The Art Institute of California - San Francisco
Course Syllabus

Course Number: MM3322
Course Title: Multi-user Authoring

Class Meetings: Wednesdays 6pm to 10pm
Session/Year: Summer 2010
Instructor Name: John Bruneau
Email Address: jbruneau@aii.edu
URL: jpb374.aisites.com
Group: groups.google.com/group/multiuser_authoring
Instructor Availability Outside of Class: via email, in game, or by appointment

Multi-user Authoring

Course Description:
This course provides an exploration of advanced authoring techniques for multi-user interaction design. This course examines the concepts and techniques for developing multi-user game and communication projects.

Course Length:	11 Weeks
Contact Hours:	44 Hours
Lecture:	22 Hours per week
Lab:	22 Hours per week
Credit Values:	3 Credits

Course Competencies:
Upon completion of the course, the student should be able to:

- Create a multi-user environment for online delivery
- Apply advanced programming skills to games development.
- Manipulate text, image, and media elements in a multi-user environment
- Pass variables out of a Macromedia Flash movie.
- Create an external data source for Macromedia Flash movies

Course Prerequisites: Intermediate Authoring

Text(s): none

Materials and Supplies: Storage Disk

Estimated Homework Hours: 6 hours

Technology Needed: computer, web access, Flash CS5, Second Life

Grading Scale:
All assignments must have clear criteria and objectives to meet. All students shall be treated equitably. It will be that student's right to know his/her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be as follows (on a percentage of total points basis):

A	100-93
A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D+	69-67
D	66-65
F	64 or below

Process for Evaluation:

Attendance and Participation	10%
Assignments and Exercises	60%
Final Project/Examination	30%

Student Evaluation/Grading Policies:

- Class time will be spent in a productive manner.
- Grading will be done on a point system.
- Points for individual activities will be announced.
- All work must be received by the set deadlines.
- ABSOLUTELY NO WORK WILL BE ACCEPTED AFTER THE FINAL CLASS MEETS WEEK 11.

Classroom Policy:

- No food allowed in class or lab at any time. Drinks in sealable bottles allowed in classroom.
- Edible items brought to class or lab must be thrown out.
- If student elects to eat/drink outside class or lab door, missed time is recorded as absent.
- Attendance is taken hourly. Tardiness or absence is recorded in 15-minute increments.
- Break times are scheduled by the instructor at appropriate intervals.
- No private software is to be brought to lab or loaded onto school computers.
- No software games are allowed in lab (unless in course curriculum).
- Headphones are required if listening to music during lab. No headphones are allowed in lecture.

- Any student who has special needs that may affect his or her performance in this class is asked to identify his/her needs to the instructor in private by the end of the first day of class. Any resulting class performance problems that may arise for those who do not identify their needs will not receive any special grading considerations.

Disability Policy Statement:

It is our policy not to discriminate against qualified students with documented disabilities in its educational programs, activities, or services. If you have a disability-related need for adjustments or other accommodations in this class, contact the Disabilities Services Coordinator at 415-276-1060 or see her in Room 509 of the Main Building.

Academic Honesty Policy:

Students are expected to maintain the highest standards of academic honesty while pursuing their studies at AiCA-SF. Academic dishonesty includes but is not limited to: plagiarism and cheating; misuse of academic resources or facilities; and misuse of computer software, data, equipment or networks.

Student work that appears to violate AiCA-SF's standards of academic honesty will be reviewed by the Committee on Academic Honesty. If the work is judged to have violated standards of academic honesty, appropriate sanctions will be given. Sanctions include but are not limited to course failure and academic termination.

Course Outline (subject to change)

Week 1: **Lecture:** Introduction and discussion of course content, multi-user interactive sites, and landscapes.
Lab: Programming refresher.
Make second life accounts
Homework 1: Research project report: Games, Networks, Interaction Community and Culture. Groups of 2 or 3. (Include examples)

Week 2: **Lecture:** Programming user interaction basics
Screening: Ted Talk - Clay Shirky
Lab: Keyboard controlled character. Shoots. Scores.
Homework: Continue work

Week 3: **Lecture:** Flash and PHP, passing variables
Lab: Present research project report.
Homework 2: Create an asynchronous game or environment. Groups of 2 or 3.

Week 4: **Lecture:** Relevant projects
Lab: Present user interaction, and save state concepts.
Homework: Continue work

Week 5: **Lecture:** Synthetic Landscapes, Second Life, WoW
Lab: Present game environments
Homework 3: Game within a game. Form Groups. Discuss platforms.

Week 6: **Lecture:** Relevant projects,
Lab: Continue exploring virtual worlds.
Homework: Continue work

Week 7: **Lecture:** Flash Media Server
Lab: Present Game within a Game. Discus final project. Form groups.
Homework Final: Begin final Game Design.

Week 8: **Lecture:** Deeper into the flash media Server
Lab: Continue work on final project
Homework: Create presentation for first Working model.

Week 9: **Lecture:** Present working model, pulling the teams together
Lab: Troubleshoot, develop fix-it list. Get back to work.
Homework: Complete Final Project

Week 10: **Lecture:** Critique, discuss and apply appropriate fixes.
Lab: Troubleshoot and fix for final presentation.
Homework: Document all work for portfolio.

Week 11: **Lecture:** Final Presentation and critique of projects.
Lab: Document all work for portfolio.
Homework: Shelax