



UNIVERSITY OF CALGARY
FACULTY OF ARTS
SCHOOL OF CREATIVE AND PERFORMING ARTS
DRAM 481 / DRAM 574: AI, Games, and Drama
Winter Block Week 2024

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| Instructor Email Office Hours | Patrick Finn pfinn@ucalgary.ca After class |
| Day(s),time(s) and location of Class | Tuesday to Saturday, 8:30am to 4:30pm (with breaks and lunch) TI 118/120 |
| Learning resources: required readings, textbooks and materials | All materials provided in class / on D2L, game tools available online |
| Learning Technologies and Requirements | <p>There is a D2L site for this course which contains required readings and other relevant class resources and materials (see d2l.ucalgary.ca).</p> <p>Media Recording for Lesson Capture Recording of any kind is prohibited during lectures. The instructor will record each lecture for students who wish to access a recorded version. For more information see the Provost's guidelines on Recordings in Learning Environments: link</p> <p>AI and Game Tools Students will have the opportunity to select the appropriate tools for their work, with approval from the instructor. Students can use their own machines or the computers in the classroom. Modifications may be required if policies or regulations change prior to our class. (For example: Unity and Unreal are free for students to use, but if that were to change, we would opt for the free version rather than adding cost to the class.)</p> |
| Prerequisites | Course is cross listed. DRAM418 Prerequisites: 12 units in the field of Drama; DRAM574 Prerequisites: Consent of the Division Lead, Drama. |
| Course description | This one-week, game jam style course aims to provide senior undergraduate students from diverse backgrounds with a comprehensive, hands-on experience at the intersection of artificial intelligence (AI), games, and drama. Students will collaborate in interdisciplinary teams to design, develop, and showcase game prototypes that incorporate AI techniques and dramatic elements, while learning about the underlying principles, methodologies, and applications of AI in the context of interactive storytelling, game design, and player experiences. |
| Course learning outcomes | <ol style="list-style-type: none"> 1. Understand the key concepts, techniques, and challenges in using AI for games and interactive storytelling. 2. Develop a game prototype that integrates AI-driven narrative and dramatic elements. 3. Collaborate effectively in interdisciplinary teams with diverse skill sets. 4. Present and showcase the game prototype to peers, instructors, and industry professionals. 5. Reflect on the game development process, ethical considerations, and future trends in AI-driven games and Drama. |
| Course schedule | <p>Day 1: Introduction to AI, Games, and Drama</p> <ul style="list-style-type: none"> • Icebreaker and interdisciplinary team formation |

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| | <ul style="list-style-type: none"> • Overview of AI in games and interactive storytelling • Introduction to AI techniques and algorithms relevant to games and drama (e.g., machine learning, natural language processing, procedural generation) • Presentation of game jam theme and requirements <p>Day 2: Game Design, AI-driven Narrative, and Artistic Integration</p> <ul style="list-style-type: none"> • Workshop on game design principles and interactive storytelling techniques • Workshop on integrating fine arts and performing arts elements into game design • Brainstorming and concept development for game prototypes • Integrating AI-driven narrative, character behavior, emotion modeling, and artistic elements • Teams begin working on their game prototypes <p>Day 3: Game Development, AI Implementation, and Artistic Collaboration</p> <ul style="list-style-type: none"> • Teams continue working on their game prototypes • Workshop on AI tools and platforms for game development (e.g., Unity ML-Agents, TensorFlow, OpenAI API) • Workshop on collaboration between artists and developers in game development • Mentoring and troubleshooting sessions with instructors <p>Day 4: Playtesting, Iteration, and Polishing</p> <ul style="list-style-type: none"> • Playtesting sessions and feedback exchange among teams • Iteration and improvement of game prototypes based on feedback • Polishing game prototypes, focusing on aesthetics, user experience, and artistic cohesion • Preparing presentations for the final showcase <p>Day 5: Game Showcase and Reflection</p> <ul style="list-style-type: none"> • Teams present and demonstrate their game prototypes • Discussion panel with industry professionals and course instructors • Awards ceremony and closing remarks • Reflective session on the game development process, ethical considerations, and future trends |
| Components | <p>Planning and Pitch: our course begins with teambuilding, planning and pitching. In this section you and your team will identify a project to work on, the tools to be used and a timeline for completing the work. That plan will then be shared with the group. 20%</p> <p>Building: most of our time will be spent building. Members of the team will focus on their areas of focus with teams working to keep each other informed of progress and challenges. Marks will focus on progress towards the goal and to the effectiveness of the team's approach to collaborative work. 40%</p> <p>Game: the outcome of your work is comprised of two pieces. The first is the game or game section your team has created and the second is a formal presentation of that work with a reflection on the process and what you learned. 20%</p> |

