

I. COURSE DESCRIPTION:

What is in a game? What are the component parts? Why are games played? Why are they fun? In this course the student will be challenged with discovering answers to some of these questions. Games will be examined and broken into component pieces for analysis. Students in this course will develop an understanding of concepts such as game play and game mechanics, story development and game pacing, primarily through the use of a visual medium such as storyboarding.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

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

1. Design, illustrate and produce convincing game assets including characters, objects, environments and visual effects.

Potential Elements of the Performance:

- Development of storyboards depicting game assets such as characters and environments as appropriate for the various stages of game development.
- Produce convincing character designs
- Produce convincing level art concepts
- Produce convincing game object concepts
- Demonstrate ability to work within a given art style

2. Critically analyze games with regards to game story structure, mechanics, pacing and the direction of art.

Potential Elements of the Performance:

- Demonstrate capability to deconstruct various games into their component elements.
- Demonstrate awareness of the difference between describing and evaluating a game or feature.
- Demonstrate ability to set aside personal preferences when analyzing a product.
- Consistently emphasize *why* a critical judgment is being made over simply stating the judgment itself.

3. Apply effective business practices and time management skills appropriate to his/her position in the game art industry.

Potential Elements of the Performance:

- Complete the requirements for projects related to each of the stages of game development within the scheduled time allocated.
 - Demonstrate ability to handle multiple projects and priorities effectively.
 - Demonstrate awareness of level of polish necessary and desirable for a given art asset.
 - Display ability to consistently produce work as quickly as possible while maintaining quality standards.
4. Follow project directions and limitations as set out by art directors.

Potential Elements of the Performance:

- Function as an effective member of an art team, in both leadership and subordinate roles.
 - Demonstrate ability to work within a variety of art styles
 - Demonstrate ability to listen closely to directions provided, and display willingness to ask questions when necessary
 - Demonstrate ability to respect and respond to the decisions of team leads.
5. Create assets that maximize platform potential on various software development platforms.

Potential Elements of the Performance:

- Demonstrate ability to translate game design concepts from one platform to another while maintaining core gameplay experience.
 - Demonstrate ability to analyze games while taking consideration of the capabilities of the platform on which the game is running.
 - Produce HUD (Heads Up Display) and UI (User Interface) elements that align with the strengths of a target platform.
6. Communicate (visually, verbally and in written form) with other artists, potential employers, art directors and clients for the purposes of game art creation.

Potential Elements of the Performance:

- Demonstrate capability to communicate ideas effectively in projects requiring written components, image development, and public speaking during presentation components.
- Produce game art assets that address the specific interests of individuals in various industry positions.
- Demonstrate ability to contribute to group dynamics and offer

valuable insights during the creative process.

7. Work effectively as a game artist to meet objectives within a team environment.

Potential Elements of the Performance:

- Work effectively as part of a team in a number of group projects.
- Demonstrate ability to adapt to the changing roles and responsibilities of colleagues in team projects.
- Demonstrate ability to offer and receive constructive criticism.
- Complete assigned tasks on time and at or above expectations.

Remain a positive influence on team members when faced with unexpected challenges.

8. Employ appropriate uses of traditional and digital media within the game art context.

Potential Elements of the Performance:

- Demonstrate ability to produce storyboards using a combination of digital and traditional art techniques.
- Demonstrate ability to develop art assets for paper-based prototypes.
- Produce concept work in a traditional medium, which is then developed further in a digital medium.

III. TOPICS:

1. The Structure of Games
2. Formal Elements
3. Dramatic Elements
4. Studio Culture
5. The Concept Pitch
6. Critical Game Analysis
7. Storyboarding as design element
8. Concept Art in Design Process
9. Interrelationship of Elements
10. The Prototype
11. The Pre-production phase
12. The Production Phase
13. Milestones
14. Requirements of Alpha
15. Requirements of Beta
16. Porting

17. Mobile games and other platforms
18. Marketing Materials
19. Requirements for Launch (Gold)

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:

V. EVALUATION PROCESS/GRADING SYSTEM:

<give breakdown of tests/assignments and their weights relative to calculating the final grade for the course>

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%	3.00
C	60 - 69%	2.00
D	50 – 59%	1.00
F (Fail)	49% and below	0.00
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. *<Optional: It is the departmental policy that once the classroom door has been closed, the learning process has begun. Late arrivers will not be granted admission to the room.>*

EDUCTIONS – 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.

For example, 4 classes missed = 10% deduction from final grade

5 classes missed = 20% deduction from final grade

All in class work is based on the instructor's observation and record of the student's performance in the following areas:

- Ability to follow directions set forth by the instructor.
- Attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students.
- Participation in class projects and discussions
- Attendance and handing in work on time

VII. COURSE OUTLINE ADDENDUM:

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