Darius Brown
Office: REVE
Telephone number: [(352) 294-2000
Email Address: Darius@digitalworlds.ufl.edu
Office Hours: Wednesday 8:30am-12pm
Monday 8:30am-12pm
CLICK TO SCHEDULE OFFICE HOURS

DIG4970 SENIOR PROJECT IN DAS (EDP)
Spring 2026

Course Meetings: Section SPPC - Thur (9:35 AM - 12:35 PM | Period 3 - 5
Course Modality: On Campus NRG 207 (GYM)

Course Description

As the capstone of the BADAS experience, students will create a usable portfolio as well as media project that reflects the culmination of the knowledge and technique developed throughout the program. Students will receive focused presentations and feedback from DW faculty and guest presenters on topics related to the Digital Arts & Sciences. Students may elect to pursue and single (solo) project, or collaborate in the creation of an approved team-based project where all team members provide equal contributions of work toward the common artifact goal. The semester will culminate in Digital Worlds *Convergence*, a professional event where students will display their completed project.

Course Prerequisites

Senior status in the BA in DAS program.

Course Objectives and/or Goals:
By the end of this course, students will be able to:
- Showcase a major artifact or publication-ready document demonstrating considerable accomplishment in their chosen area of the Digital Arts & Sciences.
- Evidence a deeper understanding of common business and industry practices and expectations.
- Demonstrate fluency in both technological systems and digital design practices.
- Give a compelling professional-level final presentation of their work, either solo or team-based.
- Add a major and significant piece of work to their portfolio.

Materials & Books

Required

- Behance, Zoom, and Project Management Tool (Monday.com, Click up, Asana, etc)

Recommended

- Prototype software such as Figma or Adobe XD
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- LinkedIn.com Online Unity Tutorials (Free access for UF students)
- Official Unity Development Community https://unity3d.com/community
- Digital Graphic Drawing Tablet with Pen (Photoshop compatible)

Technology Requirements

- Reliable Laptop or Computer

Course Schedule

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Week	Subject	Assignment Quizzes	Assignments Due
1	ntroduction to Senior Project Syllabus overview Successful senior project artifacts Developing pitch slides Senior Project presentation process **CONCEPT DEVELOPMENT BEGINS**	**Online Only:** **Trek-In Quiz** **(Orientation)** **Online Only:** **Ascent 1 Safety Check** **(Quiz)**	
2	**PROJECT PLANNING** Present three potential project artifacts Narrow choice to one artifact focus Scripting, Monday.com Scheduling, Behance Blog setup **CONCEPT DEVELOPMENT ENDS** **PRE-PRODUCTION BEGINS**	**Climb 3 Solo Check-In** *(Zoom, Behance, Monday Schedule)*	**Climb 2 :** **Artifact Pitch**
3	**Climb 3 Solo Check-In** Feedback on progress: Pipelines overview and dependencies File organization, source control, and naming conventions Project schedule reality check **PRE-PRODUCTION ENDS** **PRODUCTION BEGINS**		Climb 3 Solo Check-In *(GDD, Behance, Monday Schedule)*
4	**Climb 4 Check-In:** **Peer Review** Student Presents updates to class Feedback from students for participation. **EDP** – Scripts to film/Wireframe & Userflow to Pipelines		Climb 4 Class: Peer Review

5	**Climb 5 Solo Check-In** Feedback on progress: **Support Tutorial** – Advanced Materials Development **Support Tutorial –** Scripts to film/Wireframe & Userflow to Pipelines	**Online Only: Ascent 2 Safety Check (Quiz)**	**Climb 5 Solo Check-In**
6	**Climb 6 Class:** **Peer Review** Student Presents updates to class Feedback from students for participation. **Support Tutorial** – Scripts to film/Wireframe & Userflow to Pipelines		**Climb 6 Class:** **Peer Review**
7	**Climb 7 Solo Check-In** Feedback on progress: **Support Tutorial** – Executable, Behance setup, or other platform artifact presence Artifact Midterm Preparation, expectations and evaluation criteria		**Climb 7 Solo Check-In**
8	**Climb 8 Class: (Mid-Climb Review Double Points)** **Peer Review** Student Presents updates to class Feedback from students for participation. **PROGRESS, QUALITY, SCOPE RISK ASSESSMENT**		**Climb 8 Class:** **Peer Review**
9	**Climb 9 Solo Check-In** Feedback on progress: Website portfolio and marketing content planning **EDP** – Priority One artifact content COMPLETED **EDP** – Evaluate Priority Two and Three content with schedule		**Climb 9 Solo Check-In**
10	**Climb 10 Class:** **Peer Review**– Priority Two artifact content completed	**Online Only: Ascent 3 Safety Check (Quiz)**	**Climb 10 Class:** **Peer Review**
11	**Climb 11 Solo Check-In** Priority Two artifact content completed		**Climb 11 Solo Check-In**
12	**Climb 12 Class Peer Review:** Website portfolio and marketing content review Discuss Behance page and Promo Video		**Climb 12 Class:** **Peer Review:** **Marketing Package**
13	**Climb 13 Solo Check-In** Submit Behance Package v1 Review		**Climb 13 Solo Check-In:** **Behance Page Review**
14	**Climb 14 Final Class Check-In:** Submit Final Promo Video Mock presentations, artifact pitches, communicating your work		**Climb 14 Class:** **Peer Review** **Submit Final Promo Video**
15	**Climb 15 – Final Artifact Submission** **CONVERGENCE EVENT PRESENTATIONS**		**Climb 15 Check-In:** **Submit Artifact** **Submit Behance** **Submit Post-Mortem**

