GAME DESIGN STUDIO PRODUCTION | ANIM 420-1 FALL 2026

Instructor Name: Antonio Sanders

Course Information: ANIM 420 or ART 441 Animation: Game Design Studio 1

Meeting Time: T-TH 12:30-3:15 PM

Room: RB 353

Canvas: https://bsu.instructure.com/courses/189740

Email: Antonio.sanders@bsu.edu
Office Telephone: (765) 285-5676

Office Hours: M-W 11:00-1:00pm
or by appointment

Zoom Personal Room Address: 339 734 0328

COURSE INFORMATION

Course Description ART441: This course will focus on team-based game design from conceptualization, design documentation, planning, prototyping of games.

***Prerequisite for Animation students*: ART 440**

Course Description CS414 Game Studio 1: Multidisciplinary teams follow contemporary best practices of game software development to begin building an original video game.

Prerequisite for CS students: CS 390 with a minimum grade of C-

Course Overview: This course is the second in a three-course capstone sequence for students in the Game Art & Development Concentration. Building on the work completed during the pre-production course, you will now enter the production phase and begin full development of the game for which you created a vertical slice.

The primary goal of this course is to reach the Alpha milestone by the end of the semester. To achieve this, you are expected to manage your time effectively, collaborate with your team, and use class time productively. Each team is collectively responsible for creating and maintaining a schedule, ensuring that all members contribute meaningfully to the project.

You will also be required to research, design, and implement game mechanics and technical solutions tailored to the unique needs of your game. This course emphasizes self-direction, teamwork, and professional development in a studio-style environment.

Course Objectives:

Upon successful completion of this course, a student will be able to:

- *Students will explain relevant issues within the context of the course or project.*
- *Students will apply high-impact skill sets to their field of study.*
- Define core stages of the game production pipeline (pre-production, production, alpha, beta, release).
- Describe the roles and responsibilities within a game development team.
- Organize team workflows and schedules to meet project milestones.
- Implement game assets, mechanics, and systems into a working build.
- Apply problem-solving strategies to overcome technical and design challenges.
- Analyze peer feedback and playtesting data to identify areas for improvement.
- Revise gameplay elements, visuals, and user interfaces based on iteration cycles.
- Evaluate individual and team contributions to ensure balanced and effective collaboration.
- Develop custom solutions and mechanics tailored to the needs of the game.
- Produce a functional Alpha version of the game that meets project goals and demonstrates clear progress from the vertical slice.

Course Modality / Structure: This course follows a studio-based, project-driven modality that emphasizes collaboration, self-management, and hands-on production. Class sessions function as

structured work time where students collaborate with their teams, hold regular check-ins, and address development challenges in real time. Rather than traditional lectures, the course centers on active learning, problem-solving, peer feedback, and iterative design, simulating a professional game development environment. Students are expected to take ownership of their schedules and deliverables, with guidance and mentorship from the instructor throughout the semester.

Course Time Commitment: It is expected that students will spend approximately 2 hours of study time outside of class for every one hour in class. Since this is a 3-credit studio, you should plan to work a minimum of 6 hours outside of class each week.

COURSE MATERIALS AND FEES

Notebook: Sketchbook, notepad, journal, etc.

Reference Material: Udemy (All Ball State students have access at my.bsu.edu

Materials and Supplies: Note taking material, flash drive, Portable hard drive, or some type of media storage device.

Making Back-ups: Students are responsible for all digital work. Never rely on the local computer "M" drive or Desktop in the computer labs for any overnight storage or long-term storage. The "M" drives on the computers will not be touched until the end of the semester over the breaks for cleanup unless the drive becomes full. The loss of class works due to the lack of back up is not a viable excuse in this class. Hard drives go corrupt and flash drives break, as a digital artist expects this and plans for it. Always back up everything and do not leave all your files in one location. I would highly recommend using cloud storage such as OneDrive, Dropbox, or a Google drive to aid with online storage. Course assignments and assessments.

