UNIVERSITY OF CALGARY
FACULTY OF ARTS
DEPARTMENT OF ART AND ART HISTORY
Art 503 – Electronics for Artists
Winter 2023

Course Delivery Format:	*In person* ***PLEASE NOTE: While masks are currently not required at UCalgary, they are <u>strongly encouraged</u> for all on-campus spaces***
Instructor: Office: Email: Office Hours: TA Name and Email:	*J R Parker* *AB 606* *jparker@ucalgary.ca* *M 11:0-12:00 T 1:00-2:00*
Day(s), time(s) and location of class:	*TR 3:30-4:45* *AB 651*
Course description:	The game design process will be explored, including a history of video games, genres, game mechanics, design documents, and a summary of the development process. The focus will be on design, rather than development, and the artistic and creative assets, rather than the software. Students will design a game and will create a playable prototype. The principles will be applicable to other sorts of games, and to media art in general.
Prerequisites and/or co-requisites:	ART 251.

Course Objectives:	Students completing this course should be able to:
	
	• Explain how computer games function internally and their role in society and academia.
	• Show a distinction between serious games and other forms of computer and video game.
	• Demonstrate a facility with game design and development tools.
	• Appreciate distinctions between genres, especially so far as design and implementation details are involved.
	• Distinguish between web-based, real time PC, console, portable, and cell phone platforms and be able to develop for two of these.
	• Conduct a basic game design process within a small team.
	• Explain how computer games for a type of media; the role of games in communicating ideas.
	  • Understand research into game 'effects', and whether games instigate violence.
	  • Have a better appreciation of gender issues in games.

Required Textbooks of Readings:	Web site contains notes and suggested readings: *http://www.minkhollow.ca/art503* Suggested reading: Challenges for Game Designers, Brenda Braithwaite and Ian Schreiber, Charles river media.

	Game Design Workshop, Tracy Fullerton, CRC Press. Introduction to Game Development Using Processing, J.R. Parker *http://www.amazon.ca/Introduction-Game-Development-Using-Processing/dp/1937585409*
Course Schedule:	https://www.minkhollow.ca/art503/ **Week 1 Overview: What are games? What is design? Why are we here?** **Week 2 Architecture** **Week 3 Design** **Week 4 Documents** **Week 5 Mechanics** **Week 6 Prototyping** **Week 7 Semiotics and more Prototyping** **Week 8 - Sound** **Week 9 - Game AI** **Week 10- Game Play and Narrative** **Week 11 Violence** **Week 12 Gender** **Week 13: Final presentations**

Assignments & Evaluation

Assignment	Description	Due Date	Worth
Game testing and evaluation.		Week 2	10
Present high concepts; assessments		Week 4	15
Schedules, assignments of group members		Week 5	5
First playable		Week 6	15
Second playable		Week 10	15
Final game design document		Week 13	20
Final prototype		Week 13	15
Group assessment of members and games;		Week 13	5

Models:	*No*
Assessment expectations:	Guidelines for Submitting Assignments: *in-person or Email* Missed or Late Assignments: *Because this course involves group work, late assignments cannot be accepted.* Expectations for Writing: Writing skills are important to academic study across all disciplines. Writing is an important skill of a game designer, and written work will be a significant factor in determining the final grade.

Additional Costs and Information:	- 3 -
Portfolios and Assignments:	The Dept of Art and Art History will not assume responsibility for lost or stolen portfolios or course work given to instructors for grading.

Other Important Dates

For more information on term dates, add/drop/swap/withdraw dates from course deadlines and refund/payment deadlines, please see: https://www.ucalgary.ca/pubs/calendar/current/academic-schedule.html

Grading Method and Grading Scale

Undergraduate: https://www.ucalgary.ca/pubs/calendar/current/f-1-1.html
- A grade of "C-" or below may not be sufficient for promotion or graduation, see specific faculty regulations.
- The number of "D" and "D+" grades acceptable for credit is subject to specific undergraduate faculty promotional policy.

Percentage	Grade	G.P.V.	Grade Definition
96-100	A+	4.0	Outstanding performance
90-95	A	4.0	Excellent-superior performance, showing comprehensive understanding of subject matter.
85-89	A-	3.7	Approaching excellent performance
80-84	B+	3.3	Exceeding good performance
75-79	B	3.0	Good – clearly above average performance with knowledge of subject matter generally complete.
70-74	B-	2.7	Approaching good performance
65-69	C+	2.3	Exceeding satisfactory performance
60-64	C	2.0	Satisfactory – basic understanding of the subject matter.
55-59	C-	1.7	Approaching satisfactory performance
53-54	D+	1.3	Marginal Pass. Insufficient preparation for subsequent courses in the same subject
50-52	D	1.0	Minimal pass – marginal performance; generally insufficient preparation for subsequent courses in the same subject.
0-49	F	0	Fail – Failure to meet course requirements.

Graduate: https://www.ucalgary.ca/pubs/calendar/current/f-1-2.html
- All grades of "C+" or lower are indicative of failure at the graduate level and cannot be counted toward Faculty of Graduate Studies course requirements. Individual programs may require a higher passing grade.

