

DIG 6850 Digital Arts and Sciences Convergence

[SPRING 2026]

Course Meetings: [TUE 9:35 AM – 11:30 AM / FRI 10:40AM – 12:35 PM]

Course Modality: Face-to-Face (F2F)

Course Description

Digital Arts and Sciences Convergence is the launch point of the graduate Capstone production cycle. Students will initiate, develop, and deliver a functional **prototype** of their final Capstone project through a structured combination of:

- Weekly progress meetings
- Bi-weekly technical workshops
- Milestone-based development
- Cross-disciplinary collaboration
- Continuous critique and iteration

This course prepares students for the **April Convergence Showcase**, where undergraduate and graduate Capstone teams exhibit their work publicly. Graduate students are expected to deliver a complete prototype for the showcase and continue development in Summer toward final graduation.

The course encourages professional production practices, clear documentation, and a strong understanding of pipelines across game, interactive media, VR/AR, simulation, animation, and real-time experiences.

Course Prerequisites

Admission to MiDAS Program at Digital Worlds Institute

Learning Outcomes

By the end of this course, students will be able to:

- Produce a playable, interactive, or presentable prototype aligned with their Capstone proposal
- Organize project documentation, pipelines, and version-controlled structures (Git, Perforce, etc.)
- Integrate technical art, modeling, animation, programming, or UX research as required
- Communicate design decisions effectively in critique and team reviews
- Prepare and deliver a professional showcase presentation
- Plan Summer continuation milestones to complete the full Capstone

Materials & Books

Technology Requirements

- Windows 11 with PC if possible or Mac OS (Ventura or above) with 8 GB or higher Memory
- No Integrated GPU (Must have an Nvidia /Radeon series)
- Drawing Tablet – **Optional-** (Small, Medium-Recommended or Large)
- Autodesk Maya 2025-26
- Substance Painter (Free Personal License) or Education license
<https://substance3d.adobe.com/education/>

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. (See the CANVAS assignment description for any changes/ up-to-dated due date)

Week	Subject	Assignment Quizzes	Assignments Due
1	Week 1 – Course Kickoff & Capstone Alignment <ul style="list-style-type: none">• Overview of semester / expectations• Team formation or confirmation• Prototype scope definition• Scheduling & milestone planning	Capstone Concept Document v1 Team Roles & Responsibility Sheet	
2	Week 2 – Prototype Framework Setup <ul style="list-style-type: none">• Tools, engine setup, project structure• Weekly Production Sync #1	Technical Pipeline Document	Capstone Concept Document v1 Team Roles & Responsibility Sheet
3	Week 3 – Early Feature Pass <ul style="list-style-type: none">• Early mechanics / interaction / core features• Weekly Production Sync #2	Risk Assessment & Mitigation Plan Feature Breakdown Sheet (Priorities: Must / Should / Could)	Technical Pipeline Document

4	Week 4 – Workshop #1 Technical Art Foundations		Risk Assessment & Mitigation Plan Feature Breakdown Sheet (Priorities: Must / Should / Could)
5	Week 5 – Iteration Sprint #1 <ul style="list-style-type: none"> Refine blockout, placeholder art, core mechanics Weekly Production Sync #3 	UI Flow Chart First UX Wireframe Submission	
6	Week 6 – Blocking, Layout, and Systems Pass <ul style="list-style-type: none"> Playable blockout or early interactive flow Weekly Production Sync #4 	Level Layout Sketches Mechanics Diagram + State Machine Draft	UI Flow Chart First UX Wireframe Submission
7	Week 7 – Workshop #2 – Asset Integration / Animation / VFX Basics		Level Layout Sketches Mechanics Diagram + State Machine Draft
8	Week 8 – Midterm Prototype Checkpoint <ul style="list-style-type: none"> Internal milestone presentation Playtest + critique Production adjustment 	Midterm Reflection Report (What worked, what didn't) Updated Milestone Roadmap (Pre-Showcase)	

