DEPARTMENT OF ART EDUCATION AND ART HISTORY
Fall 2017
Tues/Thurs 12:30-1:50pm

AEAH 4899
IADS Capstone Course: Art History Games
Dr. Kelly Donahue-Wallace
Office Art Building 224C
kwallace@unt.edu
Office Hours: Thursday 11-12:30
or by appointment scheduled via aeah@unt.edu or (940) 565-4777

COURSE SUMMARY:
The BA in Interdisciplinary Art and Design Studies is an interdisciplinary study of images that introduces students to the breadth of artistic and design media and the interpretive strategies employed to decipher them. The degree teaches students to understand images as objects to be read for their visual, physical, technical, social, and historical properties. It explores the social, philosophical, and psychological reasons why humans make and need images as well as how humans have used images to communicate throughout history and around the globe. The degree prepares students to understand the power and significance of images in the world around them. The purpose of the IADS capstone course is therefore to examine an image-based theme from different disciplinary perspectives and to conduct research using research methodologies of select social sciences and humanities fields.

Our theme this semester is education and games. We will use a course we have all taken—art history survey—to create games to help students with the information learned in that class. At the same time, the class will teach team-based practice and project management to prepare you for entering the workforce. Therefore, this school project will have real-world practical applications.

CATALOG DESCRIPTION:
Capstone course for interdisciplinary art design studies majors. Advanced interdisciplinary study of art and design. Specific topics vary. Delivered as seminar consisting of assigned readings, class discussion, presentations, and written research. Prerequisites: ART1200, ART2350, ART2360, 3 hours advanced Art History, 3 hours advanced Menu 2.

REQUIRED TEXT:
2. Additional assigned readings will be on the course Blackboard site or accessed freely on the Internet.

OUTCOMES
By the end of this course, you will:

- Produce a working art history game that has been developed, prototyped, play-tested, and assessed.
- Employ project management skills to bring the game project to completion.
- Work productively and collaboratively with a team.
- Develop a resume that effectively promotes your knowledge and skills.
ASSESSMENTS:
- **The Game:** A semester-long, team project creating an art history game. The grades for this project will come throughout the semester and are tied to development as well as the final product. Grades associated with the game are both individual and team-based and may be tied to in-class or at-home work. The game and all of its associated assessment account for 50% of your grade.
- **Readiness Assurance Tests (RATs) and In-Class Work:** Multiple, in-class and/or online tests and in-class written and/or verbal activities associated with learning the content necessary for learning course content, creating the game, managing the project, and working in a team. Grades associated with this content-development are both individual and team-based. All of the tests and in-classwork associated with content development account for 30% of your grade.
- **Teamwork:** Teamwork is assessed through a blog you keep as individuals (seen only by KDW), my assessment of your performance, your team’s assessment of itself, and your team’s assessment of your performance. The teamwork grade also includes points awarded for completing team peer assessments every other week. Teamwork grades account for 15% of your grade.
- **Resume:** The resume accounts for 5% of your grade.

COURSE STRUCTURE:
The purpose of a capstone class is to put into practice all of the knowledge and skills you are developing in the major and to build skills that will help you through college and into the workforce. Therefore, the instructor’s role in the class is as guide, not “teacher.” This is your class. Don’t arrive expecting the instructor to do all (or most) the work.

This is a seminar requiring constant discussion, participation, and contribution. You will read, talk, and collaborate throughout each class meeting. You will also complete work before, during, and after each class meeting. Most work will take place during the class session, but you will sometimes collaborate and work with your group outside of class time.

ATTENDANCE POLICY:
Attendance is taken at each class. Each absence after two (equal to a full week off of class) reduces the final grade by one full letter grade regardless of whether the absence is “excused” or “unexcused.” Should you require more than a week off of school, you should consider a leave of absence, also known as a medical withdrawal. Be aware that failure to attend also reduces your in-class activity grade for the class meeting and lets your team down.

LATE WORK POLICY:
Late work is not accepted. This holds true for individual as well as team assessments.

AMERICANS WITH DISABILITIES ACT (DISABILITIES ACCOMMODATION):
Please notify the instructor if you have a disability that requires accommodation. It is also required that you register with the UNT Office of Disability Accommodation, Student Union, Room 318. The College of Visual Arts and Design policy on accommodation is available upon request in the CVAD Dean’s offices, Room 107. Further questions and problems on accommodation may be addressed to Associate Dean Eric Ligon, School Accommodation Liaison, Art Building, Student Advising, Room 111.