Recommended Text:

The Design of Everyday Things by Don Norman

Richard Lemarchand. ***A Playful Production Process***. MIT Press. 2021.

COURSE FEES: none

COURSE ASSIGNMENTS AND ASSESSMENTS

The Value of Your Work: As an artist/designer/creative, you help to determine the worth of your work and to cultivate respect for the work that you create. You should take care of your work, the execution, craftsmanship and maintenance of your work reflects on you. Maintaining a portfolio (physical/digital) is an important aspect of your development and education.

In-class critique and presentations: In-class critiques and presentations are an integral part of this course. If you do not attend a milestone presentation or group presentation you will not get points for participating, and those cannot be made up.

Team based course and projects: Students are expected to collaborate effectively on team-based projects. Peer and Instructor evaluations will be used to assess the success of each student as a team mate. If a student is unable to participate constructively or fails to contribute to the team's success, they may be removed from the team as a last resort. In such cases, the student will be required to complete individual projects, the specifics of which will be determined in consultation with the instructor. Removal from a team will result in the loss of all points associated with team-based work.

Assessment Criteria & Methods of Assessment: Total 360 points

- **Build & Milestone Reviews: Total 120pts (3 @ 40pts ea.)**
  - Bi weekly builds of your games that are reviewed for progress and bugs. The following are included in a build review:
    - Playable build of the game in its current state
    - Evaluate art and implemented placeholder assets
    - Check schedule and individual tasks and contributions
    - Peer reviews
- **Peer & Instructor Reviews: Total 160pts (8 @ 20pts ea.)**
  - Peer Evaluations: 10 pts (average of peer ratings for each category)
  - Instructor Evaluations: 10 pts (instructor's rating for each category)
- **Alpha Milestone Presentation: 80 pts**
- **Attendance Policy:** Incorporated into the final grade based on the outlined criteria.

Team Structure and Member Responsibility: Each team is responsible for organizing its own structure and dividing the workload among members. All members are expected to contribute consistently and effectively. If a team member is not fulfilling their responsibilities—due to illness, lack of skill, or lack of motivation—that student may be reassigned by the instructor and given an alternative individual task list.

Process for Reassignment of a Team Member:

- The team must hold a meeting with all members present and the instructor to discuss the concerns.
- The student in question must be given two weeks to show improvement.
- If, after two weeks, the student has not met expectations and the entire team agrees that they function more effectively without them, the instructor will reassign the student to an individual task list for the remainder of the semester.
- **Due to the nature of this course, an individual who is reassigned will not be able to participate in the team structure and will not be able to earn team points. The maximum grade a reassigned student can earn for the course is a C+. All final grades will be determined on a case-by-case basis.**

GRADING RUBRICS

*All or some of the following criteria will be used for grading projects. The rubric may be altered at the discretion of the instructor. * The instructor reserves the right to update and or change the syllabus, projects, or due dates.*

