SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

COURSE TITLE: Industry Study

CODE NO.: VGA300 SEMESTER: 3

PROGRAM: Video Game Art

AUTHOR: Jeremy Rayment

DATE: July, 2013 **PREVIOUS OUTLINE DATED:** August,

2012

APPROVED: "Colin Kirkwood" Sept/13

DEAN DATE

TOTAL CREDITS: 2

PREREQUISITE(S): History of Video Games

HOURS/WEEK: 2

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For additional information, please contact Colin Kirkwood, Dean
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I. COURSE DESCRIPTION:

In Industry Study, the student will gain 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? How do I prepare myself for a job? Interview skills, application processes and portfolio development 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:

 Learning and understanding how to "sell yourself" to potential employers

Potential Elements of the Performance:

- Create appropriate art assets to demonstrate areas of strength and focus
- Communicate art direction from concept to final production in a video game development pipeline
- Develop an understanding of how to craft and tailor portfolios
- 2. Creating an understanding of networking and building relationships Potential Elements of the Performance:
 - Develop an understanding on how to network
 - Understand ways to foster and build relevant relationships
- 3. Understanding and learning workflow pipelines in a video game development studio.

Potential Elements of the Performance:

- Demonstrate the ability to full fill a specific art task and role in a given art pipeline
- Show the ability to adapt to changing priorities and deadlines
- 4. Develop effective strategies for job interviews, writing resumes and cover letters.

Potential Elements of the Performance:

- Understand how to best prepare for job interviews
- Understand how to conduct yourself in job interviews
- Understand how to write and prepare resumes and cover letters

III. TOPICS:

- 1. Introduction to the video game development industry
- 2. The roles of a game artists
- 3. What employers are looking for in a game artists
- 4. Creating professional video game art portfolios
- 5. Learning how to network
- 6. Writing cover letters and resumes
- 7. Preparing for and conducting oneself at job interviews

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>	Grade Point Equivalent
A+ A	90 – 100% 80 – 89%	4.00
В	70 - 79%	3.00
С	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.

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. <u>Tuition Default:</u>

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.