewhere, or using another project as your own.

[Adapted from the Modern Language Association's *MLA Handbook for Writers of Research Papers*. New York: MLA, 1995: 26.]

Bottom Line: If you wish to use work that it not your own, give attribution.

Evaluation:

Technical proficiency gets a B; good art/programming gets an A. We are responsible, not only to the demands of academia, but to the demands of the industry. If you get an “A” in this class, for work that can’t get you a job, we have failed you.

1) Presentations: three presentations, with written components

Project Pitch: everyone writes their own

Game Dissection: we pair you up; you analyze a game

Final Presentation: Final Project postmortem

The presentations are 10% of your grade, each, for a total of 30%

2) Projects: two projects

Modifier Project: make some minor modification to a Gamebryo object

Final Project: make a game

The modifier is 10% of your grade.

The final project is 50% of your grade

All projects must be checked into the class subversion repository. If it is not checked in, it is not turned in.

3) Attendance: You have one attendance grade, that starts at 100 and drops 3 points every time you miss class.

Attendance is 10% of your grade.