CANADORE
college

COURSE NAME:	GDD504 Project and Group Dynamics

Credit Value:	3
Total Course Hours:	42
Prerequisite Course(s):	None
Corequisite Course(s):	None

COURSE DESCRIPTION

Developing games on your own can be challenging, but creating games in groups introduces potential for unique difficulties. In this class, students will learn critical planning techniques to set up projects for success in a group environment. Topics include group design, version control set up for groups including merging, branching, and administration, project planning, and ensuring roll / task clarity.

LAND ACKNOWLEDGEMENT

Canadore College resides on the traditional territory of the Anishinaabeg and within lands protected by the Robinson Huron Treaty of 1850. This land is occupied by the people of Nipissing First Nation, Treaty #10 in the Robinson Huron Treaty of 1850 since time immemorial.

PLAR INFORMATION

This course is not eligible for Prior Learning Assessment and Recognition.

COURSE LEARNING OUTCOMES

Upon completion of this course, the student will have reliably demonstrated the ability to:

1.0 Demonstrate ability to plan and design games as a group.

    1.1 Design high level game concepts as a group.

    1.2 Create game mechanics as a group.

    1.3 Design and write stories as a group.

    1.4 Discuss ways in which to combine individual contributions together.

    1.5 Discuss ways to work through and iron out finished ideas and bring it all together.

2.0 Demonstrate ability to set up a project for group participation.

    2.1 Set up version control systems and create project repositories for use in a group project.

    2.2 Discuss version control, demonstrate ability to assign members to the project, and grant access permissions.

    2.3 Demonstrate ability to use features such as branching and merging with team members while using version control systems.

    2.4 Analyze the role of individual development branches, as well as staging and master branches when working in a team setting.

    2.5 Demonstrate ability to use common solutions to track project status, assign / take tasks, and check in on deadlines.

3.0 Demonstrate ability to communicate effectively in a team setting.

    3.1 Compare various team communication solutions and systems, know the pros and cons of each.

    3.2 Discuss the importance of ensuring task clarity, ability to communicate to the group if tasks are unclear.

    3.3 Discuss common miscommunication issues and their solutions.

    3.4 Demonstrate ability to create features and functionality in a collaborative environment.

    3.5 Demonstrate ability to successfully communicate with uncooperative / difficult team members.

    3.6 Discuss when to work with colleagues to resolve issues and when to escalate matters.

4.0 Demonstrate ability to create a finished game as a team.

    4.1 Create basic game design document in a team dynamic.

4.2 Create and implement art in a team
dynamic.

4.3 Create and implement game features in a
team dynamic.

4.4 Create and implement UI in a team
dynamic.

4.5 Create and implement audio in a team
dynamic.

4.6 Organize and at all stages that game is
coming together to create a finished product.

GENERAL EDUCATION

This is not a General Education course.

PROGRAM OUTCOMES

This course contributes to the following Ministry of Colleges and Universities approved program learning outcomes (PLO):

Game- Design and Development

5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.

ESSENTIAL EMPLOYABILITY SKILLS OUTCOMES

This course contributes to the following Ministry of Colleges and Universities approved essential employability skills (EES) outcomes:

1. Communicate clearly, concisely, and correctly in the written, spoken, and visual form that fulfils the purpose and meets the needs of the audience.

2. Respond to written, spoken, or visual messages in a manner that ensures effective communication.

5. Use a variety of thinking skills to anticipate and solve problems.

8. Show respect for the diverse opinions, values, belief systems, and contributions of others.

9. Interact with others in groups or teams in ways that contribute to effective working relationships and the achievement of goals.

10. Manage the use of time and other resources to complete projects.

11. Take responsibility for one's own actions, decisions, and consequences.

EXTERNAL COURSE ACCREDITATIONS AND CONDITIONS

There are no external accreditations or conditions identified for this course.

COURSE EVALUATION

Tests and Quizzes - 40%

Assignments - 30%

Labs / Studies - 30%

PROGRAM SPECIFIC GRADING

As per College Grading System

GRADING SYSTEM

A+:	90-100%	B+:	77-79%	C+:	65-69%	D:	50-54%	S - Satisfactory
A:	85-89%	B:	73-76%	C:	60-64%	F:	0-49%	I - Incomplete
A-:	80-84%	B-:	70-72%	D+:	55-59%			F- Repeat Course, included in GPA
								FS- Failure Supplemental
								FR- Repeat course, excluded from GPA

*For a complete chart of grades and descriptions, please see the Grading Policy.

LEARNING RESOURCES

No textbooks have been identified for this course.

Other Resources:
Scott Chacon - Pro Git

Frederick H. Wentz - Soft Skills Training: A Workbook to Develop Skills for Employment ISBN: 1468096494

Resources listed on the course outline support the achievement of learning outcomes, and may be used throughout the course to varying degrees depending on the instructor's teaching methodology and the nature of the resource.

Technology requirements - https://www.canadorecollege.ca/BYOD

The Harris Learning Library's staff can help you find resources to support your learning - www.eclibrary.ca

LEARNING ACTIVITIES

In Class instruction/discussion
Instructor demonstration
Individual hands-on practice
In-class assignments

DELIVERY MODE

In class

RECORDING GUIDELINES

This class may be recorded by faculty of the College. Faculty will inform students when recording of the class commences and ceases. 'Recorded' means that the audio-visual and chat portions of the class will be recorded and then be stored on the College or vendor provider server. They will be made available to students, but only for the express and sole use of those registered in this course. If you have any questions or concerns about this recording, please contact your instructor or the College's privacy officer at privacy.officer@canadorecollege.ca. Full recording guidelines can be found at: https://cdn.agilitycms.com/canadore-college/academic-centre-of-excellence/Canadore%20Recording%20Guidelines.pdf

ACADEMIC POLICIES

Canadore College is committed to the highest standards of academic integrity, and expects students to adhere to these standards as part of the learning process in all environments. The College's Academic Integrity policy seeks to ensure that all students understand their rights and responsibilities in upholding academic integrity and that students receive an accurate and fair assessment of their work. Please review the Academic Integrity policy (A-18) and other academic policies found on our website: https://www.canadorecollege.ca/about/policies.

COLLEGE POLICIES

•   Protecting human rights in support of a respectful college community

For college policies please see: http://www.canadorecollege.ca/about-us/college-policies.

STUDENT SUCCESS SERVICES - Your Success Matters!

Student Success Services provides student-focused services to facilitate students' success in their studies. Staff provide support by reducing and/or removing educational–related barriers through individualized accommodations and supports to students with disabilities.

Please visit our webpage to learn more: https://www.canadorecollege.ca/support/student-success-services or look for our events on social media.

To connect with Student Success Services email studentsuccessnow@canadorecollege.ca or call 705.474.7600 ext 5205.

FIRST PEOPLES' CENTRE:

A culturally safe environment offering CONFIDENTIAL student focused services, drop in or make an appointment to access:

- One on one counselling
- Elder in residence program
- Peer tutoring
- Peer mentorship
- Lunch & learn workshops on study skills, self-care, life skills
- Learning Resource Centre

Drop by our offices at C254 College Drive, E101 Commerce Court or call 705 474 7600 Ext. 5961 College Drive / 5647 Commerce Court.

https://www.canadorecollege.ca/experience/indigenous-student-experience

WAIVER OF RESPONSIBILITY

Every attempt is made to ensure the accuracy of this information as of the date of publication. The college reserves the right to modify, change, add, or delete content.

HISTORICAL COURSE OUTLINES

Students use course outlines to support their learning. Students are responsible for retaining course outlines for future use in applications for transfer of credit to other educational institutions.