University of Montana

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University of Montana Course Syllabi, 2021-2025

Fall 9-1-2022

MART 491.50: Special Topics - Game Studio

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Game Studio [(Sect: 50, 74801, Fall 2022)](#)

Instructor information

Instructor: Louey Winkler
Office Hours: M-F 5:30-7:30pm MST
Email: Louey.Winkler@umontana.edu
Phone: 406-243-6838

Course description

Consider this course very much like a resource management game. You have 16 weeks to deliver 3 projects/game prototypes and 10 progress reports along the way. The project management skills you acquire will level up your ability to create games for your own teams. With that being said, this course is primarily a project management course. You will, however, create 3 deliverable interactive games. The majority of the time, we are going to focus on developing a plan to keep you organized with your projects by checking in weekly within a designated forum.

My role

I will act as your production lead or creative director but I will NOT act as your project manager as stated in the hierarchy. I will provide assets from Envato with a request ticketing system provided later in the course.

Your role

You have the flexibility to go in between roles from your project and as a production lead or creative director for your replies in the course.

Learning Outcomes

1. Basic understanding of a gaming studio hierarchy.
2. Students will learn project management skills.
3. Students will learn to schedule 10 credit hours a week for their work in this course.
4. 3 deliverable games based on the goals defined throughout the course.
5. Students will learn to prioritize and apply health stress coping mechanisms to complete goals set throughout the course.

Suggested Software

Project Management Tools

- Asana
- Trello
- Slack
- Microsoft Teams
- Discord

Game Developing Tools

Top-tier game engine

- Unity Game Maker
- Unreal Engine
- CRYENGINE
- Visual Studio

Fast Prototyping

- Twine - Text-based hyperlinking
- Buildbox
- Game Maker
- Game Salad
- Adventure Game Studio
- Stencyl
- RPG Maker
- GDevelop

Alternative Prototyping/UI Tools

- Draftium
- Moqups
- InVision Studio
- Pencil Project
- Adobe XD

Available Pre-generated Assets

You will have access to my Envato library through a ticket request form. You do not need to create an account for yourself. There will be a request window on Wednesdays. Simply browse the library of which you wish to download, send me this list of assets by Wednesday @ 11:59 pm and I will deliver within 24 hours. Please limit your requests to once a week to keep it consistent. The first window will be available Sept 14th.

Course Calendar

Week	Topic	Assignment
Week 1	Review Material	Review Syllabus Course Overview Game Studio Heirarchy Software Review
Week 2	Introduce Yourself	**Due: September 9th @ 11:59pm**
Week 3	Progress Report # 1	Progress reports posted in forum **Reply Due: Fri. September 16th @ 11:59pm**
Week 4	Progress Report # 2	Progress reports posted in forum **Due: September 23rd @ 11:59pm**
Week 5	Progress Report # 3	Progress reports posted in forum **Due: September 30th @ 11:59pm**
Week 6	**Deliverable Demo #1**	Progress reports posted in forum **Due: October 7th @ 11:59pm**
Week 7	Progress Report # 4	Progress reports posted in forum **Due: October 14th @ 11:59pm**
Week 8	Progress Report # 5	Progress reports posted in forum **Due: October 21st @ 11:59pm**
Week 9	Progress Report # 6	Progress reports posted in forum **Due: October 28th @ 11:59pm**

Week 10	Progress Report # 7	Progress reports posted in forum **Due: November 4th @ 11:59pm**
Week 11	**Deliverable Demo # 2**	Progress reports posted in forum Due: November 11th @ 11:59pm
Week 12	Progress Report # 8	Progress reports posted in forum **Due: November 18th @ 11:59pm**
Week 13	**Thanksgiving**	**No Assignments**
Week 14	Progress Report # 9	Progress reports posted in forum **Due: December 2nd @ 11:59pm**
Week 15	Progress Report # 10	Progress reports posted in forum **Due: December 9th @ 11:59pm**
Week 16	**Deliverable Demo # 3**	**Report #3 - Due: December 13th @ 11:59pm**

Required Assignments

Introduce Yourself @ 5%
Progress reports @ 50% (25% posts, 25% production lead replies.)
3 Projects/Game Prototype @ 45% (15% each)

Course guidelines and policies

Netiquette

You are expected to conduct yourself with proper respect for the online classroom environment. Disruptive behavior will not be tolerated.
Academic Misconduct and the Student Conduct Code
All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need

to be familiar with the Student Conduct Code. The Code is available for review online at www.umt.edu/SA/VPSA/Index.cfm/page/1321.

Netiquette Do's:

- Emoticons can be helpful to convey your tone, but don't overdo it
- Keep an open mind and be respectful of others' opinions
- Run a spelling and grammar check
- Think and edit before you push the "Send" button
- Type a specific subject heading that summarizes the content of your message
- Use complete words and sentences-avoid texting lingo (ex: "u" instead of "you")
- Give proper credit when referencing or quoting another source

Netiquette Don'ts:

- Use offensive language or sarcasm
- Make personal or insulting remarks
- Dominate a discussion
- Capitalize all letters as this suggests shouting
- Say anything you wouldn't feel comfortable saying in person
- Repeat someone else's post without adding something of your own to it
- Use short, generic replies such as "I agree"

Student Conduct Code

Please read the Student Conduct Code at Umt.edu

Attendance / Participation

3 credits = 10 hours of work a week

Course withdrawal

UNIVERSITY OF MONTANA WITHDRAWAL POLICY
DEFINITION OF WITHDRAWAL: A withdrawal is a request by the student who is no longer attending any of the classes for which they registered for in the term to be withdrawn from all classes for the term. An Official Withdrawal form must be completed.

If a student decides to withdraw from classes or has ceased to attend classes after paying their registration bill, the student should contact the University of Montana Withdrawal Coordinator in Business Services, Student Accounts located in Griz Central on the second floor of the Lommasson Center and complete an Official Withdrawal form to begin the official withdrawal process. This procedure will enable the University to prorate the tuition and fees assessed based upon the date of withdrawal. A percentage-based refund of tuition and fees does occur when a student officially withdraws before the first day of classes, within the first 15 class days

of each Fall or Spring term, or within the equivalent deadlines of shorter terms. Students ceasing to attend classes who do not complete an Official Withdrawal form and as a result do not receive any passing grades for the semester will be considered an unofficial withdrawal and will not receive any consideration for refund of tuition and fees.

Students who withdraw from the University after paying their registration bill will receive pro-rated assessment of tuition and fees according to the following schedule. The Summer term is also is subject to a pro-rated assessment of tuition and fees based on the length of each of the sessions within a Summer term, as well as a percentage-based refund of tuition and fees.

CONTACT: withdrawal@mso.umt.edu
Withdrawal definition: Withdrawing from ALL courses in a semester.
WITHDRAWALS CANNOT BE DONE BY DROPPING ALL CLASSES ON CYBERBEAR.
Student must complete a Semester Withdrawal form.

Disability modifications

The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Office for Diversity Equity. If you think you may have a disability adversely affecting your academic performance, and you have not already registered with Disability Services, please contact Disability Services in Lommasson Center 154 or call 406.243.2243. I will work with you and Disability Services to provide an appropriate modification.