COURSE OUTLINE: VGA402 - GAME ANALYSIS

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Approved: Bob Chapman, Chair, Health

Course Code: Title	VGA402: CRITICAL GAME ANALYSIS
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Academic Year:	2022-2023
Course Description:	In order to analyze games, they must be played. In this course games will be played, examined, evaluated, dissected, and improved. The student will be challenged with evaluating, redesigning and artistically improving elements of games played.
Total Credits:	3
Hours/Week:	3
Total Hours:	45
Prerequisites:	VGA304
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course: **Please refer to program web page for a complete listing of program outcomes where applicable.**	**4008 - GAME - ART** VLO 1 Identify the differences in game genres in order to develop games that meet the needs of specific markets. VLO 3 Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games. VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project. VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. VLO 7 Use game concepts to support the ongoing iteration, creation, design and development of games. VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props.
Essential Employability Skills (EES) addressed in this course:	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 4 Apply a systematic approach to solve problems. EES 5 Use a variety of thinking skills to anticipate and solve problems. EES 6 Locate, select, organize, and document information using appropriate technology and information systems.

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	EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.
	EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.
	EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
	EES 10 Manage the use of time and other resources to complete projects.
	EES 11 Take responsibility for ones own actions, decisions, and consequences.
Course Evaluation:	Passing Grade: 50%, D A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.
Other Course Evaluation & Assessment Requirements:	From time to time the results of student projects assigned during the duration of this course may be used for college promotional purposes. Where possible credit for the work will be provided (student name) in conjunction with the display of the work. Original sources and copyright owners of all imagery used in projects by students for educational purposes must be documented and submitted as part of a bibliography for each assignment. In the event that borrowed imagery (stock photos and illustrations) are not to be used for promotional purposes the college reserves the right edit the work to replace those images with those that are within the terms of copyright agreements suitable for college promotion. Other than a name credit no additional compensation will be provided to the student for the use of their work on college promotional materials. Opting out It is assumed that all student completed as part of a Sault College course work will be eligible for consideration however, if a student wishes to not allow the college to use their work the student is required to write a letter to the coordinator indicating their intention to opt out of this initiative. There will be no penalty applied to the student for opting out of this plan.

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Develop the ability to identify, define and critically analyze core elements of video games.	1.1 Identify and analyze key gameplay elements of video games. 1.2 Describe how art style and graphics can impact the effectiveness of the core elements of video games. 1.3 Demonstrate the ability to review and effectively communicate in written form the effectiveness of the implementation of core video game elements in a published video game.
Course Outcome 2	**Learning Objectives for Course Outcome 2**
Demonstrate the ability to focus on analysing key components of video games working collaboratively to develop written reports outlining the effectiveness of video game experiences.	2.1 Work in teams to effectively analyze the effectiveness of video game experiences. 2.2 Focus and elaborate critically on key components of video game experiences. 2.3 Work in teams to present the results of critical analysis to groups of peers.
Course Outcome 3	**Learning Objectives for Course Outcome 3**

	Develop the ability to identify core elements of video games implemented poorly, with the expressed purpose of proposing and presenting changes.	3.1 Identify the key game features (unique and common) to a game that require changes. 3.2 Determine the appropriate improvements required. 3.3 Use industry standard tools to design and render examples of artistic changes made.
	Course Outcome 4	**Learning Objectives for Course Outcome 4**
	Demonstrate the ability to design and produce an improvement presentation package outlining in-depth key artistic shortcomings and the respective suggested artistic improvements to an existing game.	4.1 Design and develop an artistic improvement package for an existing game. 4.2 Critically analyze and evaluate video games deemed to be competitors to the game. 4.3 Develop a revised art style for the game. 4.4 Prepare a video game improvement package and present it to a group of peers.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assigments / Projects	100%

Date: June 21, 2022

Addendum: Please refer to the course outline addendum on the Learning Management System for further information.