

I. COURSE DESCRIPTION:

What is in a game? What are the component parts? Why are games played? Why are they fun? How are games made? In this course the student will be challenged with discovering answers to these questions. Students in this course will also learn about the game development process, and get hands on experience producing and presenting game pitches, concepts and storyboards.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

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

1. Research, write and produce game concepts, visual equations pitches, presentations and storyboards.

Potential Elements of the Performance:

- Research, identify, analyze and document game components
- Write and produce game concept documents
- Develop game visual equations
- Design and produce game pitches and presentations
- Design and produce storyboards

2. Co-ordinate and present game pitches to peer groups.

Potential Elements of the Performance:

- Demonstrate ability to organize a game art and design team
- Demonstrate ability to work in a given role
- Demonstrate ability to clearly vocalize, communicate, and rationalize game concepts and visuals

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

4. Follow project directions and limitations as set out by game 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
- Display willingness to ask questions when necessary
- Demonstrate ability to respect and respond to the decisions of team leads

5. 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

6. 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
- Produce concept work in a traditional medium, which is then developed further in a digital medium

7. Design and progress a storyboard-based game project through all phases of the game development process.

Potential Elements of the Performance:

- Demonstrate working knowledge of all phases of the game development process
- Demonstrate ability to take criticism and effectively make positive change
- Meet project deadlines to expected quality standards

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:

None

V. EVALUATION PROCESS/GRADING SYSTEM:

Final evaluation for this course will be a letter grade as outlined below. Assignments will be weighted equally and will constitute 100% of the student's final grade. A missing assignment is equivalent to course objectives not achieved which results in an "F" (fail) 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%	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	

U	placement or non-graded subject area. 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.>*

COURSE OUTLINE ADDENDUM

1. Course Outline Amendments:
The professor reserves the right to change the information contained in this course outline depending on the needs of the learner and the availability of resources.
2. Retention of Course Outlines:
It is the responsibility of the student to retain all course outlines for possible future use in acquiring advanced standing at other postsecondary institutions.
3. Prior Learning Assessment:
Students who wish to apply for advance credit transfer (advanced standing) should obtain an Application for Advance Credit from the program coordinator (or the course coordinator regarding a general education transfer request) or academic assistant. Students will be required to provide an unofficial transcript and course outline related to the course in question. Please refer to the Student Academic Calendar of Events for the deadline date by which application must be made for advance standing.

Credit for prior learning will also be given upon successful completion of a challenge exam or portfolio.

Substitute course information is available in the Registrar's office.

4. Accessibility Services:
If you are a student with a disability (e.g. physical limitations, visual impairments, hearing impairments, or learning disabilities), you are encouraged to discuss required accommodations with your professor and/or the Accessibility Services office. Visit Room E1101 or call Extension 2703 so that support services can be arranged for you.
5. Communication:
The College considers ***Desire2Learn (D2L)*** as the primary channel of communication for each course. Regularly checking this software platform is critical as it will keep you directly connected with faculty and current course information. Success in this course may be directly related to your willingness to take advantage of this Learning Management System (LMS) communication tool.
6. Plagiarism:
Students should refer to the definition of “academic dishonesty” in *Student Code of Conduct*. Students who engage in academic dishonesty will receive an automatic failure for that submission and/or such other penalty, up to and including expulsion from the course/program, as may be decided by the professor/dean. In order to protect students from inadvertent plagiarism, to protect the copyright of the material referenced, and to credit the author of the material, it is the policy of the department to employ a documentation format for referencing source material.
7. Tuition Default:
Students who have defaulted on the payment of tuition (tuition has not been paid in full, payments were not deferred or payment plan not honoured) as of the first week of November, will be removed from placement and clinical activities due to liability issues. This may result in loss of mandatory hours or incomplete course work. Sault College will not be responsible for incomplete hours or outcomes that are not achieved or any other academic requirement not met as of the result of tuition default. Students are encouraged to communicate with Financial Services with regard to the status of their tuition prior to this deadline to ensure that their financial status does not interfere with academic progress.
8. Student Portal:
The Sault College portal allows you to view all your student information in one place. **mysaultcollege** gives you personalized access to online resources seven days a week from your home or school computer. Single log-in access allows you to see your personal and financial information, timetable, grades, records of achievement, unofficial transcript, and outstanding obligations, in addition to announcements, news, academic calendar of events, class cancellations, your learning management system (LMS), and much more. Go to <https://my.saultcollege.ca>.