Learning Technologies and Requirements:	There is a D2L site for this course which contains required readings and other relevant class resources and materials (d2L.ucalgary.ca). To successfully engage in their learning experiences at the University of Calgary, students taking online, remote, and blended courses are required to have reliable access to the following technology: • A computer with a supported operating system, as well as the latest security, and malware updates • A current and updated web browser • Webcam (built-in or external) • Microphone and speaker (built-in or external) or headset with microphone • Current antivirus and/or firewall software enabled • Broadband internet connection
Academic Standing:	For more information go to http://www.ucalgary.ca/pubs/calendar/current/f.html
Academic Accommodation:	It is the student's responsibility to request academic accommodations according to the University policies and procedures listed below. The Student Accommodations policy is available at https://ucalgary.ca/student-services/access/prospective-students/academic-accommodations. Students needing an accommodation based on disability or medical concerns should contact Student Accessibility Services (SAS) in accordance with the Procedure for

	Accommodations for Students with Disabilities (https://ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Accommodation-for-Students-with-Disabilities-Procedure.pdf). Students who require an accommodation in relation to their coursework based on a protected ground other than Disability should communicate this need in writing to their Instructor. SAS will process the request and issue letters of accommodation to instructors. For additional information on support services and accommodations for students with disabilities, visit www.ucalgary.ca/access/
Academic integrity, plagiarism:	Academic Misconduct refers to student behavior which compromises proper assessment of a student's academic activities and includes: cheating; fabrication; falsification; plagiarism; unauthorized assistance; failure to comply with an instructor's expectations regarding conduct required of students completing academic assessments in their courses; and failure to comply with exam regulations applied by the Registrar. For more information go to http://www.ucalgary.ca/pubs/calendar/current/k.html or http://www.ucalgary.ca/pubs/calendar/current/e-2.html Additional information is available on the Academic Integrity Website at https://ucalgary.ca/student-services/student-success/learning/academic-integrity
Internet and electronic communication device:	The use of laptop and mobile devices is acceptable when used in a manner appropriate to the course and classroom activities. Please refrain from accessing websites and resources that may be distracting to you or for other learners during class time. Students are responsible for being aware of the University's Internet and email use policy, which can be found at https://ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Acceptable-Use-of-Electronic-Resources-and-Information-Policy.pdf
Deferral of Term work and exams	For more information about deferring a final exam go to https://www.ucalgary.ca/registrar/exams/deferred-exams For more information about deferral of term work go to http://www.ucalgary.ca/pubs/calendar/current/g-7.html https://www.ucalgary.ca/live-uc-ucalgary-site/sites/default/files/teams/14/deferred_termwork-feb-2020_revised.pdf
Intellectual Property & Copyright:	All students are required to read the University of Calgary policy on Acceptable Use of Material Protected by Copyright (https://ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Acceptable-Use-of-Material-Protected-by-Copyright-Policy.pdf) and requirements of the copyright act (https://laws-lois.justice.gc.ca/eng/acts/C-42/index.html) to ensure they are aware of the consequences of unauthorized sharing of course materials (including presentations, textbooks, posted notes, labs, case studies, assignments, and exams). Students who use material protected by copyright in violation of this policy may be disciplined under the Non-Academic Misconduct Policy https://www.ucalgary.ca/pubs/calendar/current/k.html
Freedom of Information and Protection of Privacy:	Student information will be collected in accordance with typical (or usual) classroom practice. Students' assignments will be accessible only by the authorized course faculty. Private information related to the individual student is treated with the utmost regard by the faculty at the University of Calgary. For more information go to https://www.ucalgary.ca/registrar/student-centre/privacy-policy

Ethics	Whenever you perform research with human participants (i.e., surveys, interviews, or observation) as part of your university studies, you are responsible for following university research ethics guidelines. Your instructor must review and approve of your research plans and supervise your research. For more information go to http://www.ucalgary.ca/pubs/calendar/current/e-5.html or https://www.ucalgary.ca/research/researchers/ethics-compliance/chreb
Student Support:	Please visit this link for important information on: • Wellness and Mental health resources • Emergency Evacuation/Assembly Points • Student Success and more…. https://www.ucalgary.ca/registrar/registration/course-outlines
Studio Procedures:	Please view current updates from RISK and the Covidsafe page links to information on rapid testing, masking rules, vaccination regulations and documentation as well as a FAQs page, which must all be followed while in Studios. https://www.ucalgary.ca/risk/emergency-management/covid-19-response https://www.ucalgary.ca/risk/emergency-management/covid-19-response/covidsafe-campus
Arts Students' Centre Program Advising:	Have a question but not sure where to start? The Arts Students' Centre is your information resource for everything in the Faculty of Arts. Call us at 403-220-3580 or email us at ascarts@ucalgary.ca. You can also visit the Faculty of Arts website at http://arts.ucalgary.ca/undergraduate which has detailed information on common academic concerns.
Faculty of Graduate Studies:	For graduate studies email: graduate@ucalgary.ca or call 403 220 4938. Visit the Faculty of Graduate Studies for more details: https://grad.ucalgary.ca/