



**Mr. Aaron C. Karlson**  
**Contact:** (352) 294-2000  
**E-mail:** Canvas Email  
**Office:** NRG/Zoom  
**Hours:** TBD

## DIG4970 Senior Project EDP: Narrative SPRING 2025

**Course Meetings:** ASYNC section SRPO - Meeting time NA  
REALTIME section SRP2 - Meeting time (9:35 AM - 12:35 PM)

**Course Mode:** Online & Real-time

**Course Location:** ASYNC = Zoom | REALTIME = NRG 207 (GYM)

### Course Description

As the capstone of the BADAS experience, students will create a usable portfolio as well as media project that reflects the culmination of the knowledge and technique developed throughout the program. Students will receive focused presentations and feedback from DW faculty and guest presenters on topics related to the Digital Arts & Sciences. Students may elect to pursue a single (solo) project, or collaborate in the creation of an approved team-based project where all team members provide equal contributions of work toward the common artifact goal. The semester will culminate in Digital Worlds *Convergence*, a professional event where students will display their completed project.

### Course Prerequisites

Senior status in the BA in DAS program.

### Learning Outcomes

[By the end of this course, students will be able to:

- Showcase a major artifact or publication-ready document demonstrating considerable accomplishment in their chosen area of the Digital Arts & Sciences.
- Evidence a deeper understanding of common business and industry practices and expectations.
- Demonstrate fluency in both technological systems and digital design practices.
- Give a compelling professional-level final presentation of their work, either solo or team-based.
- Add a major and significant piece of work to their portfolio.

### Materials & Books

## Required

- Behance, Zoom, and Monday.com (*Free registration required*)

## Recommended Materials

- Prototype software such as Figma or Adobe XD
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- LinkedIn.com Online Unity Tutorials (Free access for UF students)
- Official Unity Development Community <https://unity3d.com/community>
- Digital Graphic Drawing Tablet with Pen (Photoshop compatible)

## Course Schedule

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Week	Subject	Assignment Quizzes	Assignments Due
1	<b>Introduction to Senior Project</b> Syllabus overview Successful senior project artifacts Developing pitch slides Senior Project presentation process  <b>CONCEPT DEVELOPMENT BEGINS</b>	<b>Online Only:</b> <b>Trek-In Quiz (Orientation)</b>  <b>Online Only:</b> <b>Ascent 1 Safety Check (Quiz)</b>	
2	<b>PROJECT PLANNING</b> Present three potential project artifacts Narrow choice to one artifact focus Scripting, Monday.com Scheduling, Behance Blog setup <b>CONCEPT DEVELOPMENT ENDS</b>  <b>PRE-PRODUCTION BEGINS</b>	<b>Climb 3 Solo Check-In (Zoom, Behance, Monday Schedule)</b>	<b>Climb 2 : Artifact Pitch</b>
3	<b>Climb 3 Solo Check-In</b> Feedback on progress: Pipelines overview and dependencies File organization, source control, and naming conventions  Project schedule reality check  <b>PRE-PRODUCTION ENDS</b>  <b>PRODUCTION BEGINS</b>		<b>Climb 3 Solo Check-In (GDD, Behance, Monday Schedule)</b>
4	<b>Climb 4 Check-In: Peer Review</b> Student Presents updates to class Feedback from students for participation.		<b>Climb 4 Class: Peer Review</b>

	EDP – Scripts to film/Wireframe & Userflow to Pipelines		
5	<b>Climb 5 Solo Check-In</b> Feedback on progress: <b>Support Tutorial</b> – Advanced Materials Development <b>Support Tutorial</b> – Scripts to film/Wireframe & Userflow to Pipelines	<b>Online Only: Ascent  2 Safety Check  (Quiz)</b>	<b>Climb 5 Solo  Check-In</b>
6	<b>Climb 6 Class:</b> <b>Peer Review</b> Student Presents updates to class Feedback from students for participation. <b>Support Tutorial</b> – Scripts to film/Wireframe & Userflow to Pipelines		<b>Climb 6 Class:  Peer Review</b>
7	<b>Climb 7 Solo Check-In</b> Feedback on progress: <b>Support Tutorial</b> – Executable, Behance setup, or other platform artifact presence Artifact Midterm Preparation, expectations and evaluation criteria		<b>Climb 7 Solo  Check-In</b>
8	<b>Climb 8 Class: (Mid-Climb Review Double Points)</b> <b>Peer Review</b> Student Presents updates to class Feedback from students for participation. <b>PROGRESS, QUALITY, SCOPE RISK ASSESSMENT</b>		<b>Climb 8 Class:  Peer Review</b>
9	<b>Climb 9 Solo Check-In</b> Feedback on progress: Website portfolio and marketing content planning EDP – Priority One artifact content COMPLETED EDP – Evaluate Priority Two and Three content with schedule		<b>Climb 9 Solo  Check-In</b>
10	<b>Climb 10 Class:</b> <b>Peer Review</b> – Priority Two artifact content completed	<b>Online Only: Ascent  3 Safety Check  (Quiz)</b>	<b>Climb 10 Class:  Peer Review</b>
11	<b>Climb 11 Solo Check-In</b> Priority Two artifact content completed		<b>Climb 11 Solo  Check-In</b>
12	<b>Climb 12 Class Peer Review:</b> Website portfolio and marketing content review Discuss Behance page and Promo Video		<b>Climb 12 Class:  Peer Review:  Marketing Package</b>
13	<b>Climb 13 Solo Check-In</b> Submit Behance Package v1 Review		<b>Climb 13 Solo  Check-In:  Behance Page Review</b>
14	<b>Climb 14 Final Class Check-In:</b>		<b>Climb 14 Class:  Peer Review</b>