| | Individual: the individual mark captures each students’ unique contributions to the plan, the building process, and the outcome. 20% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Assessment expectations | Detailed guidelines for assignment expectations are found on the course rubric on D2L. Game jams are collaborative. We work in teams to achieve goals. Because the course is a block week class using a game jam approach full attendance is required . Students are advised to ensure they can be available to be in class for the entire time each day of the block week class. Students who miss a class cannot be reintegrated into the team structure and should pursue remedy through their faculty advising office. Arriving late negatively impacts other students , so being late for class will result in the loss of marks. More than one late will result in the student’s removal from the team. Most marks are determined by team performance (80%) and feedback will focus on a game industry approach that provides critique on the project’s plan, pitch, tools, collaboration, and outcome. An additional 20% is reserved to acknowledge individual performance within the team structure. The use of phones, tablets, or computers for non-game related work is considered absence from class. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Grading scale | <p>For the course as a whole, letter grades should be understood as follows, as outlined in the section F.1.1 Grading System and Transcripts of the Calendar: https://www.ucalgary.ca/pubs/calendar/current/f-1.html.</p> <p>Undergraduate Grading System</p> <table><tr><th>Grade</th><th>Grade Point Value</th><th>Description</th></tr><tr><td>A+</td><td>4.00</td><td>Outstanding performance</td></tr><tr><td>A</td><td>4.00</td><td>Excellent performance</td></tr><tr><td>A-</td><td>3.70</td><td>Approaching excellent performance</td></tr><tr><td>B+</td><td>3.30</td><td>Exceeding good performance</td></tr><tr><td>B</td><td>3.00</td><td>Good performance</td></tr><tr><td>B-</td><td>2.70</td><td>Approaching good performance</td></tr><tr><td>C+</td><td>2.30</td><td>Exceeding satisfactory performance</td></tr><tr><td>C</td><td>2.00</td><td>Satisfactory performance</td></tr><tr><td>C-</td><td>1.70</td><td>Approaching satisfactory performance.</td></tr><tr><td>D+</td><td>1.30</td><td>Marginal pass. Insufficient preparation for subsequent courses in the</td></tr><tr><td>D</td><td>1.00</td><td>Minimal Pass. Insufficient preparation for subsequent courses in the The Faculty of Law utilizes a "D" grade that does not carry weight in grade point average. This will be noted in the calendar description as "D" where applicable.</td></tr><tr><td>F</td><td>0.00</td><td>Failure. Did not meet course requirements. Several Faculties utilize an F grade that does not carry weight in cal point average. This will be noted in the calendar description as “No where applicable.</td></tr></table> | Grade | Grade Point Value | Description | A+ | 4.00 | Outstanding performance | A | 4.00 | Excellent performance | A- | 3.70 | Approaching excellent performance | B+ | 3.30 | Exceeding good performance | B | 3.00 | Good performance | B- | 2.70 | Approaching good performance | C+ | 2.30 | Exceeding satisfactory performance | C | 2.00 | Satisfactory performance | C- | 1.70 | Approaching satisfactory performance. | D+ | 1.30 | Marginal pass. Insufficient preparation for subsequent courses in the | D | 1.00 | Minimal Pass. Insufficient preparation for subsequent courses in the The Faculty of Law utilizes a "D" grade that does not carry weight in grade point average. This will be noted in the calendar description as "D" where applicable. | F | 0.00 | Failure. Did not meet course requirements. Several Faculties utilize an F grade that does not carry weight in cal point average. This will be noted in the calendar description as “No where applicable. |
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| | <table><tr><td>I</td><td>0.00</td><td>Incomplete. Sufficient work has not been submitted for evaluation, unable to adequately assess. May also be used when a final exam is not submitted.</td></tr><tr><td>CR</td><td></td><td>Completed Requirements. Carries no weight in calculating the grade point average. Will be noted in the calendar description as "Not Included in GPA" where applicable.</td></tr></table> | I | 0.00 | Incomplete. Sufficient work has not been submitted for evaluation, unable to adequately assess. May also be used when a final exam is not submitted. | CR | | Completed Requirements. Carries no weight in calculating the grade point average. Will be noted in the calendar description as "Not Included in GPA" where applicable. | | | | | | | | |
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| | <p>Notes:</p> <ul style="list-style-type: none">• A grade of "C-" or below may not be sufficient for promotion or graduation, see specific faculty regulations.• The number of "D" and "D+" grades acceptable for credit is subject to specific undergraduate faculty promotional policy.• The following numerical rubric will be applied: <table><tr><td>A+ 97.6-100</td><td>A 92.6-97.5</td><td>A- 90-92.5</td></tr><tr><td>B+ 87.6-89.9</td><td>B 82.6-87.5</td><td>B- 80-82.5</td></tr><tr><td>C+ 77.6- 79.9</td><td>C 72.6-77.5</td><td>C- 70-72.5</td></tr><tr><td>D+ 67.6-69.9</td><td>D 62.6-67.5</td><td>F 0-62.5</td></tr></table> <p>Student writing will be marked using a marking rubric from the Taylor Institute for Teaching and Learning (link) based on the Carnegie Mellon model (link). A copy of the rubric is on the course D2L site.</p> | | A+ 97.6-100 | A 92.6-97.5 | A- 90-92.5 | B+ 87.6-89.9 | B 82.6-87.5 | B- 80-82.5 | C+ 77.6- 79.9 | C 72.6-77.5 | C- 70-72.5 | D+ 67.6-69.9 | D 62.6-67.5 | F 0-62.5 | |
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| Academic Accommodation | <p>It is the student's responsibility to request academic accommodations according to the University policies and procedures listed below. The Student Accommodations policy is available at https://ucalgary.ca/student-services/access/prospective-students/academic-accommodations.</p> <p>Students needing an accommodation based on disability or medical concerns should contact Student Accessibility Services (SAS) in accordance with the Procedure for Accommodations for Students with Disabilities (https://www.ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Accommodation-for-Students-with-Disabilities-Procedure.pdf).</p> <p>Students who require an accommodation in relation to their coursework or to fulfill requirements for a graduate degree, based on a Protected Ground other than Disability should communicate this need in writing to their Instructor.</p> <p>SAS will process the request and issue letters of accommodation to instructors. For additional information on support services and accommodations for students with disabilities, visit www.ucalgary.ca/access/.</p> | | | | | | | | | | | | | | |
| Academic integrity, plagiarism | <p>Academic Misconduct refers to student behavior which compromises proper assessment of a student's academic activities and includes: cheating; fabrication; falsification; plagiarism; unauthorized assistance; failure to comply with an instructor's expectations regarding conduct required of students completing academic assessments in their courses; and failure to comply with exam regulations applied by the Registrar.</p> <p>For information on the Student Academic Misconduct Policy and Procedure please visit: https://www.ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Student-Academic-Misconduct-Policy.pdf and https://www.ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Student-Academic-Misconduct-Procedure.pdf. Additional information is available on the Academic Integrity Website at https://ucalgary.ca/student-services/student-success/learning/academic-integrity.</p> | | | | | | | | | | | | | | |
| Internet and electronic communication device | <p>The use of laptop and mobile devices is acceptable when used in a manner appropriate to the course and classroom activities. Please refrain from accessing websites and resources that may be distracting to you or for other learners during class time. Students are responsible for being aware of the University's Internet and email use policy, which can be found at https://www.ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Acceptable-Use-of-Electronic-Resources-and-Information-Policy.pdf.</p> | | | | | | | | | | | | | | |

