

St. Petersburg College

Digital Arts – Seminole Campus



DIG 2430 Storyboarding & Conceptualizing for Game Creation

Credits 3

Contact Hours 47

Effective Term: Fall 2016 (520)

Class: SE-UP320, 7 - 9:40PM

Office hours: 15 minutes before and after class, may also schedule appt during the day at EpiTech

Betsy Yaros, MFA

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Please note:

All communication concerning this course MUST be made through the [MyCourses portal](#).

Course Description

This course is an introductory overview of the foundation of game creation, storyboarding, conceptualizing, and the tools necessary in finalizing the development of a game. Specific areas include: game layout charts, storyboards, level layouts, environment illustrations, character designs, models sheets, and Graphical User Interface (GUI) designs. The course will introduce several 3-D programs to aid in the creation of 3-D concept art.

Program Learning Outcomes and Objectives:

Entertainment Design:

This term applies to designing entertainment. You can think of it as, entertainment design is to a game what production design is to a movie or film. When designing characters, props, environments, and the overall, often themed “look and feel” of a game, designers must be able to efficiently communicate ideas and concepts with visual aids in order to flesh out a game concept. This course will familiarize you with some specific ways that artists and designers present their ideas to communicate to other members of their development team or to potential financial backers with a design document.

Software Skills:

Learn about the process of game design through industry standard software. There is no specific software for this course, but software could include, but not be limited to Illustrator, InDesign, Photoshop, Painter, Maya, Mudbox, 3dsMax, Crazybump. Depending on what is available in the classroom, we might be including Wacom/digitizer tablets in our workflow.

Art and Design Skills:

Discuss design processes and development of games. Discuss the incubation and development of ideas. Discuss industrial, entertainment, product, and environmental design processes. Portray idea development through visual aids and illustrations. Portray animated, interactive, or live action sequences through storyboards and conceptual artworks and layouts.

Have fun observing design all around us and developing an eye for critique and appreciation of design

The student will work with the faculty and site supervisor to identify additional learning goals, objectives and outcomes.

Tentative Schedule:

Videos on Lynda.com, assignments, and quizzes will be tentative depending on how far we get and the pace of the course. I will give out handouts and/or post in MyCourses as the class progresses.

Course Requirements

ART 2370 and DIG 2040 or permission of program director or instructor

Criteria Performance Standard

Upon successful completion of the course the student will, with a minimum of 70% accuracy, demonstrate mastery of each of the above stated objectives through classroom measures developed by individual course instructors.

Course Materials

Required:

- Lynda.com subscription www.bncollege.edu, \$24.20 for 4-mo subscription, only one subscription is needed per term
- Flash, hard, or cloud drive to save work
- Drawing or blank computer paper 8.5 x 11
- Pencils to draw with
- Eraser
- Pencil Sharpener
- Fine-tip black pen
- 1" 3 ring binder

Evaluation for Grades

Rubric:

Your assignments will be evaluated in terms of creativity and principles of visual design, game theory technique, including, craftsmanship (proficiency with value, color, and composition), neatness, originality, and effectiveness of the design, theory, punctuality, participation, and improvement.

Projects and Assignments:

All assignments, written or product based, are to be of the students own creation. The copying of material

without permission and crediting its author is plagiarism and considered grounds for failure or dismissal from the course.

The instructor will measure mastery of course objectives by grading projects, portfolios, using a 70 % minimum level of achievement.

The following illustrates the grading system used for this course:

A = Outstanding = 90 – 100% Meets all class requirements and demonstrates an exceptional degree of quality and effort in assignments.

B = Above average = 80 – 89% Meets all class requirements and demonstrates a high degree of quality and effort in assignments.

C = Average = 70 – 79% Meets all the minimum class requirements, and demonstrates an acceptable degree of quality and effort in assignments.

D = Poor = 60 – 69% Meets some but not all the class requirements, missing assignments, poor attendance, lack of quality and/or effort in work.

F = Failure = 0 – 59% Meets few or any of the class requirements, inadequate and/or incomplete assignments.

If for some reason the gradebook in MyCourses shows an assignment without a grade, then it is not being calculated into the overall average. If this is a result of an assignment that is not turned in, and that grade should be a zero, contact the instructor so that the grade can be updated and the proper average can be seen. Assignments without grades in the gradebook can substantially alter what the average should be, and can be misleading.

