

I. COURSE DESCRIPTION: In Industry Study, the student will be provided with tools and techniques to create an awareness of the game art industry. How do studios work? What is a typical work environment like? What would my job responsibilities most likely include? What will be expected of me as a game artist? Will be some of the questions examined in this exploratory course. Interview skills, application processes and tips on how to “sell yourself” to a potential employee will be major components of these sessions.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

Upon successful completion of this course, the student will demonstrate the ability to:

1. Learning and understanding how to “sell yourself” to potential employers
Potential Elements of the Performance:
 - Demonstrate the ability to communicate(visually, verbally, and in written form) with other artists, potential employers, art directors and clients for the purposes of game art creation
 - Create appropriate art assest to demonstrate areas of strength and focus
 - Communicate art direction from concept to final production in a video game development pipeline

2. Creating and understanding art assets for various platforms using appropriate art pipelines.
Potential Elements of the Performance:
 - Develop an understanding of the capabilities of various platforms and create assets that maximize platform potential
 - Understand and research platform capabilities and limits

3. Understanding and learning workflow pipelines in a video game development studio.
Potential Elements of the Performance:
 - Demonstrate the ability to apply effective business practices and time management skills appropriate to his/her position in the game art industry
 - Show the ability to work under a designated role in a video game development studio

4. Develop perspective in the role of game artists and art within development team and projects objectives by working effectively as a game artist within a team environment.

Potential Elements of the Performance:

- Understand the role of publisher, artist, programmer and tester in a game development studio
 - Communicate and understand team objectives and art direction
5. Develop a sensitivity to the relationship between traditional and digital media by employing appropriate uses of each within the game art context

Potential Elements of the Performance:

- Demonstrate the ability to use appropriate art skills efficiently within a workflow
- Using and demonstrating traditional and digital art skills from concept to final production

III. TOPICS:

1. Introduction to video game development
2. Designers, artist, programmers and testers
3. The role of a game artist
4. What employers are looking for in a game artist
5. Creating a professional video game art portfolio
6. Tips and tricks for contacts and interviews

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:**V. EVALUATION PROCESS/GRADING SYSTEM:****Assignments/Projects = 100% of final grade**

Assignments/projects will constitute 100% of the student's final grade in this course. A missing assignment is equivalent to course objectives not achieved which results in an "F" (fail) grade for the assignment/project.

The following semester grades will be assigned to students:

Grade	<u>Definition</u>	<i>Grade Point Equivalent</i>
A+	90 – 100%	4.00
A	80 – 89%	3.00
B	70 - 79%	2.00
C	60 - 69%	1.00
D	50 – 59%	0.00
F (Fail)	49% and below	

CR (Credit)	Credit for diploma requirements has been awarded.
S	Satisfactory achievement in field /clinical placement or non-graded subject area.
U	Unsatisfactory achievement in field/clinical placement or non-graded subject area.
X	A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course.
NR	Grade not reported to Registrar's office.
W	Student has withdrawn from the course without academic penalty.

VI. SPECIAL NOTES:

Attendance:

Sault College is committed to student success. There is a direct correlation between academic performance and class attendance; therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session.

DEDUCTIONS – LATES, EXTENSIONS AND FAILS**Lates:**

An assignment/project is considered late if it is not submitted at the time and date specified by the instructor. A late assignment/project will automatically be penalized by a 10% deduction. Late assignments/projects will not be accepted one week past their initial due date. Any assignments/projects not submitted within one week of their initial due date will automatically be assigned a fail grade (F).

Extensions:

The instructor may grant extensions for assignment/projects under exceptional circumstances (e.g. death in the family or serious illness). An extension, when offered, will have a mutually agreed upon deadline that does not extend beyond the conclusion of the current semester.

Fail:

A fail grade (F) is assessed to an assignment/project that has not been executed to a minimum satisfactory "D" grade level or in which the directions have not been followed correctly.

Attendance:

Significant learning takes place in the classroom setting through an interactive learning approach; therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met.

A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.

i.e. 4 classes missed = 10% deduction from final grade

5 classes missed = 20% deduction from final grade

VII. COURSE OUTLINE ADDENDUM:

The provisions contained in the addendum located on the portal form part of this course outline.