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| Intellectual Property | Course materials created by instructors (including presentations and posted notes, labs, case studies, assignments and exams) remain the intellectual property of the instructor. These materials may NOT be reproduced, redistributed or copied without the explicit consent of the instructor. The posting of course materials to third party websites such as note-sharing sites without permission is prohibited. Sharing of extracts of these course materials with other students enrolled in the course at the same time may be allowed under fair dealing. |
| Copyright | All students are required to read the University of Calgary policy on Acceptable Use of Material Protected by Copyright (https://www.ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Acceptable-Use-of-Material-Protected-by-Copyright-Policy.pdf) and requirements of the copyright act (https://laws-lois.justice.gc.ca/eng/acts/C-42/index.html) to ensure they are aware of the consequences of unauthorised sharing of course materials (including instructor notes, electronic versions of textbooks etc.). Students who use material protected by copyright in violation of this policy may be disciplined under the Non-Academic Misconduct Policy https://www.ucalgary.ca/pubs/calendar/current/k.html . |
| Freedom of Information and Protection of Privacy | Student information will be collected in accordance with typical (or usual) classroom practice. Students' assignments will be accessible only by the authorized course faculty. Private information related to the individual student is treated with the utmost regard by the faculty at the University of Calgary. |
| Student Support | Please visit this link for important information on UCalgary's student wellness and safety resources: https://www.ucalgary.ca/registrar/registration/course-outlines |
| Arts Students' Centre Program Advising: | Have a question but not sure where to start? The Arts Students' Centre is your information resource for everything in the Faculty of Arts. Call us at 403-220-3580 or email us at ascarts@ucalgary.ca . You can also visit the Faculty of Arts website at http://arts.ucalgary.ca/undergraduate which has detailed information on common academic concerns. |
| Faculty of Graduate Studies: | For graduate studies email: graduate@ucalgary.ca or call 403 220 4938. Visit the Faculty of Graduate Studies for more details: https://grad.ucalgary.ca/ |