Final averages will be calculated on the assignments submitted, so at the end of the semester when the zeros get calculated in, the average will change, and that will be the average used for the final grade.

GRADE BREAKDOWN

Attendance and Participation: 10pts a class = 150 points total = 15% of final grade

Quizzes: 50pts per quiz (1 midterm + 1 final) = 100 points total = 10% of final grade

- Each quiz will be composed of 25 multiple choice, fill-in-the-blank, matching or T/F questions. The questions for the quizzes will come from topics discussed in class and will be present on the study which will be given to you one week before the quiz.

Assignments: 500 points total = 50% of final grade

Assignments are due at the beginning of class. Each student will be required to keep a running game design document, which will include all of your assignments. This will show a complete game design process and development.

1. 3 game concepts 45pts
2. Chart out your game 45pts
3. Thumbnail sketches 45pts
4. Storyboard 45pts
5. Level layout 45pts
6. Environment illustrations 45pts
7. Character sketches 45pts
8. Illustration of main character 45pts
9. Character model sheet 45pts
10. UI Design 45pts
11. 3D prop 50pts

Final Design Doc and Pitch: 200pts for design doc + 50pts for pitch = 250 points total = 25% of final grade

Please Note: The information in this handout is subject to change at the instructor's discretion.

EXTRA CREDIT

To add 25 pts or 2.5% to your overall grade for the course, you may present a 15 minute critique of a computer or video game to the class. Please discuss it with your instructor for further detail.

To add 25 pts or 2.5% to your overall grade for the course, you may attend a game industry related event and write a one page critique of what you thought. Please get permission ahead of time before attending the event.

ATTENDANCE POINTS

Arriving Late & Leaving Early: Both are unacceptable in a work environment and are also unacceptable here. If done without notifying the instructor you will lose 5pts each time

Class Attendance: If you are not in class, then you do not get your attendance or participation points for that class. You can make-up your attendance and participation by doing an extra credit assignment.

Talk to the instructor as soon as possible if you have a reason that you will be absent. Documentation can get you excused in certain instances, but **you must tell the instructor as soon as possible**. Excusing absences is at the instructor's discretion. The student will still be responsible for missed coursework.

CRITIQUE

As a student of the arts, critiquing peer work is an important skill. **Your classmates are your colleagues.** By critiquing the work of others, you make use of your critical thinking skills and thereby learn from your colleagues. A good critique consists of helpful and meaningful observations and suggestions. Balance your critique by explaining how something works in the piece and then offering a suggestion on how to improve something that is not working well in the piece.

IMPORTANT COLLEGE POLICY REGARDING COURSE DROP/ ADD PERIOD AND AUDIT INFORMATION

Students **CANNOT** add a course following the 1st day the class meets prior to the second class meeting. Students **CAN** drop a course during the 1st week of classes and be eligible for a refund. Except by appeal to an associate provost, students may not change from credit to audit status after the end of the first week of classes. Online classes may be added through the standard drop/add period for that course.

GRADING AND REPEAT COURSE POLICIES

State policy specifies that students may not repeat courses for which a grade of "C" or higher has been earned except by appeal to an associate provost. Students may repeat a course one time without penalty. On the third attempt, students will pay the full cost of instruction. In addition, on the third attempt students may NOT receive a grade of "I," "W," or "X," but must receive the letter grade earned. The grade on the final attempt with the exception of a "W" grade will be the grade that will be calculated into the overall grade point average. (Developmental courses do not average into the grade point average).

ATTENDANCE/ACTIVE PARTICIPATION/WITHDRAWAL POLICIES

Students classified as "No Show" for both of the first two weeks will be "administratively" withdrawn from any class which they are not attending. It is the student's responsibility to know the attendance policy of the class in which they are enrolled.

The student's financial aid will be adjusted based on their updated enrollment status.

Students who are not actively participating in class as defined in an instructor's syllabus will be reported to the Administration during the week following the last date to withdraw with a "W" (as posted in the academic calendar on the college's web site).

Students will be able to withdraw themselves at any time during the term. However, requests submitted after the last date to withdraw with a "W" (see academic calendar) will result in a "WF." Students and instructors will automatically receive an email notification through their SPC email address whenever a withdrawal occurs.

