Justifications for New Courses (Christopher Maraffi)

3D Video Game Design (DIG 3725C)
Justification

3D Video Game Design will be a 3000-level elective in the Film, Video, and New Media concentration for the Media Studies BA degree, to be taken after Foundations in Multimedia (DIG 3110) or Fundamentals of 3D Computer Animation (DIG 3305C). This course will allow students in animation, cinema, and interactive media to apply their media knowledge to video games, one of the fastest growing popular entertainment mediums. Game production is driving technological breakthroughs across disciplines, from virtual cinematography for TV to performance capture animation for interactive characters. While game designers use the same digital tools as other artists to create 3D game assets, working in a game engine is unique in that aesthetic results also require an understanding of coded logics to produce dynamic interaction events. This course takes a STEAM (Art+STEM) approach to teaching students both the art and science of game design, with an applied undergraduate research focus on interaction design for aesthetic appeal. With the video game market reaching over $100Bil in 2018, game design has become a multimedia career track that many universities have already embraced. UM, UCF, UF, and FSU all have thriving game design curriculums. FAU SCMS needs to establish courses in this area of media production to remain current and competitive with media education trends in the region, and this course is in alignment with multiple initiatives at the Provost level to establish FAU as a leader in this area. The proposed curriculum further expands the Media Studies major into areas of contemporary significance, and enhances the school's capacity to provide students with a diverse choice of media for creative expression.

Bibliography

- Game Design Workshop: A Playcentric Approach to Creating Innovative Games by Tracy Fullerton, 4th edition (2018).
- Situational Game Design by Brian Upton (2017).
- Advanced Game Design: A Systems Approach by Michael Sellers (2017).
- The Art of Game Design: A Book of Lenses by Jesse Schell, Second Edition (2014).
- Unity 3x Game Development Essentials by Will Goldstone (2011).
- First Person: New Media as Story, Performance and Game by Noah Wardrip-Fruin and Pat Harrigan (2006).

Immersive Media for Games and VR (DIG 3773C)
Justification

Immersive Media for Games and VR will be a 3000-level elective in the Film, Video, and New Media concentration for the Media Studies BA degree, to be taken after 3D Video

Game Design (3725C). This intermediate-level course will build on game design concepts and techniques learned in DIG 3725C, by exploring immersive media and interactive interface design for mobile devices and extended reality headsets. With virtual reality (VR) and augmented reality (AR) projected to be one of the fastest growing revenue generators in the $700+Bil media and entertainment industry, this is an area of multimedia production that we should have in our SCMS curriculum. This course will prepare students for internships and jobs with local tech companies like Magic Leap and Microsoft, both in close proximity to our Davie campus. FAU SCMS has the unique potential to become an educational partner with these companies, and can become a leader in content creation for this new media paradigm. The course takes a STEAM (Art+STEM) approach to practice-based aesthetics research in immersive games and interactive cinema. This curriculum further expands the Media Studies major into areas of contemporary significance, and enhances the school's capacity to provide students with a diverse choice of media for creative expression.

Bibliography

- The VR Book: Human-Centered Design for Virtual Reality (ACM Books) by Jason Jerald (2015).
- Virtual Reality Filmmaking: Techniques & Best Practices for VR Filmmakers 1st Edition by Celine Tricart (2017).
- Unity Virtual Reality Projects: Learn Virtual Reality by developing more than 10 engaging projects with Unity 2018, 2nd Edition 2nd Edition, Kindle Edition by Jonathan Linowes (2018).
- Unity 2018 By Example: Learn about game and virtual reality development by creating five engaging projects, 2nd Edition by Alan Thorn (2018).