ALPHA MILESTONE RUBRIC – 80 POINTS TOTAL

Category	Criteria	Exceeds Expectations	Meets Expectations	Below Expectations	Incomplete / Not Evident	Points
Functionality & Core Gameplay (20 pts)	Game is playable from start to finish with core features working.	Fully playable; all core systems work without major bugs (18–20 pts)	Playable; minor bugs or incomplete systems (15–17 pts)	Incomplete or unstable gameplay loop (10–14 pts)	Cannot be played through; major systems missing (0–9 pts)	/20
Mechanics Implementation (15 pts)	Key gameplay mechanics are implemented.	All major mechanics implemented and functional (14–15 pts)	Most mechanics implemented; some inconsistencies (12–13 pts)	Some mechanics missing or poorly integrated (9–11 pts)	Few or no working mechanics (0–8 pts)	/15
Level Completion (10 pts)	Levels are built and navigable.	All levels fully blocked out and playable (9–10 pts)	Most levels completed; minor layout issues (7–8 pts)	Some levels incomplete or confusing (5–6 pts)	Minimal level design present (0–4 pts)	/10
User Interface (UI) (10 pts)	UI is functional and clearly supports the gameplay.	Menus, HUD, and feedback systems are present and functional (9–10 pts)	Basic UI in place; minor missing elements (7–8 pts)	Placeholder UI or confusing layout (5–6 pts)	No UI or non-functional interface (0–4 pts)	/10
Team Collaboration & Task Management (10 pts)	Teamwork and use of tools to track progress.	Team consistently met goals; task tracking tools were used effectively (9–10 pts)	Tasks generally completed; minor miscommunications (7–8 pts)	Uneven contribution or weak coordination (5–6 pts)	Poor teamwork or no evidence of coordination (0–4 pts)	/10
Internal Playtesting & Feedback Response (10 pts)	Evidence of testing and iteration.	Internal testing led to meaningful design improvements (9–10 pts)	Testing occurred; some iteration evident (7–8 pts)	Testing limited or not clearly reflected in changes (5–6 pts)	No evidence of testing or iteration (0–4 pts)	/10
Presentation & Alpha Build Delivery (5 pts)	Clear, timely presentation and game build.	On-time submission with polished presentation/demo (5 pts)	Submitted on time; presentation clear but minimal (4 pts)	Late submission or unclear presentation (2–3 pts)	Not submitted or unplayable (0–1 pts)	/5

BUILD REVIEW MILESTONE RUBRIC & REQUIREMENTS

Criteria	Full Credit	Partial Credit	No Credit	Points
Playable Build Delivered (5 pts)	Build is submitted on time and launches without major errors.	Build is submitted late or launches with minor issues.	No build submitted, or build is unplayable.	/5
Sprint Goals Met (5 pts)	All sprint goals completed and clearly represented in the build.	Most goals completed; minor items missing or incomplete.	Few or no sprint goals completed.	/5
Feature Functionality (5 pts)	Features added during the sprint function as intended.	Features partially work or are inconsistent.	Features are broken or missing.	/5
Art Integration (4 pts)	Placeholder or final art assets are integrated appropriately.	Some assets missing or incorrectly implemented.	No new art assets are included or visible.	/4
Core Systems Stable (4 pts)	Major systems (movement, camera, health, etc.) function without crashes.	Minor bugs present but core gameplay is still possible.	Crashes, broken systems, or game is difficult to play.	/4
Bug List Updated (4 pts)	Bug list is organized, up-to-date, and shows ongoing triage.	Bug list exists but is incomplete or disorganized.	No bug tracking evident.	/4
Version Control Used (4 pts)	Version control (Git, Perforce, etc.) is regularly used with clean commits.	Version control is used inconsistently or shows issues.	No version control used or evidence provided.	/4
Task Board Updated (4 pts)	Task board/Hack n Plan is current and reflects accurate progress.	Board exists but is outdated or unclear.	No task tracking system in use.	/4
Team Reflection & Presentation (5 pts)	Clear presentation with reflection on goals, blockers, and next steps.	Presentation lacks depth or detail; reflection is minimal.	No reflection or team did not present.	/5

