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:	June, 2016 **PREVIOUS OUTLINE DATED:**		August, 2014
APPROVED:	"Colin Kirkwood"		June/16
	_____		_____
	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

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.

1.   **COURSE OUTLINE AMENDMENTS:**
The faculty member 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 Key Dates Calendar 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. Student Services can provide information regarding the Prior Learning Assessment and Recognition policy or it can be viewed on the student portal.

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

4.   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 announcements, news, academic calendar of
      events, class cancellations, your learning management system (LMS), and much more is
      available. Go to https://my.saultcollege.ca.

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.   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 the Accessibility Services office. Call Ext. 2703 or email
      studentsupport@saultcollege.ca so that support services can be arranged for you.

7.   Audio and Video Recording Devices in the Classroom:
      Students who wish to use electronic devices in the classroom will seek permission of the
      faculty member before proceeding to record instruction. Students with disabilities who require
      audio or visual recording devices in the classroom as an accommodation will receive approval
      from their counsellor once the Audio and Video Recording Devices in the Classroom Policy has
      been reviewed by the student. Recorded classroom instruction will be used only for individual
      academic use and will not be used for any other purpose. Recordings may only be used for
      individual study of materials presented during class and may not be published or distributed.
      Intentional misuse of audio and video recordings or intentional misrepresentation when
      requesting the use of a device for recording shall constitute a violation of this policy and laws
      protecting intellectual property.

8.   Academic Dishonesty:
      Students should refer to the definition of "academic dishonesty" in the *Student Code of
      Conduct*. Students who engage in academic dishonesty will be issued a sanction under the
      Student Code of Conduct which could lead to and include expulsion from the
      course/program. In order to protect students from inadvertent plagiarism, to protect the
      copyright of the material referenced, and to credit the author of the material, students must
      use a documentation format for referencing source material.

9.   <u>Tuition Default:</u>
Students who have defaulted on the payment of tuition) as of the first week of November (fall semester courses), first week of March (winter semester courses) or first week of June (summer semester courses) 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.