

LMC 6650: Project Studio - Spring 2022

Gameful and Playful Interactive and Educational Experiences
in collaboration with Zoo Atlanta

Location:

Online - Synchronous

Times:

Tuesdays – 12:30p-3:15p

Instructor:

Dr. Anne Sullivan
unicorn@gatech.edu

Month by Month Schedule

January

Goals:

- Introduction to the topics & issues
- Learn more about critical making and game design
- Form groups around project ideas

Reading Topics:

- Critical making
- Game Design fundamentals

Due Dates:

- Sunday, Jan 16: questions and topics for Zoo Atlanta Q&A
- Sunday, Jan 23: game topic pitch
- Tuesday Jan 25: groups formed

Classes:

- Jan 11: First Day of Class - Overview & Discussion
- [Jan 18 - Zoo Atlanta Q&A](#)
- Jan 25 - Present game topic pitch & Group formation

February

Goals:

- Identify readings specific to research question
- Use zoo observations to inform game design
- Create initial game design document

Reading Topics:

- Meaningful game design
- Playful education
- Group-specific readings

Due Dates:

- Feb 1: First draft research questions
- Feb 6: Create questions for observations at the zoo
- Feb 13: Field notes from zoo observation, identify readings specific to research questions/observations
- Feb 20: Game design pitch
- Feb 27: Game Design Document

Class Meetings:

- Feb 1
- [Feb 8 - Zoo Atlanta Tour \(1p-2:30p\) - meet at zoo gates by 12:50p](#)
- Feb 15
- Feb 22 - Present game design idea & form groups

March

Goals:

- Continue identifying readings specific to research question
- Create a technical game prototype (proof of functionality and game mechanics)
- Playtesting of game

Reading Topics:

- Group-specific readings

Due Dates:

- Mar 15: Technical prototype / playtesting

Class Meetings:

- Mar 1
- Mar 8
- Mar 15 - Technical prototype presentations & playtesting
- Mar 22 - SPRING BREAK (21-25th) - NO CLASS
- Mar 29

April

Goals:

- Continue identifying readings specific to research question
- Create Alpha build of game and get feedback (still some placeholder art/sound, but majority of game experience is fleshed out)

Reading Topics:

- Group-specific readings

Due Dates:

- Apr 12: Alpha presentation/turn-in

Class Meetings:

- Apr 5 - Alpha playtesting
- **Apr 12 - Alpha presentations/critique with Zoo Atlanta**
- Apr 19
- Apr 26 - Last Day of Class

Final

Due Dates:

- Apr 28: Final presentation/turn-in

Class Final Meeting:

- Thursday Apr 28th, 2:40p-5:30p
- **Final presentations & critique with Zoo Atlanta**

Course Description:

We will be working with the educational arm of Zoo Atlanta and touring the zoo to learn about potential areas for visitor education - e.g. how zoos help endangered animals (e.g. Species Survival Plans), or around specific species/individuals at the zoo (e.g. Roswell, the black widow King Vulture housed at Zoo Atlanta).

Small teams will choose which aspect they want to focus on and create game prototypes which educate through play. The focus here will be on game design and how that can be used to create meaningful, educational play. This is not about throwing a game veneer on top of an educational topic.

This course will consider the following questions through paper & media discussions and design research:

- **What is the relationship between play and learning?**
- **How can we leverage that relationship to create gameful educational experiences?**

This course will be broken up into phases:

1. Research and class ideation
2. Project idea proposals
3. Team formation around ideas
4. Exploratory design research based on these ideas

Classes will be a mixture of reading discussions, design conversations, updates, and project work.

Learning Objectives

- Use applied research methods to create digital artifacts based on theoretical readings.
- Create experience-focused game prototypes incorporating strong game design.
- Articulate design choices based on game design and research.

Statement on Inclusion and Diversity

The Ivan Allen College of Liberal Arts supports the Georgia Institute of Technology's commitment to creating a campus free of discrimination on the basis of race, color, religion, sex, national origin, age, disability, sexual orientation, gender identity, or veteran status. We further affirm the importance of cultivating an intellectual climate that allows us to better understand the similarities and differences of those who constitute the Georgia Tech community, as well as the necessity of working against inequalities that may also manifest here as they do in broader society.

Information for Students with Disabilities

Students with disabilities at Georgia Institute of Technology will find programs designated to coordinate academic accommodations and promote access to all phases of university life. Such programming is coordinated through the ADAPTS-Disability Services.

The ADAPTS-Disability Services Program is a functional part of the Office of the Dean of Students. ADAPTS-Disability Services Program personnel oversee and coordinate programs to ensure accessibility to students with disabilities on an individual basis. The Georgia Institute of Technology strives to provide equal access to a college education as well as support to students with disabilities in their experience in the university community.