PEER REVIEWS | INSTRUCTOR REVIEWS RUBRIC

Category	Peer Evaluation: 10-point max	Instructor Evaluation: 10-point max
Contribution *Work supports team goals*	**2** - Consistently contributed valuable ideas and fostered collaboration. **1** - Generally helpful but did not consistently contribute. **0** - Rarely contributed or did not work well with others.	**2** - Actively involved in project work, regularly supported peers, showed leadership or key contributions. **1** - Contributed reasonably, with some inconsistencies in engagement. **0** - Lacked contribution or did not support team dynamics effectively.
Collaboration *Participates actively, communicates effectively*	**2** - Consistently helped others, and fostered collaboration. **1** - Generally helpful but did not consistently contribute. **0** - Rarely contributed or did not work well with others.	**2** - Consistently helped others, and fostered collaboration. **1** - Generally helpful but did not consistently contribute. **0** - Lacked significant contributions or did not support team dynamics effectively.
Quality of Work *Demonstrated technical skill, polish, creativity, and attention to detail.*	**2** - Produced high-quality work with strong attention to detail and creativity. **1** - Produced competent work with minor issues or less creativity. **0** - Work quality was below expectations and needed reworking.	**2** - Work exceeded expectations in skill, creativity, and polish, and showed initiative in improving work. **1** - Work met expectations with minor issues; demonstrated skill but lacked polish or creativity. **0** - Work fell below standards, requiring frequent revision or assistance from peers/instructor.
Professionalism *Demonstrated responsibility, respect, and accountability. Good hygiene and maintains a clean working environment.*	**2** - Highly respectful and responsible, offered constructive feedback. **1** - Generally respectful and responsible, minor issues with feedback or attitude. **0** - Showed a lack of respect, responsibility, or accountability.	**2** - Maintained high standards of respect, provided constructive input, and was reliable. **1** - Professional behavior was generally good, but there were some lapses in feedback or attitude. **0** - Behavior was unprofessional or disrespectful, negatively impacting the team and project outcomes.
Deadlines *Completed work on time, managed tasks and time effectively*	**2** - Always met deadlines and proactively managed time. **1** - Met most deadlines, but struggled with time management occasionally. **0** - Often missed deadlines, causing project delays.	**2** - Completed work on time consistently and demonstrated strong organizational skills. **1** - Met most deadlines but required reminders, with some impact on team progress. **0** - Frequently missed deadlines, causing significant delays or requiring others to compensate for late work.

LATE WORK POLICY

On time – Full Credit	Assignment delivered by the specified time and date for the assignment
1-24 hours late	Grade reduced by one letter grade
1-6 days late	½ Credit
7 or more days Late	Zero for the assignment

ATTENDANCE POLICY

Full credit	Zero to 3 absences
Miss 4-5 classes	Grade drops by one letter grade
6 or more absences	Fail the course

GRADING SCALE

Grade	Percentage Range	Point Range (out of 360)
A	**100–94%**	**360–338**
A−	**93–90%**	**337–324**
B+	**89–87%**	**323–312**
B	**86–84%**	**311–298**
B−	**83–80%**	**297–288**
C+	**79–77%**	**287–277**
C	**76–74%**	**276–266**
C−	**73–70%**	**265–252**
D+	**69–67%**	**251–241**
D	**66–64%**	**240–228**
D−	**63–60%**	**227–216**
F	**59% or lower**	**215–0**

COURSE STATEMENTS AND POLICIES

Attendance Policy: Students are required to attend all classes and critiques. After 5 absences you will automatically fail the course unless there are mitigating circumstances. This course is designed to include discussion and other forms of collaboration and communication. You will need to check Canvas each week and your official BSU University email account daily. Doing so will allow you to view announcements, participate in class activities, prepare for and complete assignments and assessments. You are expected to complete all assignments and any other activities by the due date.

Our class time is only 1 hour and 50 minutes. It is important to be on time and ready to work.

- **1-3 absences**: Full attendance credit (no penalty).
  - **15 minutes is tardy.**
  - **3 tardies equals 1 absence.**
  - **30 minutes or more late is absent.**
- **4-5 absences**: One-letter grade deduction from the final grade.
- **6 absences**: Automatic failure of the course.

Participation Policy: This course is designed with weekly activities, discussion, and other forms of regular collaboration and communication, be it online, in the classroom, or submitting assignments. It is recommended that you log into your course 3 to 4 times a week and check your official Ball State email account daily to view announcements and prepare for class. Complete all assignments and other activities by the stated due dates. Be present physically, mentally, emotionally and contribute a positive atmosphere to everyone's learning environment.
Failing to upload an assignment, attend a class session, or contact the professor via message for a period of one week, will result in the accumulation of one point. Just as above, 6 points means failure of the course.

