



**What is it like to see the world
with my eyes?**

©Nikita Kryukov, "Milk inside a bag of milk inside a bag of milk", 2020

TOPIC: EXPERIMENTAL GAMES

ASTU 3701.502 2026 Spring

Tue + Thurs 8:00 – 11:50am | ART 356

Assistant Professor Ranran Fan, Ranran.Fan@unt.edu

Office hours: Thurs 11am-1pm (or by appointment) ART 345S

Course Description

This course explores games as a space for storytelling, creative expression and improvisation. Students will investigate how game design, both digital games and real-world play, can move beyond entertainment and be treated as experiments: testing new rules, challenging conventions and reimagining the definition of "play".

Course Outcomes & Objectives

- Evaluate and analyze creative works (your own, that of your peers, and professional works) both formally and conceptually in the historical, cultural and visual contexts of New Media Art, providing constructive criticism while advocating for critical engagement among a community of peers.
- Demonstrate an understanding of the history and conceptual issues surrounding game design and game study through the successful completion of all projects.
- Apply divergent and creative solutions to project prompts and in-class assignments, making work that successfully conveys your intended ideas.
- Demonstrate proficiency in creative thinking.
- Acquire basic coding skills; demonstrate proficiency in programming software and languages (Unity, C#)
- Engage in independent, inquiry-based learning.

Course Requirements

Class will consist of three back-to-back projects. Each project will be overviewed in class and further explained in handouts. Each project is expected to be complete on time. Expect to spend at least 8-12 hours a week outside of class working on projects, homework, and in sketchbooks. Projects culminate in group critiques. All students will be required to take part and contribute throughout each critique. You will have both peer-led and instructor-led critiques. Emphasis is placed on hard work, improvement, and innovation. The more effort and creativity you put into your coursework, both in and out of class, as well as demonstrating a willingness to confront risks and work through and out of your comfort zone, the better your grade will be. Participation during class, group work, and critiques is mandatory.

Risk taking and its byproducts of frustration and failure are natural parts of a studio practice and are invaluable aspects of the creative process. We will continually negotiate limitations in the form of time, ability, and synthesis of concepts and materials. I encourage students to jump head first into ambitious projects, fully realizing that 'success' is never guaranteed.

Assignment & Assessments

Assignments	Worth / %
Project One: Absurd Rules	25%
Project Two: My World	25%
Project Three: Free Form	25%
Attendance + Participation (in-class exercise, discussion)	15%
Game Table	5%
Reading Response	5%
Total	100%

Grading

Grades will be provided through the semester (after assignments are submitted, critique).

A = Excellent (100-90%)

B = Above Average (89-80%)

C = Average (79-70%)

D = Inferior (69-60%) [passing but not necessarily satisfying degree requirements]

F = Failure (59% or below)

Grading Rationale:

- Quality and amount of work
- Engagement with course expectations and concepts
- Participation in meetings and critiques
- Progress and self-challenge

Late Work / Make-Up Policy

Late work may be subject to a penalty of 10% deducted from the assignment's value per day the work is late, unless the student provides proof of an acceptable mitigating circumstance: serious illness, death of a family member, or other circumstance if approved by the instructor.

Required & Optional Course Materials

The majority of the materials needed for this course will be provided, however, you are required to come prepared with basic tools to facilitate work.

DAILY MATERIALS:

- Sketchbook (Provided)
- External Storage Device or Flash Drive (Highly Recommended but Optional)
- Access to Digital Storage
- Project Specific Materials*

*As the course progresses, you may want/need to purchase supplies for specific projects. We can discuss these items as the course progresses.

You will have access to check out certain equipment from the department.

NEW MEDIA EQUIPMENT CHECK OUT POLICY

New Media Technician: Zak Loyd (Zachary.Loyd@unt.edu)

- Currently, Equipment Checkout is on a first come, first served basis. Depending on the course/s you are enrolled in, some of the equipment might not be available to you or only available to be used in the Lab, Classroom, or Cave.

