Course Meetings: On Campus and Asynchronous Online based on Course Section

Course Location: *UF Online Section*: Asynchronous Online, *UF Campus Section:* James W. Norman Gym 0207; *All Office hours via Zoom*

Course Description

As the capstone of the BADAS experience, students will create a usable portfolio as well as media project that reflects the culmination of the knowledge and technique developed throughout the program. Students will receive focused presentations and feedback from DW faculty and guest presenters on topics related to the Digital Arts & Sciences. Students may elect to pursue and single (solo) project, or collaborate in the creation of an approved team-based project where all team members provide equal contributions of work toward the common artifact goal. The semester will culminate in Digital Worlds *Convergence*, a professional event where students will display their completed project.

Course Prerequisites

Senior status in the BA in DAS program.

Learning Outcomes

By the end of this course, students will be able to:
- Showcase a major artifact or publication-ready document demonstrating considerable accomplishment in their chosen area of the Digital Arts & Sciences.
- Evidence a deeper understanding of common business and industry practices and expectations.
- Demonstrate fluency in both technological systems and digital design practices.
- Give a compelling professional-level final presentation of their work, either solo or team-based.
- Add a major and significant piece of work to their portfolio.

Materials & Books

Required
- Behance, Zoom.

Recommended Materials
- Prototype software such as Figma
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- LinkedIn.com Online Unity Tutorials (Free access for UF students)

- Official Unity Development Community https://unity3d.com/community
- Digital Graphic Drawing Tablet with Pen (Photoshop compatible)

Course Schedule

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Week	Subject	Quizzes	Assignments
1	**Trek In | Introduction to Senior Project** • Syllabus overview • Successful senior project artifacts • Developing pitch slides • Senior Project presentation process • **CONCEPT DEVELOPMENT BEGINS**	• **Online Only: Trek-In Safety Check (Orientation)** • **Online Only: Ascent 1 Safety Check (Quiz)**	• **Trek-In Campfire: Introduce Yourself**
2	**Climb 1 | Ideas and Research** • Present three potential project artifacts • Narrow choice to one artifact focus • Behance Blog setup • **CONCEPT DEVELOPMENT ENDS** • **PRE-PRODUCTION BEGINS**		• **Climb 1 Check-in: Artifact Pitch** • **Climb 1 Campfire: Pitch Support**
3	**Climb 2 | Project Planning + Solo Review** • Project Backlog and Scheduling • Feedback on progress: o Pipelines overview and dependencies o File organization, source control, and naming conventions • Project schedule reality check • **PRE-PRODUCTION ENDS** • **PRODUCTION BEGINS**		• **Climb 2 Check-In: Production Pipeline & Backlog** • **Climb 2 Campfire: Progress Update**
4	**Climb 3 | Peer Review** • Share updates with class • Provide peer feedback • **EDP** – Scripts to film/User Research, Persona development, User flows, etc.		• **Climb 3 Check-in: Peer Review** • **Climb 3 Campfire: Ascent 1 Final Update**
5	**Climb 4 | Solo Review Feedback** on progress: • **Individual Tutoring –** Wireframe & User flow to components and prototyping	• **Online Only: Ascent 2 Safety Check (Quiz)**	• **Climb 4 Check-in: Solo Review** • **Climb 4 Campfire: Progress Update**

6	**Climb 5 | Peer Review** • Share updates with class • Provide peer feedback • **Individual tutoring**– Scripts to film/wireframe & user flow to pipelines		• **Climb 5 Check-in: Peer Review** • **Climb 5 Campfire: Progress Update**
7	**Climb 6 | Solo Review** Feedback on progress: • **Individual Tutoring -** Executable, Behance setup, or other platform artifact presence Artifact Midterm Preparation, expectations and evaluation criteria		• **Climb 6 Check-in: Solo Review** • **Climb 6 Campfire: Progress Update**
8	**Climb 7 | Peer Review (Mid-term?)** • Share updates with class • Provide peer feedback • **PROGRESS, QUALITY, SCOPE RISK ASSESSMENT**		• **Climb 7 Check-in: Peer Review** • **Climb 7 Campfire: Progress Update**
9	**Climb 8 | Solo Review Feedback** on progress: • Website portfolio and marketing content planning • **EDP** – Priority One artifact content COMPLETED • **EDP** – Evaluate Priority two and three content with schedule		• **Climb 8 Check-in: Solo Review** • **Climb 8 Campfire: Progress Update**
10	**Spring Break**		
11	**Climb 9 | Peer Review** • Share updates with class • Provide peer feedback	• Online Only: **Ascent 3 Safety Check (Quiz)**	• **Climb 9 Check-in: Peer Review** • **Climb 9 Campfire: Progress Update**
12	**Climb 10 | Solo Review** • Website portfolio and marketing content review • Discuss Behance page and Promo Video		• **Climb 10 Check-in: Solo Review** • **Climb 10 Campfire: Progress Update**
13	**Climb 11&12 | Peer Review** • Submit Behance Package v1 Review • Submit Promo Video v1 Review		• **Climb 11 Check-in: Behance Page Review** • **Climb 12 Check-in: Marketing Package Campfire: Progress Update**