Course time commitments: BSU policy (FPPH sec. 88) states that typically a 3-credit hour class involves a total of 6,750 minutes of work over the course of the semester. This includes the time a student spends in class and on work outside of class. For a lecture course that meets for 150 minutes per week, an additional 300 minutes of work outside of class per week is reasonable. For a studio course that meets 300 minutes per week, an additional 150 minutes of work outside of class is reasonable. NASAD standards are similar, but they state these expectations in hours, rather than minutes. Per NASAD, a 3-

credit lecture course should include 3 hours in-class and 6 hours of outside work/preparation per week and a 3-credit studio course should include between 4.5 and 6 hours of class time, with the rest of the weekly time (4.5-3 hours, adding up to 9 total) devoted to outside work. If you incorporate a clause in your syllabus or Canvas site about student workload, please be mindful of these expectations and note that the bottom line is that a student should be able to complete the work required in a 3-credit class in 9 hours per week.

Feedback Policy:

- I will respond to email from your official Ball State email address within 24 hours during week days (Monday-Friday).
- I will read every discussion post but I will not always personally comment on posts.
- I will grade your quizzes, assignments, and discussions within 2 weeks of submission.
- Contact me directly if you have questions or concerns about your performance in class.

Late Assignment Policy:

- All assignments are due by the beginning of class on the due dates indicated.
- Late Assignments won't be accepted. Emailed attachments will be ignored. Once you've missed a deadline, your grade is entered and not covered by any other grading policies.
- In this class, we provide extra time given the challenges of creating a film. The deadline for all final film projects is noon on the last day of Exam week.

Assignment Submission Policy: All assignments must be submitted digitally, in the format requested, on the day requested, in the assignment description.

Making Back-ups: Students are responsible for their digital work. Never rely on the local computer HD or Desktop in the art labs or the Art Lab Share Server for any overnight storage or long-term storage. The Art Lab Share Server will be wiped every Sunday afternoon. The local HD and Desktop on each computer will be wiped clean on a daily basis. The Workspace drives on the computers will not be touched until the end of the semester over the breaks for cleanup. **The loss of class work due to the lack of backup is not a viable excuse in this class.** Hard drives corrupt or break - expect it and plan ahead for it. Always backup everything and do not leave all your files in one location (one location = one CPU).

Classroom Cleaning: Wearing a mask and cleaning your hands are still the best behaviors to slow the spread of COVID-19. All instructional spaces will be provided with sanitizer/cleaner. You will be expected to clean surfaces before class begins and after class ends. You are entirely responsible for cleaning up after yourself. In the classroom you must clean up all workspaces and dispose of any scraps/debris you may have produced while working. If you are leaving any materials or works-in-progress in the classroom, they must be clearly labeled and stored out of the way of the other students who share the room. It is true that one person's trash is another person's treasure, but the converse is double true in an art school. If you don't want to lose your work, make sure you keep track of it.

Eating and Drinking in Classrooms
There will be no eating or drinking in the classroom or studio spaces

Grading Policy: It is my policy that appropriate evaluation of your academic performance is an integral part of your learning experience. In the absence of mistake, fraud, bad faith or incompetence, I will be the key decision-maker on the assignment of grades. For information concerning grade appeals, consult the Ball State website.

A Note on Pronouns: We all have pronouns that we expect people to use when they refer to us; he/him, she/her, they/them, or something else. Many people never have to think about their pronouns, but some of us would be uncomfortable if someone referred to us using pronouns that feel wrong to us. For that reason, it is important to identify your pronouns to your professor and to your classmates, and be willing to help them use the correct pronouns when referring to others, including your classmates, professor, and any artists or designers we discuss throughout the semester. Be ready to extend grace and patience to everyone else as they learn, just as we do with the class concepts.

UNIVERSITY POLICIES

Diversity Statement
Ball State University aspires to attract and retain a diverse faculty, staff, and student body. We are committed to ensuring that all members of the community are welcome, through valuing the various experiences and worldviews represented at Ball State and among those we serve. We promote a culture of respect and civil discourse as expressed in our https://www.bsu.edu/about/beneficence and university resources https://www.bsu.edu/campuslife/multicultural-center/resources.