- Equipment can be checked out for exactly 3 days (72 hours) from the time of checkout. For example, if an item is checked out at 3:23pm on Monday it is due no later than 3:23pm Thursday of that same week.
- Because the equipment is shared across all New Media Courses, returning equipment late is extremely disrespectful to your fellow classmates and the New Media Program. Please be very diligent about returning your equipment on time. If tardiness becomes excess you will lose all privileges to check out New Media equipment.
- If any equipment is damaged, lost, or stolen while checked out under your name, you are responsible for the repair or replacement of that equipment. A hold will be placed on your academic record (and you may receive a grade of “Incomplete” in any New Media courses in which you are enrolled) until the repair or replacement has been made.
- The ‘Cave’ black box space is available to checkout for installation, performance and documentation. To check out the space, you must first request a time slot from the New Media Technician or one of the New Media Student Assistants. After the time slot is approved, one of the New Media Staff Members will grant you access to the space.
- The ‘Cave’ will be inspected before and after each reservation. The person whose name the reservation was made under will be held fully responsible for any activity that happens in the space during that time.

Booked Scheduler (for reserving time in CAVE or Lighting Studio)
<https://booked.cvad.unt.edu/Web/>

New Media Equipment List
<https://docs.google.com/spreadsheets/d/1SP5e1RYOkUBUXwyFJTp12w0qvs7wOo5FsKW0AfJLLvw/edit?usp=sharing>

Required Readings (available in UNT online library)

- “How to do things with videogames” by Ian Bogost;
- “Game: animals, videogames, and humanity” by Tom Tyler;

Class Participation Expectations

I expect you to attend every class. You are responsible for completing all the required assignments. I expect all students to participate in class discussions, contributing ideas and perspectives on topics or art. All your work should incorporate aspects or issues addressed in class in relation to your personal or professional interests.

You are expected to assist in maintaining a classroom environment that is conducive to learning. In order to assure that everyone has an opportunity to gain from time spent in class, unless otherwise approved by the instructor, you are prohibited from using cellular phones or beepers, checking your email or surfing the internet, updating your social networking sites, eating or drinking in class, making offensive remarks, reading newspapers or magazines, sleeping or engaging in any other form of distraction. Inappropriate behavior in the classroom shall result in, minimally, a request to leave class, which will be counted as an unexcused absence.

Attendance

- Regular and punctual attendance is mandatory.
- Three absences will be tolerated.
- More than three absences will require a note from a doctor or a note from the art office excusing the absence for a reason covered under UNT policy 06.039 (Student Attendance and Authorized Absences) to be counted as excused.
- More than three absences will lower your final grade by one letter grade per additional absence (4 or more)
- Most lectures, demonstrations, and assignments will occur at the beginning of class periods and will not be repeated for those who come in late. If you are late to class, you will need to notify me at the end of the class period to replace an absence with a tardy. Three tardies will constitute an absence.
- A tardy is considered to be arrival 5 minutes after the beginning of class.
- Assignments that are turned in late will receive one letter grade lower per day for each day they are late.
- Examinations, quizzes, and in-class assignments missed may only be made up with an official doctor's excuse or note from the art office excusing the absence for a reason covered under UNT policy 06.039 (Student Attendance and Authorized Absences).
- Critiques missed may not be made up and grades will reflect the student's failure to participate in the critique discussions. **You need to attend both critique sessions for each project to receive the full grade.**

Communication

I welcome communication outside of class. Email and/or stopping by my office hours are the best options. If you know that you will need a significant amount of my time, schedule an

appointment. Know that I do not generally check email in the evenings or on weekends, so if you need a timely response make contact during the day. Please keep in mind that your emails should follow professional standards and include a salutation, complete sentences, and valediction.

