

San José State University
Department of Computer Science
CS 185C, Section 1, 22043, Spring, 2016

Course and Contact Information

Instructor: James Morgan

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Office Hours: M/W 1100 – 1200

Class Days/Time: T/TH 1330-1445

Classroom: MQH 233

Course Format

This course will be taught primarily face to face, but students are expected to have reliable Internet connections for use of the Canvas Learning Management System (Canvas or LMS) and for use of online resources.

We shall hold frequent sessions in Virtual Environments.

Course Description

This special topics course in Computer Science will focus on Virtual Environments. Students will investigate and explore for an understanding of coding within the complex overlapping systems that create a robust virtual environment. We shall build plugins & mods, map cultural systems, leverage emergent game properties with an eye towards player experience and system performance. This course will meet synchronously on Thursdays online

Course Goals and Learning Objectives

Upon completion of this course students will be able to:

CLO1 Reflect on a significant experience in a Virtual Environment, and how code controls player experience.

CLO2 Demonstrate knowledge of the programming language, team practices, code management and other contemporary practices.

CLO3 Analyze a problem, and identify and define the computing requirements appropriate to its solution.

CLO4 Apply design and development principles in the construction of software within a complex computer system.

CLO5 Design, implement, and evaluate a computer-based system, process, or program to meet desired needs within realistic constraints.

CLO6 Identify and analyze a problem or opportunity within a complex, unfamiliar system.

Textbook

Designing Virtual Worlds, 2003 by Richard Bartle, ISBN 0-13-101816-7 – we will be using this text extensively as a source and sounding board for our explorations, expect to read most of this work.

Course Requirements and Assignments

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on. More details about student workload can be found in [University Policy S12-3](http://www.sjsu.edu/senate/docs/S12-3.pdf) at <http://www.sjsu.edu/senate/docs/S12-3.pdf>.

General Advice –

Create incremental progress, this takes a lot of pressure off at the end and lets you think about content more. Note that the project is worth 60% of your total grade for the class.

Midterm (10%)

CLO1, CLO6

The midterm will focus on vocabulary and critical concepts related to the text and lectures as well as challenging the extension of critical concepts.

Virtual Environment Group Presentation (20%)

CLO1, CLO3, CLO5, CLO6

Groups will be responsible for selecting, hosting, and presenting a virtual environment or substantial technology for the entire class. Students will anonymously evaluate their peers performance. Presentation will be evaluated based on the rubric published in CANVAS and peer evaluations.

Project (50%)

CLO1-CLO6

Proposal (10%) – tasks and time budget, text & image

Alpha (15%) - between 1st working & feature lock, screenshot, peer review

Release (25%) – code, file & documented, presented & published

The Project is an open-ended assignment where students have the opportunity to focus on the concepts and skills that interest them most in virtual environments. Projects must encompass knowledge learned in the course and address both conceptual and computational issues. Projects can be done in any form / language with prior approval. The final project grade will be based on the proposal, research, and the overall follow-through and presentation of the project.

Exercises (10%)

CLO2, CLO3, CLO4, CLO5

Exercise points are given for different mini-projects and experiences throughout the semester. Additional exercises can be completed for extra credit with approval.

Weekly Survey (10%)

CLO6, CLO5

Each week we will take a moment to reflect on our work and learning and to set goals for ourselves. The focus will be on improving work regardless of current level. Typically a link will be posted at the end of the week's final class. Each self-assessment will not be graded but points will be given for participating in the process in a timely manner. If you know you are going to miss one of these you should contact the instructor ahead of time.

Attendance

NOTE that University policy F69-24, "Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading."

Grading Policy

Projects

Each project will be evaluated according to the following formula:

Technical Skill (20%) + Aesthetic Quality (20%) + Conceptual Depth (20%) + Writing (20%) + Followed Directions (20%) = 100% (multiply by points for project)

Letter Grade	Range
A	94-100
A-	90-93
B+	87-89
B	84-86
B-	80-83
C+	77-79
C	74-76
C-	70-73
D+	67-69
D	65-66
F	0-64

Note that “All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See [University Policy F13-1](http://www.sjsu.edu/senate/docs/F13-1.pdf) at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

Classroom Protocol

Student Responsibilities

- ☐ Students are responsible for all information presented in lectures and demonstrations, and through assigned readings and web related research.
- ☐ Students will present and critique their projects, drafts and proposals in class and on-line.
- ☐ Students are responsible for finding time to come in to the lab to complete assignments or use their own computer. Computer use and software is made available to students, it is your responsibility to take advantage of this or to purchase your own machines and software.
- ☐ Students are responsible for actively engaging in the course material by completing all course assignments and readings.
- ☐ In the course of the semester we will undoubtedly talk about things, which are not in the mainstream and may be controversial. If at any time you find the subject or content of this course objectionable you are encouraged bring that into the discussion. If however you find a presentation offensive you are permitted to quietly, without disrupting the class, excuse yourself. It is then your responsibility to contact the instructor for make-up work.
- ☐ Students will create a web portfolio that will display all assignments from this course on line - this portfolio is REQUIRED to pass the class.
- ☐ Additionally students are responsible for their own well-being. If you need help, it is your responsibility to ask for it.

Late Assignments

Assignments are to be turned in on time and complete. An assignment will not be considered complete until all elements are uploaded and fully working. Assignments that are turned in on time may be redone for full credit until the last week of class. It is most important to present your work publically. Note that project presentation days are mandatory, if a project is not presented on a critique day it may be considered late. Late assignments may receive a one time 10% penalty. University Policies.

