



Team Projects Capstone

Celebrating Teaching And Learning - UW/W - 2022

Nick Hwang

Assistant Professor MAGD

Communications

PhD Compositional & Experimental Music, Digital Media

A. Bill Miller

Associate Professor MAGD

Art and Design

MFA Painting & Drawing



MAGD Program Structure & Capstones

- Basic Structure
 - Core Courses
 - Electives (Emphasis & Crossover)
 - Capstones
 - 487 Portfolio Development Capstone
 - 488 Team Projects Capstone
- 487 Portfolio Development Assignments
 - Professional Portfolio Research
 - Website Portfolio Development
 - Relevant Job Search
 - Resume & Cover Letter
 - “Portfolio Quality” Project



487 & 488 Original Versions

- Sequential Capstone Experience
 - 487 Pre-Production
 - 488 Production
- Self selected teams & projects in consultation with faculty
- Timing of project development & semester breaks



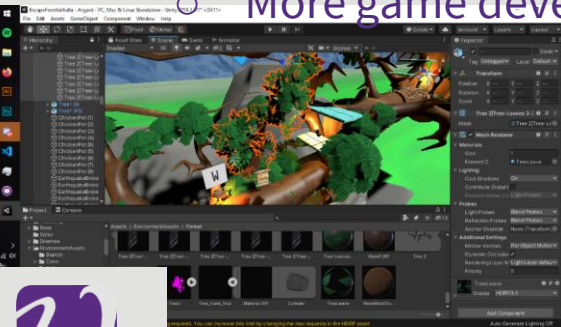
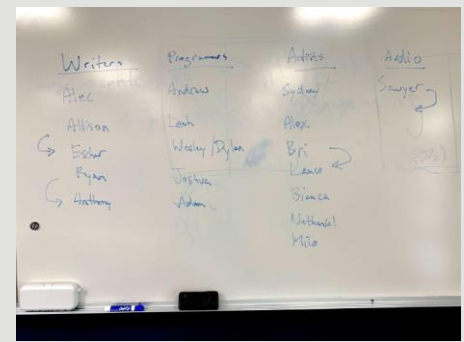
487/488 Curriculum Adjustments

- Recognize students proposing projects they weren't prepared to do
- Repeatable 488 Team Projects
 - more opportunities for advanced project development
- Transfer students “time to degree”
- Concurrent enrollment in 487 & 488
- Official around 2019



MAGD Recent Updates

- Capstones not directly connected or sequential anymore
- Compare to other similar programs
 - UW Stout
 - HAN (Travel Study & Special Topics)
- New courses developed
 - MAGD 272 & 372
 - More game development specific coursework



488 Recent Updates

- Address scope of projects
 - Too Big -OR- Too Small
- Small Team Dynamics
 - Personalities
 - “Loudest Voice”
- Self Selected Teams ?
- Minimize Individual Projects
- More Professional Atmosphere



488 Current Version

- Bigger Teams & Less Projects
- Address student resistance to change and perceptions of their work
- Align with industry structure for team project development
- Increase potential for more ambitious and higher quality projects



488 Process - Spring 2022

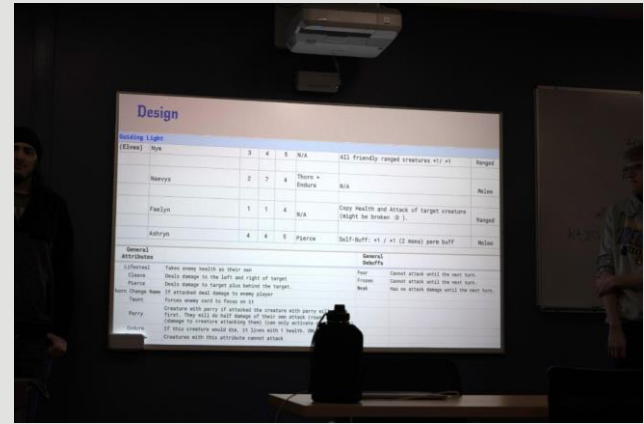
1. Random small group concept pitches
2. Student ranked project selection
3. Self select project with some assignments
4. Assign some students in leadership roles
5. “Department” structure for dividing work
6. Design Phase
7. Development Phase

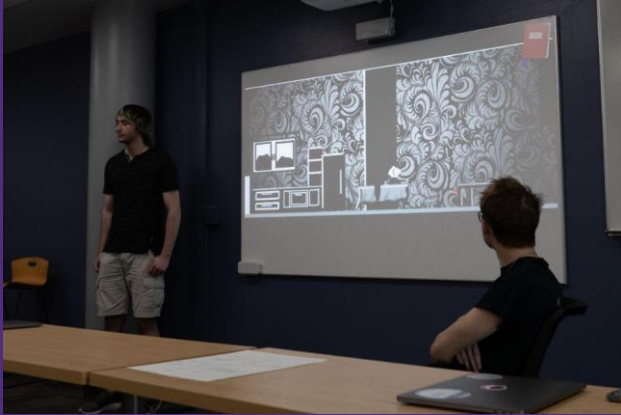


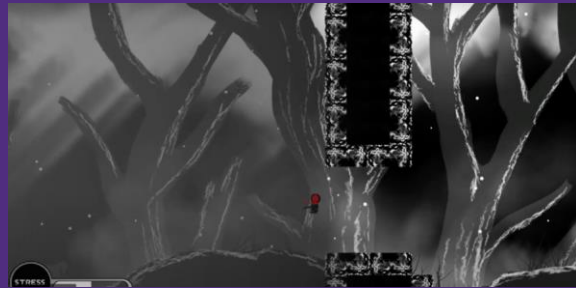
488 Outcomes Spring 2022

- Two game development projects with 26 students
- One team presented prototype at Midwest Gaming Classic
- Both teams presented prototypes at MAGD Expo
- Both games available online
- Some student feedback during semester









488 Future Plans

- Role of faculty as Project Manager/Director/Producer
- Project methodology and better established pipeline
 - Faculty determine & enforce more deadlines/goals
- Student peer feedback
- Try with one large project
 - “Ship” game to platform (Steam, etc)
 - All students involved



Thank You!

magdexpo.com