Content Disclaimer

Content in the arts can sometimes include works, situations, actions, and language that can be personally challenging or offensive to some students on the grounds, for example, of sexual explicitness, violence, or blasphemy. As the College of Visual Arts and Design is devoted to the principle of freedom of expression, artistic and otherwise, and it is not the college's practice to censor these works or ideas on any of these grounds. Students who might feel unduly distressed or made uncomfortable by such expressions should withdraw at the start of the term and seek another course.

Course Schedule

*The course schedule is subject to change in content and scope at the Course Instructor's discretion

WEEK 1

Tue 1/13 Class Overview + Student Intro + Project 1 Intro

Thurs 1/15 Game Table + Quick Gaming Workshop

WEEK 2

Tue 1/20 Reading Discussion + Quick Gaming Workshop (cont.)

Thurs 1/22 Game Table + Unity Prep: Basic Structure

WEEK 3

Tue 1/27 Project 1 Critique

Thurs 1/29 Project 1 Critique

WEEK 4

Tue 2/3 Project 2 Intro + Game Table + Unity Workshop: Move Player (Game 1)

Thurs 2/5 Game Table + Unity Workshop: Scripting (Game 1)

WEEK 5

Tue 2/10 Field Trip: Video game museum

Thurs 2/12 Game Table + Unity Workshop: Positioning (Game 2)

WEEK 6

Tue 2/17 Reading Discussion+ Unity Workshop: Random + Collision (Game 2)

Thurs 2/19 Game Table + Unity Workshop: Random + Collision (Game 2)

WEEK 7

Tue 2/24 Game Table + Unity Workshop: Game Over + Interface (Game 2)

Thurs 2/26 Game Table + Unity Workshop: Restart (Game 2)

WEEK 8

Tue 3/3 Individual Meeting + Lab Time

Thurs 3/5 Individual Meeting + Lab Time

WEEK 9

Tue 3/10 No Class (Spring Break)

Thurs 3/12 No Class (Spring Break)

WEEK 10

Tue 3/17 Project 2 Critique

Thurs 3/19 Project 2 Critique

WEEK 11

Tue 3/24 Project 3 intro + Game Table + Unity Workshop: Animation (Game 3)

Thurs 3/26 Game Table + Unity Workshop: Particle System (Game 3)

WEEK 12

Tue 3/31 Game Table + Unity Workshop: Sound (Game 3)

Thurs 4/2 Screening + Discussion

WEEK 13

Tue 4/7 Game Table + Unity Workshop: Camera (Game 4)

Thurs 4/9 Game Table + Unity Workshop: Mechanics (Game 4)

WEEK 14

Tue 4/14 Game Table + Unity Workshop: Levels (Game 4)

Thurs 4/16 Group meetings + Lab Time

WEEK 15

Tue 4/21 Group meetings + Lab Time

Thurs 4/23 Visiting Artist: Wendy Redstar

WEEK 16

Tue 4/28 Group meetings + Lab Time

Thurs 4/30 Project 3 Critique

Additional Information

ACADEMIC INTEGRITY

According to UNT Policy 18.1.16, Student Academic Integrity, academic dishonesty occurs when students engage in behaviors including, but not limited to cheating, fabrication, facilitating academic dishonesty, forgery, plagiarism, and sabotage. A finding of academic dishonesty may result in a range of academic penalties or sanctions ranging from admonition to expulsion from the University. You can also plagiarize yourself by submitting the same projects in multiple courses. This is unacceptable without professor approval beforehand.

DISABILITY ACCOMMODATION

The University of North Texas makes reasonable academic accommodation for students with disabilities. Students seeking reasonable accommodation must first register with the Office of Disability Access (ODA) to verify their eligibility. If a disability is verified, the ODA will provide you with a reasonable accommodation letter to be delivered to faculty to begin a private discussion regarding your specific needs in a course. You may request reasonable accommodations at any time, however, ODA notices of reasonable accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of reasonable accommodation for every semester and must meet with each faculty member prior to implementation in each class. Students are strongly encouraged to deliver letters of reasonable accommodation during faculty office hours or by appointment. Faculty members have the authority to ask students to discuss such letters during their designated office hours to protect the privacy of the student. For additional information, refer to the Office of Disability Access website at <http://www.unt.edu/oda>. You may also contact ODA by phone at (940) 565-4323.

