

I. COURSE DESCRIPTION:

Through this course the student will achieve a greater understanding of how key limitations drove the art direction of the time. Students will learn about key milestones in the history of video games ranging from the origins to the current generation. Significant time will be spent learning how to research, reference and analyze art as a precursor for learning how to produce efficient game art.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

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

1. Critically research, reference and analyze art.
Potential Elements of the Performance:
 - Display ability to adequately research, and reference game art projects
 - Demonstrate the ability to analyze referenced art and effectively communicate unique characteristics and attributes
 - Based on researched materials communicate effectively the creative direction and rationale of new game art projects
2. Apply effective time management and artistic efficiency skills.
Potential Elements of the Performance:
 - Complete assignments on time
 - Develop assignments in an iterative, efficient manner
 - Respond effectively to changing and tight deadlines
3. Create game art assets matching targeted generational time periods.
Potential Elements of the Performance:
 - Develop art assets appropriate for game concepts targeting various video game generations.
 - Work within technical restrictions to achieve a desired artistic outcome.
4. 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:
 - Develop artistically consistent game assets for given target platforms and designs
 - Present art projects to groups of art peers
 - Effectively listen to and follow directions

III. TOPICS:

1. The Origin of video games
2. First steps technology
3. First steps commercialization: Atari, Pong, Odyssey
4. Atari
5. Atari: The Golden Years
6. Second generation consoles
7. Activision
8. First true Icon carries video games into mainstream
9. Home Computers breed future programming visionaries
10. The First Story creates an industry leader
11. Graphical firsts
12. 3D Games
13. Rise of Sega, Playstation
14. The original XBOX, Playstation2, GameCube
15. MMO's and World of Warcraft
16. 7th generation consoles
17. Mobile games and assessing the future of video games

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%	
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.

VII. COURSE OUTLINE ADDENDUM:

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