	Submit Final Promo Video Mock presentations, artifact pitches, communicating your work		Submit Final Promo Vide
15	<b>Climb 15 – Final Artifact Submission CONVERGENCE EVENT PRESENTATIONS</b>		<b>Climb 15 Check-In: Submit Artifact Submit Behance Submit Post-Mortem</b>

## Grading Criteria

Assignment / Assessment	Total Points	% of Grade
PARTICIPATION discussion participation are expected of all students through the campfire discussion forums Submission of all course work on the dates due is expected for all students. Attendance for the (F2F section only)	100	10
Safety Check - Quiz 4 Quizzes	100	5
Climb Check In (Class and Individual) Check in progress submission for your instructor to review.	100	25
Ascent Feedback Midterm In this activity, your instructor will offer you cumulative feedback for the entire Ascent. Note that you do not need to submit anything in this activity. There will be 3 Feedback entries. One for each ascent.	100	20
Final Project Artifact, Marketing Package, and Post-Mortem	100	40

## Grading Scale

Letter Grade	% Equivalency
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	64 – 66%
D-	60 – 63%
E, I, NG, S-U, WF	0 – 59%

More information on grades and grading policies is here: <https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/>

## Materials and Supply Fees

Material and supply and equipment use fee information are available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is \$0.00. The total course fee for each course is listed on the UF Schedule of Courses. (<https://registrar.ufl.edu/soc/> )

## Course Policies

### Attendance Policy, Class Expectations, and Make-Up Policy

The instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. Interaction with your peers and the instructor will empower you to greater achievement.

*In our course, attendance is taken at the beginning of each class period for (section SRP2 only), and is calculated as the Participation*

*element which makes up 10% of your overall grade. Any unexcused absences are factored into the Participation grade total. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which you must provide appropriate documentation in advance of the absence. All assignments are due by the stated date and time. Late assignments as a result of an unexcused absence may be submitted up to one week after the scheduled due date, incurring a 10% grade penalty.*

*Additionally, tardiness will not be tolerated. If you are tardy for three class periods, you will receive an unexcused absence.*




Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

For boths F2F and OA sections the **6 Solo Check** - in assignments cannot be made up. They are very important so do not miss them and adjust your schedule accordingly.

### Course Modality

Course modality is the way in which a class is offered/delivered to students by the instructor. All students, regardless of the modality, will achieve the same learning objectives. Students can check their class schedules or reference the top of this syllabus to see the format(s) available for each of their individual classes. The modality of a course does not vary during a semester, and students are expected to adhere to the instructor-defined attendance guidelines for that format. Use the guide below to familiarize yourself with the various ways classes are offered at the Digital Worlds Institute.

## Know Your Course Modality

		
<b>Face-to-Face (F2F)</b>	<b>Online Asynchronous (OA)</b>	<b>Online Synchronous (OS)</b>
Students attend class F2F in a classroom. Class sessions may be recorded for students to view later.	Students watch the posted recording of the class session or studio recording online at their convenience.	Students participate in a class in real-time through Zoom.
<b>Hybrid</b> refers to a course that is partially Face-to-Face (F2F) and Online Asynchronous (OA)		
In a <b>HyFlex Model</b> , students have the flexibility of moving across all three modalities as needed or desired.		

## Course Technology

The students will be required to have access to and use a personal computer with access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and ongoing use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each student's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met. <https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/>

## Course Communications

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

## Course Recordings

Our class sessions may be audio-visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

## Creation of Original Content Ethics

For original projects and all assignment deliverables, students should remember that representations of acts of violence, coarse and offensive language, sexual behavior, bodily function and ability, neurodiversity, and personal identity are likely to cause extreme audience response, regardless of the creator's intentions. In addition, the recreation of such actions and subjects for fictional purposes may unintentionally traumatize or negatively impact those who collaborate in the creation of the images. While the university encourages students to explore themes and tell stories that may include this difficult subject matter, they should be cautioned against modes or styles of representation that might be considered unnecessarily offensive or

potentially triggering. Instructors, faculty, and university administrators reserve the right to not show or share any student work they feel is inappropriate for their classroom or for public exhibition, as there may be concerns about the impact of such work on the community. We encourage students to consult with their faculty when producing work that might be considered controversial, and to err on the side of being cautious when it comes to making decisions about a project's content - in other words, make the PG-13 version of your story, not the R version, and certainly not the "unrated" version. This is also to help students understand that most professional creative situations have strict guidelines and limitations on such content and how it is produced: your ability to tell stories effectively with "less" is a strong professional skill that will aid in the dissemination of your work to a broader audience.

