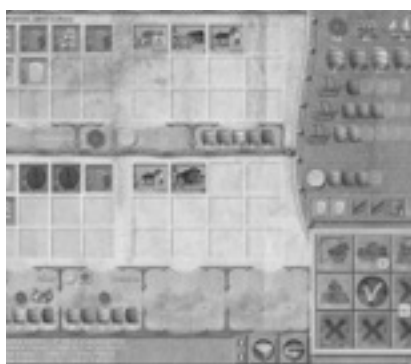




**UMW - DEPARTMENT OF HISTORIC PRESERVATION
LABORATORY IN PRESERVATION PLANNING
Spring 2012 - M/W 11-12:15 - Combs Hall 025**

Dr. Andréa Livi Smith
alsmith@umw.edu
(540) 654-1316
Combs 134

Office Hours
M 3:00-4:00 – W 2:00-4:00
T & R 10:00-11:00
Or by appointment



COURSE OUTLINE

Historic Preservation 469, Laboratory in Preservation Planning, expands upon the methods and information learned in HISP 405 by providing students with practical experience in preservation planning. Working alone and in team settings, students will develop a board game that clarifies preservation planning concepts for the lay audience.

COURSE OBJECTIVES

- Utilize the research, documentation, and analytical skills acquired to date.
- Develop a work plan for data collection and analysis.
- Explore and analyze relevant games and organizations that have used these games in an educational/professional setting before.
- Design a preservation planning board game, including board, cards, pieces, etc.
- Develop detailed, illustrated instructions.
- Write and present an analysis of the game and its pedagogical advantages in broadening the impact of historic preservation.

STUDENT LEARNING OUTCOMES

- Students will be able to synthesize what they have learned in historic preservation courses and apply their knowledge to a new situation.
- Students will increase their knowledge and understanding of planning tools by explaining them to others.
- Students will hone the writing, speaking, and design skills they have developed in previous courses.



REQUIREMENTS

Honor Code: All graded work is bound by the provisions of the Honor Code and must be pledged, signed, and dated.

Preparation & Participation: Keeping up with readings and assignments, participating in class, and interacting with your classmates/teammates in a respectful manner will enrich the learning experience. Participation will count toward a substantial portion of your final grade.

Attendance & Behavior: Your attendance is vital both for your learning as well as for lively class discussion. Because this course is a project-based course meeting only once a week, attendance is particularly crucial. Any absence from class will be considered in the grading of both participation and team-based assignments. Students are expected to display civil and respectful behavior during class. Cell phones must be silenced in class sessions, and laptops may only be used if used in a non-disrupting manner (no instant messaging, games, or sound). Violators will be referred to the Office of Judicial Affairs.

Graded Coursework: Assignments are due at the beginning of class unless otherwise specified by the instructor. Late submissions will be marked down ten points per day.

Participation: Participation is crucial in this course and cannot be replaced by outside of class work. (25% of final grade)

Course Journal: Students must keep a journal for the course. Journal entries must be kept online in a google doc made available to Dr. Smith. Journal entries are due five times during the semester (see course schedule.) The journal entries should focus on (1) the student's individual experience in the course relating to the project process, (2) peer evaluation of team-members, (3) lessons learned in a wider planning/preservation context. (15% of final grade)

Data Gathering: Students will work in teams to assess various existing board games. Furthermore, students will research existing use of games in educational and professional settings, particularly in urban planning, to develop the concept of their game. (25% of final grade)

Design of Game and Related Materials: Students will work together to create the preservation planning board game and related materials. Tasks will include assembling and developing the gameboard, cards, and pieces, instructions, box, and website. (25% of final grade)

Game Presentation: Students will present their work to the UMW community. All students in the course must participate. Professional speaking and illustrations are expected. (10% of final grade)



Graded Course Requirements	Weight
Class Participation	25%
Course Journal	15%
Data Gathering/Analysis	25%
Board Game & Related Materials	25%
Game Presentation	10%

A mid-semester report of unsatisfactory (U) will be reported if a student has a C- or below in the course at the time reports are submitted.

Office of Disability Services

The Office of Disability Services has been designated by the University as the primary office to guide, counsel, and assist students with disabilities. If you receive services through that office and require accommodations for this class, please make an appointment with me as soon as possible to discuss your approved accommodation needs and bring your accommodation letter with you to the appointment. I will hold any information you share with me in strictest confidence unless you give me permission to do otherwise.

If you have not made contact with the Office of Disability Services and have accommodation needs, (note taking assistance, extended time for tests, etc.), please contact them at (540) 654-1266.

COURSE SCHEDULE		
Week 1	Jan 18	Class Introduction & Problem Statement
Week 2	Jan 23-25	Game Exploration I
Week 3	Jan 30- Feb1	Game Exploration II
Week 4	Feb 6-8	Preservation Planning Topics I (Journal entry due on Wed)
Week 5	Feb 13-15	Preservation Planning Topics II
Week 6	Feb 20-22	Game Concept Finalization
Week 7	Feb 27-29	Game Elaboration I (Journal entry due on Wed)
Week 8	Mar 5-7	NO CLASS – SPRING BREAK
Week 9	Mar 12-14	Game Elaboration II
Week 10	Mar 19-21	Game Formatting/Design (Journal entry due on Wed)
Week 11	Mar 26-28	Game Testing/Improvement
Week 12	Apr 2-4	Instructions & Website Design I
Week 13	Apr 9-11	Instructions & Website Design II (Journal entry due on Wed)
Week 14	Apr 16-18	Course Conclusion
Week 15	Apr 23-25	GAME PRESENTATION (day & time TBD)
Week 16	May 2	GAME AND INSTRUCTIONS DUE (Final journal entry due)