Disability Services Statement
If you need course adaptations or accommodations because of a disability, please contact Disability Services as soon as possible. The Office of Disability Services coordinates services for students with disabilities; documentation of a disability needs to be on file in that office before any accommodations can be provided. Disability Services can be contacted at 765-285-5293 or dsd@bsu.edu.

Ball State Academic Ethics Policy
Honesty, trust, and personal responsibility are fundamental attributes of the university community. Academic dishonesty and other forms of academic misconduct threaten the foundation of an institution dedicated to the pursuit of knowledge and will not be tolerated. To maintain its credibility and reputation, and to equitably assign evaluations of scholastic and creative performance, Ball State University is committed to maintaining a climate that upholds and values the highest standards of academic integrity. Visit the complete Student Academic Ethics Policy.

Plagiarism Policy: Plagiarism is not acceptable, unless otherwise indicated for all assignments, you must work independently by yourself. Sharing of files is not permitted for any reason.

Potential Violations

Examples of academic integrity violations include but are not limited to:

- Working with another person on any assignment other than authorized group projects.
- Sharing or allowing others to access your files, whether done with permission or not.
- Use or possession of a file created by someone else.
- Reusing work from another semester, course, or section.
- Fraudulent submission of work.
- Using unauthorized materials during Exams.
- Impersonating someone else or having them impersonate you.
- Making fraudulent or dishonest statements regarding your work.
- Soliciting others to complete work for you.
- Posting course files and resources on study or content sharing websites.

The Plagiarism Tutorial from UNC Libraries provides you with a great foundation in Academic Integrity.

Plagiarism Detection
The campus subscribes to SimCheck, a plagiarism prevention service, through Canvas. You may need to submit written assignments to SimCheck. Student work will be used for plagiarism detection and for no other purpose. The student may indicate in writing to the instructor that he/she refuses to participate in the plagiarism detection process, in which case the instructor can use other electronic means to verify the originality of their work.

Title IX

Ball State University is committed to providing a safe and inclusive learning environment for all students. If you or someone you know has experienced sexual harassment—including sexual assault, dating violence, domestic violence, or stalking, please know that you are not alone. The University offers support services and resources. For more information or to report an incident, please visit www.bsu.edu/titleix or contact the Title IX Coordinator at 765-285-1545 or at titleix@bsu.edu

As your instructor, I am a mandatory reporter under the Title IX policy and required to report any information I receive about possible sexual harassment. This includes information shared in class discussions, assignments, or private conversations.

What happens after I report? The Title IX Coordinator will email the person who experienced sexual harassment (complainant) and invite them to schedule a meeting. If the complainant **chooses** to meet with the Title IX Coordinator,

- Title IX Coordinator will offer supportive measures (e.g., counseling, extensions on deadlines, course-related adjustments, changes to work or class schedules, and/or referrals to campus offices), review the policy, and discuss options to move forward.
- If a complaint is filed by the complainant or the University, an investigation will begin following University policy.

CANVAS AND STUDENT PRIVACY

Canvas Accessibility: Canvas provides a user experience that is easy, simple, and intuitive. Special attention has been paid to making Canvas screen-readable. The Rich Content Editor encourages users to create accessible content pages (i.e. text formatting is accomplished using styles). Canvas is designed to allow limited customization of colors and schemes to be accessible for all users. The National Federation of the Blind granted Canvas the Gold Level Web Certification in 2010. Find more information by visiting the Canvas Voluntary Product Accessibility Template (VPAT).

FERPA and Privacy: As a student, your educational records are considered confidential. Under FERPA (Family Educational Rights and Privacy Act), your records are confidential and protected. Under most circumstances, your records will not be released without your written and signed consent. However, some directory information may be released to third parties without your prior consent unless a written request to restrict this is on file. You can learn more about student rights to privacy by reading Ball State's FERPA and Privacy and Protection.

