

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:

1. 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:**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%	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 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.