

**The Art Institute of California – San Francisco
Course Syllabus**

Course Number: GA4412
Course Title: Senior Project I

Class Meetings: Fridays from 8am-Noon, Room 015, 1170 Market

Session/Year: Summer 2010

Instructor Name: Andrew Klein

Email Address: amklein@aii.edu (for reserving meeting times only)

Phone: not available

Website: www.kleinmakelearngood.com (has all the course notes)

Instructor Availability Outside of Class:

-1 tutoring hour per week, first come first serve: Wednesdays from 5-6pm in room 015. Reserve via email.

-1 office hour per week, first come first serve: Fridays from 12-1pm in room 015. Reserve via email.

Senior Project I

Course Description:

Students select an area to research and develop their portfolio projects. The emphasis is on quantitative and qualitative research, scheduling of the project, methods of presentation, and qualitative results. Additionally, students prepare, present and defend a project suitable for professional presentation.

Course Length:	11 Weeks
Contact Hours:	44 Hours
Lecture:	22 Hours
Lab:	22 Hours
Credit Values:	3 Credits

Course Competencies:

Upon successful completion of this course, the student should be able to:

- Participate as a member of a team, collaborating with other artists and team members.
 - *Synthesize information from diverse sources for project purposes.*
 - *Employ production schedules as part of the project management process.*
 - *Maintain workflow documentation and production log.*
- Create game levels.
 - *Create rough layouts for game levels to build on and detail game flow.*
- Generate needed concept art, objects, structures, and landscapes in 2D and 3D.
- Create playable demo-grade game.

- *Produce a computer game prototype using appropriate interactive computer gaming or multimedia software.*
- *Apply scripting and programming techniques for optimized play of the tool used.*
- *Design and de-bug games.*
- Analyze project art needs and control all files and assets.
 - *Collect, create, synthesize and optimize audio, video and graphic elements needed for the production of the game.*

Course Prerequisite(s): GA4402 Senior Project Planning

Text(s): none

Materials and Supplies: A USB or Firewire portable hard drive for routine weekly backups and storage

Estimated Homework Hours: 4-6 hours per week.

Technology Needed: Windows PC, Maya or 3D studio Max, Game Engine of choice.

Grading Scale:

All assignments must have clear criteria and objectives to meet. All students shall be treated equitably. It will be that student's right to know his/her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be as follows (on a percentage of total points basis):

A	100-93
A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D+	69-67
D	66-65
F	64 or below

Process for Evaluation: Based on an accumulated 120 point scale via the provided rubrics you will receive with this syllabus. Each odd numbered week (starting week 3), your performance and contributions will be thoroughly evaluated by your instructor and your team leader. Each week's evaluation is worth 20 points into the overall grade. Your total point score at the end of the quarter is divided by 120 to arrive at the 100 point system shown above. For instance A= 120-108 points, B=107-96, C=95-84 and so on...

Student Evaluation/Grading Policies:

- Class time will be spent in a productive manner.
- Grading will be done on a point system.
- Points for individual activities will be announced.
- All work must be received by the set deadlines.
- ABSOLUTELY NO WORK WILL BE ACCEPTED AFTER THE FINAL CLASS MEETS WEEK 11.

Classroom Policy:

- No food allowed in class or lab at any time. Drinks in sealable bottles allowed in classroom.
- Edible items brought to class or lab must be thrown out.
- If student elects to eat/drink outside class or lab door, missed time is recorded as absent.
- Attendance is taken hourly. Tardiness or absence is recorded in 15-minute increments.
- Break times are scheduled by the instructor at appropriate intervals.
- No private software is to be brought to lab or loaded onto school computers.
- No software games are allowed in lab (unless in course curriculum).
- Headphones are required if listening to music during lab. No headphones are allowed in lecture.
- Any student who has special needs that may affect his or her performance in this class is asked to identify his/her needs to the instructor in private by the end of the first day of class. Any resulting class performance problems that may arise for those who do not identify their needs will not receive any special grading considerations.

Disability Policy Statement:

It is our policy not to discriminate against qualified students with documented disabilities in its educational programs, activities, or services. If you have a disability-related need for adjustments or other accommodations in this class, contact the Disabilities Services Coordinator at 415-276-1060.

Academic Honesty Policy:

Students are expected to maintain the highest standards of academic honesty while pursuing their studies at AiCA-SF. Academic dishonesty includes but is not limited to: plagiarism and cheating; misuse of academic resources or facilities; and misuse of computer software, data, equipment or networks.

Student work that appears to violate AiCA-SF's standards of academic honesty will be reviewed by the Committee on Academic Honesty. If the work is judged to have violated

standards of academic honesty, appropriate sanctions will be given. Sanctions include but are not limited to course failure and academic termination.

Suggested Course Outline

- Week 1:** **Lecture:** Review of progress from previous quarter
 Lab: Re-establish final timeline for completion
 Homework: Delegation of assignments for quarter, begin work..
- Week 2:** **Lab:** Meet with teammates and team leader, as well as with instructor to continue making appropriate progress. Be prepared to make revisions so that work is presentable by next week.
 Homework: Finalize work and prepare asset presentations for next week.
- Week 3:** **Lecture:** Critique project in progress via asset presentations.
 Lab: Meet with teammates and team leader, as well as with instructor to continue making appropriate progress.
 Homework: Make any revisions as noted in critique for resubmission at next odd-week critique. Begin working on next round of assets.
- Week 4:** **Lab:** Meet with teammates and team leader, as well as with instructor to continue making appropriate progress. Be prepared to make revisions so that work is presentable by next week.
 Homework: Finalize work and prepare asset presentations for next week.
- Week 5:** **Lecture:** Critique project in progress via asset presentations.
 Lab: Meet with teammates and team leader, as well as with instructor to continue making appropriate progress.
 Homework: Make any revisions as noted in critique for resubmission at next odd-week critique. Begin working on next round of assets. **Week 2:**
Lab: Meet with teammates and team leader, as well as with instructor to continue making appropriate progress. Be prepared to make revisions so that work is presentable by next week.
 Homework: Finalize work and prepare asset presentations for next week.
- Week 6:** **Lecture:** Critique project in progress via asset presentations.
 Lab: Meet with teammates and team leader, as well as with instructor to continue making appropriate progress.
 Homework: Make any revisions as noted in critique for resubmission at next odd-week critique. Begin working on next round of assets.

- Week 7:** **Lab:** Meet with teammates and team leader, as well as with instructor to continue making appropriate progress. Be prepared to make revisions so that work is presentable by next week.
Homework: Finalize work and prepare asset presentations for next week.
- Week 8:** **Lab:** Meet with teammates and team leader, as well as with instructor to continue making appropriate progress. Be prepared to make revisions so that work is presentable by next week.
Homework: Finalize work and prepare asset presentations for next week.
- Week 9:** **Lecture:** Critique project in progress via asset presentations.
Lab: Meet with teammates and team leader, as well as with instructor to continue making appropriate progress.
Homework: Make any revisions as noted in critique for resubmission at next odd-week critique. Begin working on next round of assets.
- Week 10:** **Lab:** Meet with teammates and team leader, as well as with instructor to continue making appropriate progress. Be prepared to make revisions so that work is presentable by next week.
Homework: Finalize work and prepare asset presentations for next week.
- Week 11:** **Lecture:** Final Critique of project in progress via asset presentations.
Homework: Make any revisions as noted in critique for continuation of project for next quarter.