



DAGV 3450 Syllabus

For additional course information, including prerequisites, corequisites, and course fees, please refer to the Catalog: <https://catalog.uvu.edu/>

Semester: *Spring*

Year: 2025

Course Prefix: *DAGV*

Course and Section #: 3450 001

Course Title: Animation and Game I

Credits: 3

Course Description

This advanced production course builds on foundational knowledge, focusing on collaborative team projects for animation and game development. Students will work in teams to create polished, professional-quality animated shorts and game projects. Emphasis is placed on production pipelines, project management, and integrating artistic and technical workflows.

Course Attributes

Discipline Core Requirements in Program

Instructor Information

Instructor Name: *Anthony Romrell*

Student Learning Outcomes

Upon successful completion of this course, students will be able to:

1. Manage and execute team-based production pipelines for animation and game development.
 2. Create and integrate assets for animation and games, including characters, environments, and effects.
 3. Utilize industry-standard tools for version control, production management, and collaboration.
 4. Deliver professional-level projects suitable for public presentation and distribution.
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Course Requirements

Assignments, Assessments, and Grading Policy

- **Planning Assignments:** Submission of project proposals, schedules, and team plans (15%)
- **Production Assignments:** Regular submissions of team progress and milestones (50%)
- **Final Projects:** Completed animation and game projects (30%)
- **Participation:** Engagement in team discussions, critiques, and reviews (5%)

Late Policy

- Planning assignments will not be accepted late.
- Production assignments will incur a 10% late penalty per day, with a cut-off at one week.

General Description of the Subject Matter of Each Week

Weeks 1-2: Project Planning

- Week 1: Team formation and project proposals.
- Week 2: Production scheduling and defining project scope.

Weeks 3-6: Production Phase I

- Week 3: Asset creation – characters, environments, and props.
- Week 4: Integrating animation pipelines and initial gameplay mechanics.
- Week 5: Iterative testing and feedback cycles.
- Week 6: Delivering Milestone 1: Playable demo and animation preview.

Weeks 7-10: Production Phase II

- Week 7: Adding effects, lighting, and sound.
- Week 8: Performance optimization and debugging.
- Week 9: Delivering Milestone 2: Beta version of game and animations.
- Week 10: Polishing animations, gameplay, and user experience.

Weeks 11-14: Finalization and Presentation

- Week 11: Final integration and performance testing.
- Week 12: Preparing final builds and renders for submission.
- Week 13: Peer reviews and presentation rehearsals.
- Week 14: Final presentations and submission of completed projects.

Weekly Deliverables

- **Planning Deliverables:** Team project plans, schedules, and asset lists.
- **Production Deliverables:** Asset files, project builds, and progress updates.
- **GitHub Repository:** Team repositories using GitFlow, pull requests, and issue tracking.
- **Presentation Materials:** Final project files and video demonstrations.

Required Course Syllabus Statements

Generative AI

The use of generative AI tools is permitted for reference and inspiration purposes only. All submitted work must be original and created by the student. Plagiarism, including the uncredited use of AI-generated content, is strictly prohibited and will be addressed according to university policies.

Using Remote Testing Software

This course does not use remote testing software.

Required University Syllabus Statements

Accommodations/Students with Disabilities

Students needing accommodations due to a permanent or temporary disability, pregnancy or pregnancy-related conditions may contact UVU [Accessibility Services](#) at accessibilityservices@uvu.edu or 801-863-8747.

Accessibility Services is located on the Orem Campus in BA 110.

Deaf/Hard of Hearing students requesting ASL interpreters or transcribers can contact Accessibility Services to set up accommodations. Deaf/Hard of Hearing services can be contacted at DHHservices@uvu.edu

DHH is located on the Orem Campus in BA 112.

Academic Integrity

At Utah Valley University, faculty and students operate in an atmosphere of mutual trust. Maintaining an atmosphere of academic integrity allows for free exchange of ideas and enables all members of the community to achieve their highest potential. Our goal is to foster an intellectual atmosphere that produces scholars of integrity and imaginative thought. In all academic work, the ideas and contributions of others must be appropriately acknowledged and UVU students are expected to produce their own original academic work.

Faculty and students share the responsibility of ensuring the honesty and fairness of the intellectual environment at UVU. Students have a responsibility to promote academic integrity at the university by not participating in or facilitating others' participation in any act of academic dishonesty. As members of the academic community, students must become familiar with their [rights and responsibilities](#). In each course, they are responsible for knowing the requirements and restrictions regarding research and writing, assessments, collaborative work, the use of study aids, the appropriateness of assistance, and other issues. Likewise, instructors are responsible to clearly state expectations and model best practices.

Further information on what constitutes academic dishonesty is detailed in [UVU Policy 541: Student Code of Conduct](#).

Equity and Title IX

Utah Valley University does not discriminate on the basis of race, color, religion, national origin, sex, sexual orientation, gender identity, gender expression, age (40 and over), disability, veteran status, pregnancy, childbirth, or pregnancy-related conditions, citizenship, genetic information, or other basis protected by applicable law, including Title IX and 34 C.F.R. Part 106, in employment, treatment, admission, access to educational programs and activities, or other University benefits or services. Inquiries about nondiscrimination at UVU may be directed to the U.S. Department of Education's Office for Civil Rights or UVU's Title IX Coordinator at 801-863-7999 – TitleIX@uvu.edu – 800 W University Pkwy, Orem, 84058, Suite BA 203.

Religious Accommodation

UVU values and acknowledges the array of worldviews, faiths, and religions represented in our student body, and as such provides supportive accommodations for students. Religious belief or conscience broadly includes religious, non-religious, theistic, or non-theistic moral or ethical beliefs as well as participation in religious holidays, observances, or activities. Accommodations may include scheduling or due-date modifications or make-up assignments for missed class work.

To seek a religious accommodation, a student must provide written notice to the instructor and the Director of Accessibility Services at accessibilityservices@uvu.edu. If the accommodation relates to a scheduling conflict, the notice should include the date, time, and brief description of the difficulty posed by the conflict. Such requests should be made as soon as the student is aware of the prospective scheduling conflict.

While religious expression is welcome throughout campus, UVU also has a [specially dedicated space](#) for meditation, prayer, reflection, or other forms of religious expression.