14	**Climb 13	Final Reviews**
		• Submit Final Promo Video
				• **Climb 13 Check-in:**
				  Submit Final Promo
				  Video
				• **Climb 13 Campfire:**
				• **Progress Update**

15	**Climb 14	Final Artifact**
		CONVERGENCE EVENT PRESENTATIONS
				• **Climb 14 Check-in:**
				  Artifact, Behance &
				  Post-Mortem
				  Campfire: Progress
				  Update

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Grading Criteria

Assignment / Assessment	Total Points	% of Grade
PARTICIPATION Discussion participation is expected of all students through the campfire discussion forums Submission of all course work on the dates due is expected for all students. Attendance for the (F2F section only)	100	10
Safety Check - Quiz 4 Quizzes	100	5
Climb Check In (Class and Individual) Check in progress submission for your instructor to review.	100	25
Ascent Feedback Midterm In this activity, your instructor will offer you cumulative feedback for the entire Ascent. Note that you do not need to submit anything in this activity. There will be 3 Feedback entries. One for each ascent.	100	20
Final Project Artifact, Marketing Package, and Post-Mortem	100	40

Grading Scale

Letter Grade	% Equivalency
A	94 – 100%
A-	90 – 93%
B+	87 – 89%
B	84 – 86%

B-	80 – 83%
C+	77 – 79%
C	74 – 76%
C-	70 – 73%
D+	67 – 69%
D	64 – 66%
D-	60 – 63%
E, I, NG, S-U, WF	0 – 59%

More information on grades and grading policies is here: https://catalog.ufl.edu/UGRD/academicregulations/grades-grading-policies/

Materials, Supply, and Equipment Fees

Material and supply and equipment use fee information are available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for the UF Online section is $0.00. The total course fee for each course is listed on the UF Schedule of Courses. (https://registrar.ufl.edu/soc/)

Course Policies

Attendance Policy, Class Expectations, and Make-Up Policy

The instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. Interaction with your peers and the instructor will empower you to greater achievement.

In our course, attendance is taken at the beginning of each class period for (section SRP2 only) and is calculated as the Participation element which makes up 10% of your overall grade. Any unexcused absences are factored into the Participation grade total. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which you must provide appropriate documentation in advance of the absence. All assignments are due by the stated date and time. Late assignments as a result of an unexcused absence may be submitted up to one week after the scheduled due date, incurring a 10% grade penalty.
Additionally, tardiness will not be tolerated. If you are tardy for three class periods, you will receive an unexcused absence.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: https://catalog.ufl.edu/UGRD/academicregulations/attendance-policies/

For both F2F and OA sections the **6 Solo Check-in** assignments cannot be made up. They are very important so do not miss them and adjust your schedule accordingly.

Course Modality

Course modality is the way in which a class is offered/delivered to students by the instructor. All students, regardless of the modality, will achieve the same learning objectives. Students can check their class schedules or reference the top of this syllabus to see the format(s) available for each of their individual classes. The modality of a course does not vary during a semester, and students are expected to adhere to the instructor-defined attendance guidelines for that format.

Course Technology

The students will be required to have access to and use a personal computer with access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and ongoing use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each student's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met. https://digitalworlds.ufl.edu/programs/ba-in-digital-artssciences/technology-requirements/

Course Communications

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

Course Recordings

Our class sessions may be audio-visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

Creation of Original Content Ethics

For original projects and all assignment deliverables, students should remember that representations of acts of violence, coarse and offensive language, sexual behavior, bodily function and ability, neurodiversity, and personal identity are likely to cause extreme audience response, regardless of the creator's intentions. In addition, the recreation of such actions and subjects for fictional purposes may unintentionally traumatize or negatively impact those who collaborate in the creation of the images. While the university encourages students to explore themes and tell stories that may include this difficult subject matter, they should be cautioned against modes or styles of representation that might be considered unnecessarily offensive or potentially triggering. Instructors, faculty, and university administrators reserve the right to not show or share any student work they feel is inappropriate for their classroom or for public exhibition, as there may be concerns about the impact of such work on the community. We encourage students to consult with their faculty when producing work that might be considered controversial, and to err on the side of being cautious when it comes to making decisions about a project's content - in other words, make the PG-13 version of your story, not the R version, and certainly not the "unrated" version. This is also to help students understand that most professional creative situations have strict guidelines and limitations on such content and how it is produced: your ability to tell stories effectively with "less" is a strong professional skill that will aid in the dissemination of your work to a broader audience.

Course Technology Support

UF Computing Help Desk

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the UF Computing Help Desk available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

University Policies

Information about university-wide policies and resources can be found here: https://syllabus.ufl.edu/syllabus-policy/uf-syllabus-policy-links/

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.