HEALTH & SAFETY PROGRAM

Students are required to follow the Department of Studio Art Health and Safety guidelines and are required to complete training for each studio course. The goal of the Studio Art Health and Safety Program is to protect the health and welfare of all faculty, staff, and students and to cooperate with the University of North Texas' Office of Risk Management. Please visit the website for details and the departmental handbook: <https://art.unt.edu/healthandsafety>.

BEST PRACTICES FOR HEALTH & SAFETY / STUDIO RULES

Always be respectful of University Property, New Media technology and facilities, your colleagues, and the work of your peers.

- If ever you feel you may need assistance moving, lifting, hanging, drilling, cutting, etc., ask someone for help before attempting the action by yourself. If you don't know how to use something, ask. Part of a successful art making community is a willingness to assist fellow artists.
- Practice common sense and always be aware of your surroundings. Even if you are not working with something dangerous, someone around you may be.
- Wear appropriate safety equipment and clothing if you are using or around power tools, heavy objects, chemicals, dust, fumes, etc. Do not wear loose clothing or jewelry when using power tools. Closed toe shoes should be worn during construction and installation of work. Wear a respirator if you are working with any noxious fumes (smoke, spray paint, resin, etc.)
- Paint, chemicals, dyes, and oil must be disposed of by UNT Risk Management Services. Do not pour any of these items onto the ground or down a drain.
- No food or drink around or near New Media studio or classroom computers. Spills may damage computer hardware and greasy keyboards and mice are gross. Always clean up after yourself before leaving the studio or classroom.
- If multiple people are using an item that comes in close contact to the body (VR headset, microphone, mask, etc.), take proper precautions to minimize the transfer of contagions. Utilize disinfecting wipes, disposable face masks, etc. to help keep yourself and your peers healthy.
- Be diligent in protecting your privacy and data. Log out of email and social media accounts when you long in on shared computers. If you notice a colleague forgot to log out of an acct, log out for them. Make sure to back up all of your project data. If you use shared data storage device (SD card, Camera's internal HD, Flash Drive, etc.) delete your data off the device before returning it.
- If you check out New Media equipment, technology, or media, you alone are responsible for the care and safe return of that item. If the item is damaged, lost, or stolen, you will be held financially or academically liable for the repair or replacement.

EMERGENCY NOTIFICATION & PROCEDURES

UNT Emergency Guide: <https://emergency.unt.edu/about-us>

UNT uses a system called Eagle Alert to quickly notify students with critical information in the event of an emergency (i.e., severe weather, campus closing, and health and public safety emergencies like chemical spills, fires, or violence). In the event of a university closure, please refer to the course management system for contingency plans for covering course materials.

ACCEPTABLE STUDENT BEHAVIOR

Student behavior that interferes with an instructor's ability to conduct a class or other students' opportunity to learn is unacceptable and disruptive and will not be tolerated in any instructional forum at UNT. Students engaging in unacceptable behavior will be directed to leave the classroom and the instructor may refer the student to the Dean of Students to consider whether the student's conduct violated the Code of Student Conduct. The University's expectations for student conduct apply to all instructional forums, including University and electronic classroom, labs, discussion groups, field trips, etc. The Code of Student Conduct can be found at deanofstudents.unt.edu/conduct.

STUDENT EVALUATION ADMINISTRATION DATES

Student feedback is important and an essential part of participation in this course. The student evaluation of instruction is a requirement for all organized classes at UNT. The survey will be made available during weeks 13 and 14 of the long semesters to provide students with an opportunity to evaluate how this course is taught. Students will receive an email from "UNT SPOT Course Evaluations via IASystem Notification" (no-reply@iasystem.org) with the survey link. Students should look for the email in their UNT email inbox. Simply click on the link and complete the survey. Once students complete the survey they will receive a confirmation email that the survey has been submitted. For additional information, please visit the spot website at www.spot.unt.edu or email spot@unt.edu.