Withdrawing after the "Last Date to Withdraw with a Grade of 'W'" can have serious consequences. If the student withdraws from a class after the deadline posted in the academic calendar, the student will receive a final grade of 'WF,' which has the same impact on the student's GPA as a final grade of "F." A "WF" grade also could impact the student's financial aid, requiring repayment of financial assistance. Students should consult with an academic advisor or financial assistance counselor prior to withdrawing from a class.

FEDERAL GUIDELINES RELATED TO FINANCIAL AID AND TOTAL WITHDRAWAL FROM THE COLLEGE

The U.S. Department of Education requires students who completely withdraw prior to the 60% point of the term and who receive Federal financial aid i.e., Federal Pell Grant, Federal Academic Competitiveness Grant (ACG), Federal Stafford Loan, and/or Federal Supplemental Educational Opportunity Grant SEOG--to repay a portion of their financial aid.

Students considering a withdrawal from all classes before the published withdrawal date should consult a financial assistance counselor to understand their options and the consequences of the total withdrawal. For further information regarding this policy and other financial assistance policies we encourage you to visit our website at: www.spcollege.edu/getfunds

COLLEGE LEVEL ACADEMIC SKILLS TEST (CLAST) CHANGES:

To earn an A.A. degree or transfer to a bachelor's program, you must demonstrate college-level proficiency in English language skills, reading, writing/essay and computation skills.

If you have passed any of the CLAST subtests before July 1, 2009, you have met the requirements in those designated areas. If you have not previously passed the CLAST subtests see your advisor for alternatives.

DUAL ENROLLMENT, EARLY ADMISSIONS, & EARLY COLLEGE STUDENTS

A Dual Enrollment, Early Admissions, or Early College student may not withdraw from any college course without permission from the Early College/Dual Enrollment office. Withdrawal from a course may jeopardize the student's graduation from high school. The Dual Enrollment office can be reached at 727 712-5281 (TS), 727 791-5970 (CL) or 727 394-6000 (SE).

<http://www.spcollege.edu/central/de/index.htm>

ACADEMIC HONESTY

It is your responsibility to be familiar with St. Petersburg College's Academic Honesty policies and the consequences of violations. There is no tolerance for any form of academic dishonesty. Discipline can range from a zero on a specific assignment to expulsion from the class with a grade of "F". Note that copying/pasting published information without citing your sources, whether the information is from your textbook or the Internet is plagiarism and violates this policy. Even if you slightly change the words from an outside source, the ideas are someone else's so you still have to cite your sources. Cheating, plagiarism, bribery, misrepresentation, conspiracy, and fabrication are defined in Board Rule 6Hx23-4.461. Student Affairs: Academic Honesty Guidelines, Classroom Behavior.

STUDENT EXPECTATIONS

All electronic devices including computers, cell phones, beepers, pagers, and related devices are to be silenced and/or turned off unless they are required for academic purposes. Any use of these devices (including texting) for non-academic purposes is a violation of College Policy and subject to disciplinary action.

Students may be required to have discussions of class assignments and share papers and other class materials with instructors and classmates via chat rooms and other mechanisms. Due to the potential piracy of students' materials, the College is not responsible for student work posted on the Internet (outside of the college's Learning Management System, currently MyCourses).

Each student's behavior in the classroom or online is expected to contribute to a positive learning/teaching environment, respecting the rights of others and their opportunity to learn. No student has the right to interfere with the teaching/learning process, including the posting of inappropriate materials on chatroom or Web page sites.

The instructor has the authority to ask a disruptive student to leave a classroom or lab. The instructor may also delete posts or materials from an online or blended class and/or take disciplinary action if disruptive behavior continues.

ONLINE STUDENT PARTICIPATION AND CONDUCT GUIDELINES

The practices of courtesy and respect that apply in the on-campus classroom also apply online. Any discriminatory, derogatory, or inappropriate comments are unacceptable and subject to the same disciplinary action applied in courses offered on campus.

EMERGENCY PREPAREDNESS

In the event that a hurricane or other natural disaster causes significant damage to St. Petersburg College facilities, you may be provided the opportunity to complete your course work online. Following the event, please visit the college Web site for an announcement of the College's plan to resume operations.

Students should familiarize themselves with the emergency procedures and evacuation routes located in the buildings they use frequently.

