SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

SAULT COLLEGE

COURSE OUTLINE

COURSE TITLE: Game Design Process

CODE NO. : VGA103   **SEMESTER:** 1

PROGRAM: Video Game Art

AUTHOR: Jeremy Rayment

DATE: July, 2015   **PREVIOUS OUTLINE DATED:** August, 2014

APPROVED: "Colin Kirkwood"   Aug/15

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                 DEAN   **DATE**

TOTAL CREDITS: 3

PREREQUISITE(S): None

HOURS/WEEK: 3

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

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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:

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	Definition	Grade Point Equivalent
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.