

## Expectations and Grading - Mods and Machinima, SFSU, Spring 2008

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### Class Blog

This document, the curriculum, useful links, assignments, and lesson plans are posted on the class blog at <http://www.twcdc.com/mods> and is subject to change. Each student will be given their own blog. Students will post all written work to their blog, and upload any required project files.

### Health and Safety

This class involves up to 6 hours per day working at a computer terminal. Students should be aware of the strain this can put on the body (and mind!). Students are urged to consult Prof Steve Wilson's guidelines at <http://userwww.sfsu.edu/~infoarts/technical/cia.sfsu.healthandsafety.html> and the federal Occupational Safety and Health Administration guidance at <http://www.osha.gov/SLTC/computerworkstation/index.html>

This class involves the playing of fast-paced first person shooter type games. Some people suffer severe motion sickness while playing such games. Please evaluate your own suitability for this type of class.

### Lab Fees and Required Equipment

There is a lab fee of \$40 for this class. All students MUST have a means of backing up their work at the end of each class. A USB drive of at least 2 GB is recommended. Students are required to provide headphones for playing games in class.

### Attendance

This is an intensive course in the theory and practice of computer games. Attendance and participation in all classes is required. Before embarking on this class, please make sure that you can make this commitment. Attendance and lateness will be taken into account in the award of grades as follows:

- 4 missed classes = deduction of one grade (e.g. from a B to a C)
- 2 missed classes = deduction of half a grade (e.g. from B+ to a B)
- 8 late attendances = deduction of one grade
- 4 late attendances = deduction of one half grade

A missed class is defined as a no-show without notifying me at least 24 hours in advance with a cast iron excuse, for example a doctor's appointment, or illness. If you miss a class you must make up any missed work .

Lateness is defined as arriving later than 10 minutes after the start of class, unless you have notified me with a cast iron excuse at least 24 hours in advance. Make ups will be required if more than one hour of a class is missed (with prior approval from me).

### Work Load

The majority of practical work will be in the lab. However, most weeks students will be given an assignment which may include: readings, research into mods or machinima for a show and tell in class, a personal experience with video games, etc. Responses to the readings, research projects, and a brief summary of any show and tell are to be blogged. There will be two practical projects one on mods and one on machinima. The machinima project will likely be in groups.

### Grades

|  |     |
|--|-----|
| Completion of all mod tutorials (1 <sup>st</sup> half of semester)       | 20% |
| Completion of all machinima tutorials (2 <sup>nd</sup> half of semester) | 20% |
| Responses to readings, research, etc (10 total)                          | 20% |
| Project No. 1: Mods  | 20% |
| Project No. 2: Machinima   | 20% |

Grades will be awarded as follows:

|   |                |                 |
|---|----------------|-----------------|
| A | Excellent      | > 80%           |
| B | Good           | 70 - 79%        |
| C | Satisfactory   | 60 - 69%        |
| D | Unsatisfactory | 50 - 59% (Fail) |

+ and - grades, e.g. B+ and B- will be awarded for the top and bottom respectively of the above ranges. A+ will only be awarded for outstanding performance and grading of greater than 90%