## **Project Methodology Ethics**

This course adheres to all University of Florida Student Honor Code and Student Conduct Code available here <https://policy.ufl.edu/regulation/4-040/>Links to an external site. The following examples concern digital arts projects:

- Students are not permitted to submit works from a previous semester of this course to any discussions, quizzes, assignments, projects, or any other assessments (regardless of the successful completion of those projects in that previous semester) unless given explicit permission by the instructor.
- Students are not permitted to submit any work created by any software outside of the approved software for this course to any discussions, quizzes, assignments, projects, or any other assessments unless given explicit permission by the instructor.
- Students are not permitted to submit any work completed in a previous or concurrent course for any discussions, quizzes, assignments, projects, or any other assessments in this course regardless of the type of work created. Additionally, students may not use work created in this course for assignments in any other course without the explicit permission of the instructors of both courses.
- Students are not permitted to use (in whole or part) story ideas, character identities, marketing materials, animation, live-action footage, audio, or any other materials created for another production for any discussions, quizzes, assignments, projects, or any other assessments unless given explicit permission by the instructor. This includes productions that the students have participated in.

## **Course Technology Support**

### **DW Computer Workstations**

Digital Worlds offers several high-end computer workstations for students enrolled in DIG coursework that can be reserved in advance to support student assignments and projects. Reservation times vary throughout the semester. To make a reservation: <https://digitalworlds.ufl.edu/workstations>

### **Usage Policy**

The Digital Worlds Computer Work Stations will be used in conjunction with the curriculum and the educational mission of the Institute. Their use is considered a privilege rather than a right. Students will be responsible for adhering to all technology use conditions and rules presented by the Digital Worlds Institute. Any violation of the terms and conditions may result in losing access to technology.

These DW computer workstations have been established for limited educational purposes, including classroom and career development activities. It has not been established as public access or a public forum. The Digital Worlds Institute has the right to place reasonable restrictions on the material you access or post and the training you need before you are allowed to use the system.

### **DW GYM Lab**

Digital Worlds offers studio lab time for students enrolled in DIG coursework that can be reserved in advance to support

student assignments and group projects. Reservation times vary throughout the semester. To make a reservation:

[RESERVE GYM STUDIO](#)

### **Studio Lab Usage Policy**

ALL VPS STUDIO USAGE MUST BE APPROVED BY INSTRUCTOR PRIOR TO SCHEDULING. Studio reservation is also open to Async students. All lab times must be during office hours or Lab time 5-9pm. No food or drink is allowed in GYM or VPS studio space. Students are responsible for the setup and breakdown of their productions. Staff is not responsible for your announcements. GYM reservations will be revoked if used for outside class activity.

## **University Policies**

### **University Honesty Policy**

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

### **Class Demeanor**

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

### **Students Requiring Accommodations**

Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the disability Resource Center by visiting <https://disability.ufl.edu/students/get-started/>. It is important for students to share their accommodation letter with their instructor and discuss their access needs, as early as possible in the semester.

### **Netiquette Communication Courtesy**

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: <http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

### **Software Use**

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

### **Student Privacy**

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <https://catalog.ufl.edu/UGRD/academic-regulations/ferpa-confidentiality-student-records/>

### **Course Evaluation**

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a



professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>

## Campus and Academic Resources

**U Matter, We Care:** If you or someone you know is in distress, please contact [umatter@ufl.edu](mailto:umatter@ufl.edu), 352-392-1575, or visit [U Matter, We Care website](#) to refer or report a concern and a team member will reach out to the student in distress.

**Counseling and Wellness Center:** [Visit the Counseling and Wellness Center website](#) or call 352-392-1575 for information on crisis services as well as non-crisis services.

**Student Health Care Center:** Call 352-392-1161 for 24/7 information to help you find the care you need, or [visit the Student Health Care Center website](#).

**University Police Department:** [Visit UF Police Department website](#) or call 352-392-1111 (or 9-1-1 for emergencies).

**UF Health Shands Emergency Room / Trauma Center:** For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; [Visit the UF Health Emergency Room and Trauma Center website](#).

**E-learning technical support:** Contact the [UF Computing Help Desk](#) at 352-392-4357 or via e-mail at [helpdesk@ufl.edu](mailto:helpdesk@ufl.edu).

**Career Connections Center:** Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

**Library Support:** Various ways to receive assistance with respect to using the libraries or finding resources.

**Teaching Center:** Broward Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring.

**Writing Studio:** 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.

**Student Complaints On-Campus:** [Visit the Student Honor Code and Student Conduct Code webpage for more information](#).

**Online Students Complaints:** [View the Distance Learning Student Complaint Process](#).

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.