INCOMPLETE GRADES

An Incomplete Grade ("I") is a non-punitive grade given only during the last one-fourth of a term/semester and only if a student (1) is passing the course and (2) has a justifiable and documented reason, beyond the control of the student (such as serious illness or military service), for not completing the work on schedule.

In consultation with the instructor, complete a request for an Incomplete Grade. This form can be found on the department website and must be turned into the department chair prior to the last day of classes (not the exam date). Note: A grade of Incomplete is not automatically assigned to students

SEXUAL DISCRIMINATION, HARASSMENT & ASSAULT

UNT is committed to providing an environment free of all forms of discrimination and sexual harassment, including sexual assault, domestic violence, dating violence, and stalking. If you (or someone you know) has experienced or experiences any of these acts of aggression, please know that you are not alone. The federal Title IX law makes it clear that violence and harassment based on sex and gender are Civil Rights offenses. UNT has staff members trained to support you in navigating campus life, accessing health and counseling services, providing academic and housing accommodations, helping with legal protective orders, and more.

UNT's Dean of Students' website offers a range of on-campus and off-campus resources to help support survivors, depending on their unique needs: http://deanofstudents.unt.edu/resources_0. UNT's Student Advocate can be reached through e-mail at SurvivorAdvocate@unt.edu or by calling the Dean of Students' office at 940-565-2648. You are not alone. We are here to help.

STUDENT ACKNOWLEDGEMENT

I _____ (print your full name) acknowledge that I have read the course syllabus. I understand the course structure, grading and attendance policies as well as the risk factor rating. I hereby agree to the syllabus and its provisions.

Course number and section

Risk Rating

Student phone #, e-mail address (print)

Signature

Date

Faculty Name

Signature

Date

Permission to Use Student Artwork

We would like to use your work to spread the news about the amazing art made at CVAD! Please help us put your talent on display by allowing us to photograph and exhibit your art on CVAD's social media, websites and paper advertising. Thank you!

I hereby grant permission to UNT and CVAD to use, copy, reproduce, publish, distribute, or display any and all works created in my classes while at UNT. Additionally, I consent to the use of my name to coincide with images of my artwork.

1. Scope of Permission.

This permission extends to the use of the described work and images of such work: (1) for academic purposes in order to demonstrate examples of student work to current and future UNT students; (2) for public display in the galleries or on the campus of the UNT or on the UNT website; (3) for promotional materials created by UNT in all forms of media now known or later developed, including but not limited to exhibition catalogues, direct mail, websites, advertising, social media, and classroom presentations. My permission is on-going, but can be revoked by giving the professor of record for this course written notice of my wish to revoke permission and use of any images of my artwork. UNT will have three months from the date of my notice to stop all use agreed with this permission.

2. Certificate of Ownership.

I am the owner of all work submitted and the work is not subject to any restriction that would prevent its use consistent with this permission. All aspects of the work are original to me and have not been copied. I understand that as owner of the work I have the right to control all reproduction, copying and use of the work in accordance with U.S. copyright laws.

3. Privacy Release.

I hereby authorize and consent to the release, maintenance and display of my name if necessary and any other personally identifiable information that I have provided in connection with the work and its use described in this Agreement.

4. Signature.

By signing below, I hereby grant the permissions indicated above. I understand that this grant of permission relates only to the use of the described work. This is not an exclusive right, and I may sell, give or otherwise transfer the rights to such work to others on a non-exclusive or exclusive basis. However, in the event that I do sell, give or otherwise transfer ownership or the exclusive right to use my work to another party, I will notify UNT immediately in writing through the professor of record for this course. UNT will have three months from the date of my notice to stop all use in accordance with this permission.

Printed name: _____

Signature: _____

Date: _____

Name of Course: _____