Video Conferencing Recording: In this class, software may be used to record live class discussions. As a student in this class, your participation in live class discussions may be recorded. These recordings typically will be made available only to students enrolled in the class, to assist those who cannot attend the live session or to serve as a resource for those who would like to review content that was presented. Students who prefer to participate via audio only will be allowed to disable their video camera so only audio will be captured. Students who prefer to listen only must disable their audio capability and visual camera. If you have concerns, please discuss these options with me.

SUPPORT SERVICES

The Writing Center: All writers improve with practice and feedback, so as a student in this course, you are encouraged to use the Writing Center (in Robert Bell 295, Bracken Library, or online) to get additional feedback on your writing. To schedule a free appointment to discuss your writing, go to www.bsu.edu/writingcenter. Online and in-person appointments are available seven days a week; however, plan ahead because appointments book quickly!

The Learning Center: The Learning Center offers free tutoring for many courses. We also provide writing and study skills tutoring. Students can make appointments for virtual (Zoom) or in-person (NQ 350) appointments. To make an appointment, visit my.bsu.edu and click on “Navigate” in the Additional Tools section, or just go directly to https://bsu.navigate.eab.com. You can also download the Navigate Student app. The Learning Center also has drop-in tutoring (no appointment necessary) for math, chemistry, and biology. Check our website for more information. Testing accommodations for students with disabilities are available for students who have received the appropriate documentation from Disability Services. Tests may be administered in the Learning Center.

For more information about all of our programming visit www.bsu.edu/learningcenter or call 765-285-1006. Email us at learncenter@bsu.edu.

Counseling Center: The Ball State University Counseling Center offers free and confidential services to all students. The Counseling Center is located in Lucina Hall, Room 320. To schedule an appointment, you can contact us at 765-285-1736. Ball State now also offers a 24/7 Crisis Line, which can be reached at 765-285-HOPE (4673). The Crisis Line is a mental health resource for those who are struggling with any mental health concerns, including thoughts of self-harm and/or suicide.

At the Ball State Counseling Center, we see students for a variety of reasons, some of which include homesickness, relationship concerns, anxiety, and depression. At your first appointment, you will work with a therapist to create a plan that will connect you with resources that best fit your needs. We assist students with getting connected to therapy at our Center as well as connecting students to self-help resources, other on-campus resources, and community-based resources. All Ball State students also have access to several on-demand, self-help resources through a variety of different platforms. All of these resources, including a direct link to our website, can be found here.

Cardinal Kitchen: Cardinal Kitchen is Ball State's campus food pantry. The pantry is open to all Ball State students Tuesday nights from 5:00 to 8:00 p.m. throughout the year. It is located in Room L26 of the Student Center and you can contact them by phone: (765) 285-2621 or email: cardkitch@bsu.edu

SUBJECT TO CHANGE STATEMENT

This syllabus and schedule are subject to change in the event of extenuating circumstances.

TENTATIVE COURSE CALENDAR | FALL 2026

Week	Date	Assessment	Points
1		Game production	
2		Game production **Peer and Instructor Review**	 20
3		Game production	
4		**Build Review 1** **Peer and Instructor Review 2**	40 20
5		Game production	
6		**Peer and Instructor Review 3**	20
7		Game production	
8		**Build Review 2: Class Presentation and Playtest** **Peer and Instructor Review 4**	40 20
9		Game production	
10		**Peer and Instructor Review 5**	20
11		Game production	
12		**Build Review 3** **Peer and Instructor Review 6**	40 20
13		Game production	
14		**Peer and Instructor Review 7**	20
15		Game production	
16		**Alpha Milestone Dec 3** **Peer and Instructor Review 8**	 80 20
17		**Final Tuesday Dec 8 12-2PM**	
	TOTAL		360

ALL DATES AND DEADLINES SUBJECT TO CHANGE.