General Expectations, Rights and Responsibilities of the Student

As members of the academic community, students accept both the rights and responsibilities incumbent upon all members of the institution. Students are encouraged to familiarize themselves with SJSU's policies and practices pertaining to the procedures to follow if and when questions or concerns about a class arises. See [University Policy S90–5](http://www.sjsu.edu/senate/docs/S90-5.pdf) at <http://www.sjsu.edu/senate/docs/S90-5.pdf>. More detailed information on a variety of related topics is available in the [SJSU catalog](http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html), at <http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html>. In general, it is recommended that students begin by seeking clarification or discussing concerns with their instructor. If such conversation is not possible, or if it does not serve to address the issue, it is recommended that the student contact the Department Chair as a next step.

Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester's [Catalog Policies](http://info.sjsu.edu/static/catalog/policies.html) section at <http://info.sjsu.edu/static/catalog/policies.html>. Add/drop deadlines can be found on the current academic year calendars document on the [Academic Calendars webpage](http://www.sjsu.edu/provost/services/academic_calendars/) at http://www.sjsu.edu/provost/services/academic_calendars/. The [Late Drop Policy](http://www.sjsu.edu/aars/policies/latedrops/policy/) is available at <http://www.sjsu.edu/aars/policies/latedrops/policy/>. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the [Advising Hub](http://www.sjsu.edu/advising/) at <http://www.sjsu.edu/advising/>.

Consent for Recording of Class and Public Sharing of Instructor Material

University Policy S12-7, <http://www.sjsu.edu/senate/docs/S12-7.pdf>, requires students to obtain instructor's permission to record the course:

- “Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor's permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only.”
- “Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent.” – which you have because all materials in courses are licensed under a Creative Commons license, I do recommend that you let me know what you are sharing for proper attribution.

Academic integrity

Your commitment, as a student, to learning is evidenced by your enrollment at San Jose State University. The [University Academic Integrity Policy S07-2](http://www.sjsu.edu/senate/docs/S07-2.pdf) at <http://www.sjsu.edu/senate/docs/S07-2.pdf> requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The [Student Conduct](http://www.sjsu.edu/studentconduct/) and Ethical Development website is available at <http://www.sjsu.edu/studentconduct/>.

Campus Policy in Compliance with the American Disabilities Act

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. [Presidential Directive 97-03](http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf) at http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf requires that students with disabilities requesting accommodations must register with the [Accessible Education Center](http://www.sjsu.edu/aec) (AEC) at <http://www.sjsu.edu/aec> to establish a record of their disability.

Accommodation to Students' Religious Holidays

San José State University shall provide accommodation on any graded class work or activities for students wishing to observe religious holidays when such observances require students to be absent

from class. It is the responsibility of the student to inform the instructor, in writing, about such holidays before the add deadline at the start of each semester. If such holidays occur before the add deadline, the student must notify the instructor, in writing, at least three days before the date that he/she will be absent. It is the responsibility of the instructor to make every reasonable effort to honor the student request without penalty, and of the student to make up the work missed. See [University Policy S14-7](http://www.sjsu.edu/senate/docs/S14-7) at <http://www.sjsu.edu/senate/docs/S14-7.pdf>.

Student Technology Resources

Computer labs for student use are available in the [Academic Success Center](http://www.sjsu.edu/at/asc/) at <http://www.sjsu.edu/at/asc/> located on the 1st floor of Clark Hall and in the Associated Students Lab on the 2nd floor of the Student Union. Additional computer labs may be available in your department/college. Computers are also available in the Martin Luther King Library. A wide variety of audio-visual equipment is available for student checkout from Media Services located in IRC 112. These items include DV and HD digital camcorders; digital still cameras; video, slide and overhead projectors; DVD, CD, and audiotape players; sound systems, wireless microphones, projection screens and monitors.

CS185C Spring 2016, Course Schedule

This schedule may change with notice, be aware that the most up to date information will be in CANVAS.

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/28	Course Overview Collecting Worlds / Data
2	2/2	Definitions / History Second Life
2	2/4	SL: Immersion http://www.juliandibbell.com/articles/a-rape-in-cyberspace/
3	2/9	World of Warcraft
3	2/11	WoW: Emergent Games, Performance, & Guilds
4	2/16	Minecraft
4	2/18	MC: Art, Data & Performance
5	2/23	Group A Mechanics, Dynamics, Aesthetics
5	2/25	Group B Simulation
6	3/1	Group C Machinima
6	3/3	Group D Documenting & Sharing
7	3/8	Group E Proposal Structure / Images & Text
7	3/10	Group F Project Proposals Due (10%)
8	3/15	Architecture
8	3/17	Avatars / Characters
9	3/22	Players
9	3/24	World Design
10	3/28-4/1	Spring Break
10	4/5	Narrative, Environmental & Spatial Storytelling

Week	Date	Topics, Readings, Assignments, Deadlines
11	4/7	Player Driven Content / Emergence
11	4/12	Alpha Evaluation (15%) / Peer Evaluation
12	4/14	Sociology/Culture
12	4/19	Politics & Economies
13	4/21	Virtual Worlds vs Theory
13	4/26	Critical Readings of Virtual Environments
14	4/28	Midterm/Exam
14	5/3	Source Engine
15	5/5	SE: Film, Action, & Drama
15	5/10	Artificial Intelligence & Bots
Final	5/12	Project Presentations / Project Due
	May 19 1215-1430	Final Presentations