Located in each classroom is an Emergency Response Guide (flip-chart) that contains information for proper actions in response to emergencies. Students should be prepared to assess situations quickly and use good judgment in determining a course of action. Students should evacuate to assembly areas in an orderly manner when an alarm sounds or when directed to do so by college faculty or staff or emergency services personnel. In face to face courses your instructor will review the specific campus plans for emergency events.

CAMPUS SAFETY AND SECURITY

For information on campus safety and security policies please contact **727-791-2560**. If there are questions or concerns regarding personal safety, please contact the Provost, Associate Provost, Campus Security Officer, or Site Administrator on your campus. <http://www.spcollege.edu/safety/>

SEXUAL PREDATOR INFORMATION

Federal and State law requires a person designated as a "sexual predator or offender" to register with the Florida Department of Law Enforcement (FDLE). The FDLE is then required to notify the local law enforcement agency where the registrant resides, attends, or is employed by an institution of higher learning. Information regarding sexual predators or offenders attending or employed by an institution of higher learning may be obtained from the local law enforcement agency with jurisdiction for the particular campus by calling the FDLE hotline (1-888-FL-PREDATOR) or (1-888-357-7332), or by visiting the FDLE website at <http://offender.fdle.state.fl.us/offender/homepage.do>

ACCESSIBILITY SERVICES

This course is designed to be welcoming to, accessible to, and usable by everyone, including students

who are English-language learners, have a variety of learning styles, have disabilities, or are new to online learning. Be sure to let me know immediately if you encounter a required element or resource in the course that is not accessible to you. Also, let me know of changes I can make to the course so that it is more welcoming to, accessible to, or usable by students who take this course in the future. If you have documentation of a disability or feel you may have a disability:

St. Petersburg College recognizes the importance of equal access to learning opportunities for all students. Accessibility Services (AS) is the campus office that works with students who have disabilities to provide and/or arrange reasonable accommodations. Students registered with AS, who are requesting accommodations, are encouraged to contact their instructor by the first week of the semester. Students who have, or think they may have, a disability (e.g. learning disability, ADD/ADHD, psychiatric, medical/orthopedic, vision, and/or hearing), are invited to contact the Accessibility Coordinator (AC) that serves your campus for a confidential discussion. To find your AC for your specific campus, please go to the college-wide Accessibility Services website: <https://www.spcollege.edu/accessibility>

COLLEGE CALENDAR

<http://www.spcollege.edu/calendar>

M.M. BENNETT LIBRARIES

<http://www.spcollege.edu/scl/>

CAREER DEVELOPMENT SERVICES

<http://www.spcollege.edu/Central/Career/OCDS/index.shtm>

INTERNATIONAL STUDENT SERVICES

<http://www.spcollege.edu/central/international/>

LEARNING SUPPORT CENTERS (Tutorial Services)

<http://www.spcollege.edu/webcentral/resource/supplemental.htm>

DOWNTOWN LEARNING SUPPORT CENTER and STUDY HALL

<http://www.spcollege.edu/downtown/campus/tutoring.htm>

PLEASE NOTE:

SYLLABUS ADDENDUM

<http://www.spcollege.edu/central/asa/addendum.htm>

Dr. Barbara Hubbard - Department Chair
hubbard.barbara@spcollege.edu – 727-394-6-011

Dr. Jonathan Steele - Dean for Humanities and Fine Arts
steele.jonathan@spcollege.edu – 727-791-5987

Lab Locations

Learning Commons TL Bldg. 104 Seminole campus

The lab hours are posted at each location.

We are fortunate to have access to this equipment, please do your best to help keep in good working order.

- No food, drinks, or smoking are permitted in any of the labs.
- No tampering with the software or hardware is permitted campus wide.

- No personal or personal business use of any of the equipment is permitted.

Students Call 727-341-HELP (727-341-4357)

We are here to assist you with technical issues related to MySPC, MyCourses, and Student Email; as well as other technology related problems, including TUTORING....Please see Ms. Courtney Unger in the Learning Commons.

Please follow this in order to get the grades you deserve when completing assignments on time.

Lab Hours:

Lab hours will be posted to inform you when the room will be open for student use. No personal use is permitted. The care and proper use of the equipment and materials is the responsibility of each student. Eating of food or beverages in the lab is strictly prohibited. Violation of these requests may result in a restriction of lab privileges and/or dismissal from your classes.

I have read this syllabus and agree to the schedule and procedures stated therein.

Print name: _____ (Signed) _____ Student ID: _____

Date: _____