9	<p>Week 9 – Iteration Sprint #2</p> <ul style="list-style-type: none"> • Implement midterm feedback • Weekly Production Sync #5 	Polished Interaction Build (Short Walkthrough) Sound/UX/Animation Integration Mini-Task	Midterm Reflection Report (What worked, what didn't) Updated Milestone Roadmap (Pre-Showcase)
10	SPRING BREAK		
11	<p>Week 11 – Workshop #3 – Performance, Lighting, and Optimization Basics</p> <ul style="list-style-type: none"> • Profiling • Lightmap / shader complexity • Build stability • Weekly Production Sync #6 	Optimization Pass Checklist Lighting Preview Render	Polished Interaction Build (Short Walkthrough) Sound/UX/Animation Integration Mini-Task
12	<p>Week 12 – Presentation Prep & Showcase Materials Start</p> <ul style="list-style-type: none"> • Trailer planning (30–45 sec) • Poster, screenshots, page info • Weekly Production Sync #7 	Trailer Script / Shot List Early Key Art Draft	Optimization Pass Checklist Lighting Preview Render
13	<p>Week 13 – Workshop #4 – Showcase Delivery Pipeline</p> <ul style="list-style-type: none"> • Recording gameplay footage • Editing trailer • Build packaging & final booth prep • Weekly Production Sync #8 	Final Trailer Draft Poster Finalization Showcase Build (RC1)	Trailer Script / Shot List Early Key Art Draft

14	<p>**Week 14 – PROTOTYPE COMPLETE (FINAL BUILD DUE)</p> <ul style="list-style-type: none"> • Final polished prototype submission • Final adjustments for showcase • Last internal mock presentation • All media assets finalized (poster, trailer, build) 	<p>Potential Assignment (Final):</p> <p>Prototype Build (RC2 / Final) Showcase Presentation Slides</p>	<p>Final Trailer Draft Poster Finalization Showcase Build (RC1)</p>
15	<p>Week 15 – Convergence Showcase (Public Exhibition)</p> <ul style="list-style-type: none"> • Present prototype at the show • Collect industry/faculty feedback • Reflection notes for summer continuation 	<p>Industry Feedback Summary Showcase Reflection</p>	<p>Potential Assignment (Final):</p> <p>Prototype Build (RC2 / Final) Showcase Presentation Slides</p>
16	<p>Week 16 – Post-Showcase Reflection & Summer Plan Setup</p> <ul style="list-style-type: none"> • Written report: technical + creative improvements • Define Summer production milestones • Transition into Summer Capstone completion 	<p>Summer Development Plan (Detailed Roadmap) Final Team Contract Update (Summer version)</p>	<p>Industry Feedback Summary Showcase Reflection</p>

Grading Criteria

Assignment / Assessment	% of Grade
<p>Campus Students</p> <p>Attendance & Participation – Campus Students</p> <p>Attendance counts as 10% of the final grade, recorded through Canvas.</p> <p>Missing classes will reduce this attendance percentage proportionally.</p>	10

Weekly Assignments – Unless otherwise noted, weekly assignments are due at the scheduled time on CANVAS. A late penalty will apply after the due. No Exceptions.	50
Final Project – Final Project is the final result of the semester-long effort in learning.	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 and Supply 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 \$0.00. The total course fee for each course is listed on the UF Schedule of Courses. (<https://registrar.ufl.edu/soc/>)

Course Policies

Attendance Policy, Class Expectations, and Make-Up Policy

The instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. Interaction with your peers and the instructor will empower you to greater achievement.

(Attendance for Campus Students)

- Attendance in this course is “**REQUIRED**”. 2 unexcused absences are allowed, but it is the student’s responsibility to catch up on missing lectures.
- A final letter grades down on the 3rd unexcused absence, 2 letter grades down on the 4th
- Excused absences must provide official letter(s) or proof of documents.

(Attendance for Online Students)

- An attendance quiz is **REQUIRED** for each week.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

Students may only participate in classes if they are registered officially or approved to audit with evidence of having paid audit fees. The Office of the University Registrar provides official class rolls to instructors. Students are responsible for satisfying all academic objectives as defined by the instructor. Absences count from the first-class meeting.