Grading Criteria

Assignment / Assessment	Total Points	% of Grade
PARTICIPATION discussion participation are expected of all students through the campfire discussion forums	100	10

Submission of all course work on the dates due is expected for all students. Attendance for the (F2F section only)		
Safety Check - Quiz 4 Quizzes	100	5
Climb Check In (Class and Individual) Check in progress submission for your instructor to review.	100	25
Ascent Feedback Midterm In this activity, your instructor will offer you cumulative feedback for the entire Ascent. Note that you do not need to submit anything in this activity. There will be 3 Feedback entries. One for each ascent.	100	20
Final Project Artifact, Marketing Package, and Post-Mortem	100	40

Grading Scale

Letter Grade	% Equivalency
A	94 – 100%
A-	90 – 93%
B+	87 – 89%
B	84 – 86%
B-	80 – 83%
C+	77 – 79%
C	74 – 76%
C-	70 – 73%
D+	67 – 69%
D	64 – 66%
D-	60 – 63%
E, I, NG, S-U, WF	0 – 59%

More information on grades and grading policies is here: https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/

Materials, Supply, and Equipment Fees
Material and supply and equipment use fee information are available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is **$42.52**. The total course fee for each course is listed on the UF Schedule of Courses. (https://registrar.ufl.edu/soc/)

Academic Policies and Resources:
Information about grading and attendance policies, support for students with disabilities, course evaluations, the Honor Code, and other campus resources can be found at https://syllabus.ufl.edu/syllabus-policy/uf-syllabus-policy-links/

Attendance Policy, Class communicating Expectations, and Make-Up Policy
The UF Digital Worlds Institute is committed to the idea that regular student engagement is essential to successful scholastic achievement. No matter if the class is held in a traditional classroom, an online classroom, or a combination of the two, interaction with your peers and the instructor will empower you to greater achievement.

In our course, attendance is taken at the beginning of each class period for (section SRP2 only), and is calculated as the Participation element which makes up 10% of your overall grade. Any unexcused absences are factored into the Participation

grade total. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which you must provide appropriate documentation in advance of the absence. All assignments are due by the stated date and time.

Late assignments as a result of an unexcused absence may be submitted up to one week after the scheduled due date, incurring a 10% grade penalty.
Additionally, tardiness will not be tolerated. If you are tardy for three class periods, you will receive an unexcused absence.

Course Technology
The students will be required to have access to and use a personal computer with access to the Internet. Word editing software will be required for written assignments. The University of Florida and Digital Worlds require that students have access to and ongoing use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each DAS major's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.
https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/.

Course Communications
Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas E-Mail".

Creation of Original Content Ethics
For original projects and all assignment deliverables, students should remember that representations of acts of violence, coarse and offensive language, sexual behavior, bodily function and ability, neurodiversity, and personal identity are likely to cause extreme audience response, regardless of the creator's intentions. In addition, the recreation of such actions and subjects for fictional purposes may unintentionally traumatize or negatively impact those who collaborate in the creation of the images. While the university encourages students to explore themes and tell stories that may include this difficult subject matter, they should be cautioned against modes or styles of representation that might be considered unnecessarily offensive or potentially triggering. Instructors, faculty, and university administrators reserve the right not to show or share any student work they feel is inappropriate for their classroom or for public exhibition, as there may be concerns about the impact of such work on the community. Please consult with the faculty when producing work that might be considered controversial, and err on the side of being cautious when it comes to making decisions about a project's content - in other words, make the PG-13 version of your story, not the R version, and certainly not the "unrated" version. This is also to help students understand that most professional creative situations have strict guidelines and limitations on such content and how it is produced: your ability to tell stories effectively with "less" is a strong professional skill that will aid in the dissemination of your work to a broader audience.

University Policies
Information about university-wide policies and resources can be found here: https://syllabus.ufl.edu/syllabus-policy/uf-syllabus-policy-links/

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.