More information is available at: <http://disabilityservices.gatech.edu/>, <http://disabilityservices.gatech.edu/>

Attendance & Participation

Class attendance and participation is (quasi)-mandatory. Participation in class discussion is imperative because it allows you to explore the readings, computing concepts, and projects collaboratively, and in the process, discover meanings and issues that you probably would not discover on your own. Participation in class also challenges you to continuously question, refine, and articulate your own ideas and interpretations.

In addition, much of this class is based in critiques, which require full participation and cannot be replicated outside of class. Extensive teaching and learning occur through critiques: it is through critiques that you will develop your skills for both making and discussion of the made. Thus, your attendance and participation in critiques is an important and required aspect of this class.

That being said—we are living in unprecedented times, and I will be both understanding and flexible with everyone's needs as they work from home.

What to do if you fall behind

Everybody drops the ball sometimes, and students often find themselves unable to keep up due to an illness or family emergency. If this happens to you, come and see me about it as soon as possible to make alternate arrangements for work that has been missed, and continue coming to class.

Sharing of work

Participation in the course implies permission for sharing work with others in the class and with future students if your work is judged to be a good example. If you are not comfortable with this, please let me know. Unless I am informed by you in writing (email) that you do not want your work shared with others in the context of current and future versions of this course, I will assume that it is available.

Writing and Speaking Support at the Communications Center

Alumni consistently emphasize the value of presentation skills for success in digital media careers. Everyone is encouraged to maximize their writing and speaking skills so that you can do justice to your very smart ideas. You can get help from the Communication Center, located in Clough Commons 447 with trained professional and peer tutors offering help to undergraduate and graduate students with written projects and presentations. Their services are free and confidential and they can be reached at commlab@gatech.edu or 404-385-3612 or via their website:

<http://www.communicationcenter.gatech.edu/> [\(http://www.communicationcenter.gatech.edu/\)](http://www.communicationcenter.gatech.edu/)

Coping with our High-Stress Culture

The stresses of the current year from events outside the classroom make clear how important it is to look after ourselves and one another. The beginning of the semester is a good time to think about pacing your work, so you don't have to pull all-nighters and you don't get into a cycle of accelerating anxiety.

Make your own physical and mental health a priority. Set aside regular time to do things you enjoy that are not class, research, or work related. If you find yourself often skipping fun time in favor of work, schedule your fun activities at the beginning of your day, and do them before the work for the day.












If you are experiencing anxiety or depression or a medical, personal, or family crisis, or if you just feel overwhelmed and unable to cope with the many pressures of being a graduate student at Tech or a human being on this planet at this moment in time, please do not hesitate to reach out for help. Everybody needs help sometimes, and the graduate school years are often a personally challenging time in ways that can be frightening and isolating.

You are not alone, and many of us are available to be sympathetic listeners and to share our own strategies for coping with stressful situations. In addition, professional counselors and medical practitioners have expertise that can be very helpful. The Dean of Students Office has a list of services here: <http://studentlife.gatech.edu/content/services> (<http://studentlife.gatech.edu/content/services>)

Honor Code Statement

[Students are expected to adhere to the Georgia Tech Honor Code: http://honor.gatech.edu](http://honor.gatech.edu) [.\(http://honor.gatech.edu/\)](http://honor.gatech.edu)

Course Summary:

Date	Details	Due
Sun Jan 16, 2022	 Questions for Zoo Atlanta presentation https://gatech.instructure.com/courses/243410/assignments/988086	due by 11:59pm
Sun Jan 23, 2022	 Research topic pitch https://gatech.instructure.com/courses/243410/assignments/988088	due by 11:59pm
Tue Jan 25, 2022	 Group information https://gatech.instructure.com/courses/243410/assignments/988090	due by 11:59pm
Tue Feb 1, 2022	 Research Questions https://gatech.instructure.com/courses/243410/assignments/988094	due by 11:59pm
Sun Feb 6, 2022	 Plan & questions for zoo visit https://gatech.instructure.com/courses/243410/assignments/988098	due by 11:59pm
Sun Feb 13, 2022	 Field notes from zoo visit https://gatech.instructure.com/courses/243410/assignments/988102	due by 11:59pm
Sun Feb 20, 2022	 Game Design Pitches https://gatech.instructure.com/courses/243410/assignments/988106	due by 11:59pm
Sun Feb 27, 2022	 Game Design document https://gatech.instructure.com/courses/243410/assignments/988110	due by 11:59pm
Tue Mar 15, 2022	 Technical prototype & playtesting notes https://gatech.instructure.com/courses/243410/assignments/988112	due by 11:59pm
Tue Apr 12, 2022	 Alpha & notes https://gatech.instructure.com/courses/243410/assignments/988114	due by 11:59pm
Thu Apr 28, 2022	 Final project & notes https://gatech.instructure.com/courses/243410/assignments/988116	due by 11:59pm