COURSE RISK FACTOR:
According to University Policy, this course is classified as a category 1 course. Students enrolled in this course will not be exposed to any significant hazards and are not likely to suffer any bodily injury. Students in this class will be informed of any potential health hazards or potential bodily injury connected with the use of any materials and/or processes and will be instructed how to proceed without danger to themselves or others.

**BUILDING EMERGENCY PROCEDURE:**
In case of emergency (alarm will sound), please follow the building evacuation plans posted on each floor of your building and proceed to the nearest parking lot. In case of tornado (campus sirens will sound) or other weather related threat, please go to the nearest hallway or room on your floor without exterior windows and remain there until an all clear signal is sounded. Follow the professor’s instructions and act accordingly.

**CENTER FOR STUDENT RIGHTS AND RESPONSIBILITIES:**
Students in this course are subject to the University of North Texas code of student rights and responsibilities available at www.unt.edu/csrr.

**PLEASE NOTE:**
The instructor reserves the right to change this syllabus as needed.
Sign and return this form by Thursday 8/31.

SYLLABUS AGREEMENT AEAH4899 Fall 2017
I have read this syllabus. I agree to comply with all of the provisions it describes. I understand that this class includes a substantial amount of reading, writing, and discussion. I understand the attendance and late policies.

By taking this course, I agree not to commit acts of academic dishonesty including plagiarism and cheating. I understand that any act of academic dishonesty will result in a grade of “F” in the course. I further understand that Dr. Wallace will pursue disciplinary actions against me with the University of North Texas should I commit any act of academic dishonesty.

____________________________________  ________________
PRINT YOUR NAME                         DATE

____________________________________  ________________
SIGNATURE                               STUDENT ID NUMBER
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<tr>
<th>Week</th>
<th>Tuesday: Date, Topic, Activity</th>
<th>Thursday: Date, Topic, Activity</th>
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| Week 1| 8/29  
• Topic: Introduction  
• Begin reading: “Discovering the Pedagogical Paradigm” 17-41 and 88-120 | 8/31  
• Meet at the Media Library  
• Due: bring list of games you’d like to play  
• Due: Proof of textbook purchase  
• Register: for Arte: Mecenas and begin playing  
• Continue reading: “Discovering the Pedagogical Paradigm” 17-41 and 88-120 |
| Week 2| 9/5 Art History  
• In-class RAT #1 on “Discovering”  
• Read before class: “Discovering the Pedagogical Paradigm” 17-41 and 88-120  
• Continue: playing Arte: Mecenas | 9/7  
• Guest Speaker: Josh Yavelberg  
• Continue: playing Arte: Mecenas  
• Begin reading: *Play to Learn*  
• Due by 12:30pm: Resume |
| Week 3| 9/12  
• Meet at the Media Library  
• Continue reading: *Play to Learn*  
• Continue: playing Arte: Mecenas | 9/14  
• Team Assignments Made  
• Topic: Art History  
• Continue reading: *Play to Learn*  
• Continue: playing Arte: Mecenas |
| Week 4| 9/19  
• Topic: Art History and Games  
• Continue reading: *Play to Learn*  
• Due: proof of finishing Arte: Mecenas | 9/21  
• Guest Speakers: Triseum  
• Continue reading: *Play to Learn* |
| Week 5| 9/26  
• Topic: Games  
• In-class RAT #2 on *Play to Learn*  
• Read before class: *Play to Learn (finish)*  
• Topic: Games  
• Teamwork Blog Entry due by Friday at 5pm |
| Week 6| 10/3  
• Topic: Games  
• Continue reading: Project Management Guide at https://www.wrike.com/project-management-guide/ | 10/5  
• Topic: Games  
• In-class RAT #3 on Project Management  
• Due: Team Peer Assessment #1  
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<td>• Teamwork Blog Entry due by Friday at 5pm</td>
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<td>Week 8</td>
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<td>Week 9</td>
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<td>Week 10</td>
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<td>Week 15</td>
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<td>• Project Work</td>
<td>• Final Presentation/Play/Critique</td>
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<td>• Skype Visitor: Josh Yavelberg</td>
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<td>• Final Team Peer Assessment</td>
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