COURSE OUTLINE: VGA103 - GAME DESIGN PROCESS

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Course Code: Title	VGA103: GAME DESIGN PROCESS
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semesters/Terms:	18F
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.
Total Credits:	3
Hours/Week:	3
Total Hours:	45
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course: **Please refer to program web page for a complete listing of program outcomes where applicable.**	**4006 - VIDEO GAME ART** VLO 1 Identify the differences in game genres in order to develop games that meet the needs of specific markets. VLO 2 Situate emerging trends within a historical context of games and interactive media to adapt relevant concepts, vocabulary and frames of reference. VLO 3 Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games. VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project. VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. VLO 7 Support the development of pre-production and conceptual art for games and gaming through the selection and application of relevant design tools and drawing techniques. VLO 8 Create original game assets to meet requirements outlined in game design documents and/or creative briefs. VLO 10 Assess and iterate user interface design in alignment with Game Design Documents to optimize both the aesthetics and function of gameplay.
Essential Employability Skills (EES) addressed in this course:	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.

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	EES 4 Apply a systematic approach to solve problems.
	EES 5 Use a variety of thinking skills to anticipate and solve problems.
	EES 6 Locate, select, organize, and document information using appropriate technology and information systems.
	EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.
	EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.
	EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
	EES 10 Manage the use of time and other resources to complete projects.
	EES 11 Take responsibility for ones own actions, decisions, and consequences.

Course Evaluation: Passing Grade: 50%, D

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Research, write and produce game concepts, visual equations pitches, presentations and storyboards.	* 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.
Course Outcome 2	**Learning Objectives for Course Outcome 2**
Co-ordinate and present game pitches to peer groups.	* 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.
Course Outcome 3	**Learning Objectives for Course Outcome 3**
Apply effective business practices and time management skills appropriate to his/her position in the game art industry.	* 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.
Course Outcome 4	**Learning Objectives for Course Outcome 4**
Follow project directions and limitations as set out by game directors.	* 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.
Course Outcome 5	**Learning Objectives for Course Outcome 5**
Work effectively as a game artist to meet objectives within a team environment.	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.

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		Remain a positive influence on team members when faced with unexpected challenges.
	Course Outcome 6	**Learning Objectives for Course Outcome 6**
	Employ appropriate uses of traditional and digital media within the game art context.	* 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.
	Course Outcome 7	**Learning Objectives for Course Outcome 7**
	Design and progress a storyboard-based game project through all phases of the game development process.	* 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.

Evaluation Process and Grading System:			
	Evaluation Type	**Evaluation Weight**	**Course Outcome Assessed**
	Assignments / Projects	100%	

Date:	July 10, 2018
	Please refer to the course outline addendum on the Learning Management System for further information.