Acceptable reasons for absence from or failure to engage in class include illness; Title IX-related situations; serious accidents or emergencies affecting the student, their roommates, or their family; special curricular requirements (e.g., judging trips, field trips, professional conferences); military obligation; severe weather conditions that prevent class participation; religious holidays; participation in official university activities (e.g., music performances, athletic competition, debate); and court-imposed legal obligations (e.g., jury duty or subpoena). Other reasons (e.g., a job interview or club activity) may be deemed acceptable if approved by the instructor.

For all planned absences, a student in a situation that allows an excused absence from a class, or any required class activity must inform the instructor as early as possible prior to the class. For all unplanned absences because of accidents or emergency situations, students should contact their instructor as soon as conditions permit.

Students shall be permitted a reasonable amount of time to make up the material or activities covered during absence from class or inability to engage in class activities because of the reasons outlined above.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

Course Modality

Course modality is the way in which a class is offered/delivered to students by the instructor. All students, regardless of the modality, will achieve the same learning objectives. Students can check their class schedules or reference the top of this syllabus to see the format(s) available for each of their individual classes. The modality of a course does not vary during a semester, and students are expected to adhere to the instructor-defined attendance guidelines for that format. Use the guide below to familiarize yourself with the various ways classes are offered at the Digital Worlds Institute.

Know Your Course Modality

		
Face-to-Face (F2F)	Online Asynchronous (OA)	Online Synchronous (OS)
Students attend class F2F in a classroom. Class sessions may be recorded for students to view later.	Students watch the posted recording of the class session or studio recording online at their convenience.	Students participate in a class in real-time through Zoom.
Hybrid refers to a course that is partially Face-to-Face (F2F) and Online Asynchronous (OA)		
In a HyFlex Model , students have the flexibility of moving across all three modalities as needed or desired.		

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 requires 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 Mail".

Course Recordings

Our class sessions may be audio-visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

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 to not 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. We encourage students to consult with their faculty when producing work that might be considered controversial, and to 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.

Course Technology Support

DW Computer Workstations

Digital Worlds offers several high-end computer workstations for students enrolled in DIG coursework that can be reserved in advance to support student assignments and projects. Reservation times vary throughout the semester. To make a reservation: <https://digitalworlds.ufl.edu/workstations>

Usage Policy

The Digital Worlds Computer Work Stations will be used in conjunction with the curriculum and the educational mission of the Institute. Their use is considered a privilege rather than a right. Students will be responsible for adhering to all technology use conditions and rules presented by the Digital Worlds Institute. Any violation of the terms and conditions may result in losing access to technology.

These DW computer workstations have been established for limited educational purposes, including classroom and career development activities. It has not been established as public access or a public forum. The Digital Worlds Institute has the right to place reasonable restrictions on the material you access or post and the training you need before you are allowed to use the system.

UF Computing Help Desk

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computing Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

University Policies

University Honesty Policy

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Class Demeanor

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

Students Requiring Accommodations

Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the disability Resource Center by visiting <https://disability.ufl.edu/students/get-started/>. It is important for students to share their accommodation letter with their instructor and discuss their access needs, as early as possible in the semester.

Netiquette Communication Courtesy

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: <http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

Software Use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <https://catalog.ufl.edu/UGRD/academic-regulations/ferpa-confidentiality-student-records/>

Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>

Campus and Academic Resources

U Matter, We Care: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit [U Matter, We Care website](#) to refer or report a concern and a team member will reach out to the student in distress.

Counseling and Wellness Center: [Visit the Counseling and Wellness Center website](#) or call 352-392-1575 for information on crisis services as well as non-crisis services.

Student Health Care Center: Call 352-392-1161 for 24/7 information to help you find the care you need, or [visit the Student Health Care Center website](#).

University Police Department: [Visit UF Police Department website](#) or call 352-392-1111 (or 9-1-1 for emergencies).

UF Health Shands Emergency Room / Trauma Center: For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; [Visit the UF Health Emergency Room and Trauma Center website.](#)

E-learning technical support: Contact the [UF Computing Help Desk](#) at 352-392-4357 or via e-mail at helpdesk@ufl.edu.

Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

Library Support: Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center: Broward Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring.

Writing Studio: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.

Student Complaints On-Campus: [Visit the Student Honor Code and Student Conduct Code webpage for more information.](#)

Online Students Complaints: [Written student complaints.](#)

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.