

Course Number and Title DIG 3525C – **DAS Design & Production Studio 1****Meeting Times and Location** Thursdays, periods: 3-5 (9:35am-12:35pm), NRG 0205 Digital Worlds Research, Education and Visualization Environment (REVE) in Old Norman Gym**Credit Hours** 3 **Prerequisite:** DAS Major or consent of Instructor**Instructors** Angelos Barmpoutis; co-taught by an interdisciplinary team**Office Location and Hours** CSE E428 – Hours to be announced **Contact Information** angelos@digitalworlds.ufl.edu

Course Description Working within an interdisciplinary Digital Arts & Sciences (DAS) design and production studio environment, students will create an individual project that results from their exploration of digital narrative techniques using emergent digital media forms, such as interactive digital art (videos or applets), web-applications, games, etc. A subsequent project rooted in a collaborative team-based environment will create a major digital media artifact incorporating diverse and effective narrative devices and techniques to persuasively demonstrate a piece of digital art, present scientific data, or tell a complex story. The class will simulate a professional environment through the means of a role playing class. All metaphors used during this course including but not limited to: company logos and titles, professional titles given to students and instructors, and the DP\$ monetary system are absolutely fictional and have no legal standing expressed or implied.

Course Objectives/Goals Students will be able to identify, define and articulate diverse characteristics of digital narrative and their application in emerging areas of digital entertainment, simulation, art and sciences. Students will be able to apply these understandings in the design and creation of both an individual and collaborative group project that demonstrates their chosen parameters embedded into original media artifacts.

Course Outline

Week	Topic
1	Introduction to Digital Arts and Sciences
2	Scripting and Coding Art for Sciences
3	Digital Arts and Computer Graphics
4	Introduction to Interaction Design and GUI
5	Introduction to Simulations in Digital Arts and Sciences
6	Individual Project: Design
7	Individual Project: Feedback and Refinement
8	Individual Project: Deployment
9	Use of networks for project development and dissemination
10	Collaborative Techniques and Project Milestones
11	Integrating aural, visual, and interactive components
12	Collaborative Group Project: Design
13	Collaborative Group Project: Feedback and Refinement
14	Collaborative Group Project: Feedback and Refinement
15	Final Group Project Presentations

Grading Scale

Letter Grade	% Equivalency	GPA Equiv.	DP\$
A	94 – 100%	4.0	47K-50K
A-	90 – 93%	3.67	45K-46.5K
B+	87 – 89%	3.33	43.5K-44.5K
B	84 – 86%	3.00	42K-43K
B-	80 – 83%	2.67	40K-41.5K
C+	77 – 79%	2.33	38.5K-39.5K
C	74 – 76%	2.00	37K-38K
C-	70 – 73%	1.67	35K-36.5K

Evaluations and Grades

- 25% of the final grade comes from Project 1
- 25% of the final grade comes from Project 2
- 20% of the final grade comes from Weekly Homework Projects
- 20% of the final grade comes from In-Class Projects or Quizzes
- 10% of the final grade comes from Final Presentation

D+	67 – 69%	1.33	33.5K-34.5K
D	64 – 66%	1.00	32K-33K
D-	60 – 63%	.67	30K-31.5K
E,I,NG SU,WF		0.00	0

1) Class Attendance/Demeanor Policy

Policy on Absences

- a. At the sole discretion of the instructor, documented Emergencies or medical situations may be the only acceptable reasons for an excused absence. At the very least, students must contact the Instructor 24 hours before class time if they wish to be considered for an excused absence.
- b. Unexcused absences will accrue to the detriment of the portion of the final grade given for class participation.

2) OFFICE HOURS and RELATED POLICIES (Making Up Exams or Late Submissions, etc)

Office Hours for Student Consultation

- a. The course instructor will post and hold weekly office hours for face-to-face meetings
- b. Students are encouraged to begin assignments early enough such that instructors can provide assistance during regularly scheduled office hours if needed

Late policy

- a. At the sole discretion of the instructor, late work may be penalized according to the late policy.
- b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

Policy on Making up Exams

- a. At the sole discretion of the instructor, Exams may or may not be taken late. Documented Emergencies or medical situations may be the only accepted reasons for an excused absence on the day of an exam.
- b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

3) Students with disabilities

Instructor will make every attempt to accommodate students with disabilities. At the same time, anyone requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide you with the necessary documentation, which you must then provide to Instructor when requesting accommodation.

4) Required texts and other materials

1. PROCESSING: A PROGRAMMING HANDBOOK FOR VISUAL DESIGNERS AND ARTISTS by CASEY REAS, BEN FRY, JOHN MAEDA. ISBN: 9780262182621
2. FILTHY RICH CLIENTS: DEVELOPING ANIMATED AND GRAPHICAL EFFECTS FOR DESKTOP JAVA APPLICATIONS, by CHET HAASE, ROMAN GUY, ISBN: 9780132413930
3. On-line tutorials and additional resources will be provided and recommended by the Instructor(s) as content and specific course projects warrant.

5) Critical Dates

Project1 submission deadlines: October 6, 2011, 11:59pm EST

Project2 submission deadlines: December 1, 2011, 11:59pm EST

Final Presentation: December 1, 2011, 9:35am-12:35pm

6) Academic Honesty

The university's policies regarding academic honesty, the honor code, and student conduct related to the honor code will be strictly enforced. Full information regarding these policies is available at the following links:

- Academic Honesty: <http://www.registrar.ufl.edu/catalog/policies/students.html#honest>
- Honor Code: <http://www.dso.ufl.edu/sccr/honorcodes/honorcode.php>
- Student Conduct: <http://www.dso.ufl.edu/sccr/honorcodes/conductcode.php>

7) University Counseling Services

Contact information:

Counseling Center

Address:

3190 Radio Rd. P.O. Box 112662, University of Florida
Gainesville, FL 32611-2662

Phone: 352-392-1575 Web: www.counsel.ufl.edu

8) UF Computer Policy

- a. In keeping with the University of Florida's student computer policy <http://training.helpdesk.ufl.edu/computing.shtml> all assignments completed for this class should be typed using a word processing program. Use of spellchecking and grammar-checking programs is strongly encouraged. Excessive spelling/grammar errors detract from quality of scholarship, and will be appropriately assessed.
- b. Use of desktop publishing software and computer generated graphics for course deliverables that may eventually be included in student's portfolios is also strongly encouraged.

9) EMAIL and Response times

- a. All students must maintain and USE their registered Gatorlink email address for email communications related to the class
- b. Students will be contacted via their registered Gatorlink email address with any course updates or other items of pertinence to the course.
- c. Students are expected to read their Gatorlink email at least once during every business day.
- d. Allow a minimum of 24 business hours for the Instructor to reply to email from students.

10) Student Concerns

- a. If you have any concerns or questions about any situation in the course please consult the instructor ASAP.
- b. If after consultation with the Instructor, the student has unresolved concerns or questions, they may request an appointment with the program director.