



## COURSE OUTLINE: VGA300 - INDUSTRY STUDY

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Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

<b>Course Code: Title</b>	VGA300: INDUSTRY STUDY
<b>Program Number: Name</b>	4008: GAME - ART
<b>Department:</b>	VIDEO GAME ART
<b>Semesters/Terms:</b>	19F
<b>Course Description:</b>	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.
<b>Total Credits:</b>	2
<b>Hours/Week:</b>	2
<b>Total Hours:</b>	30
<b>Prerequisites:</b>	There are no pre-requisites for this course.
<b>Corequisites:</b>	There are no co-requisites for this course.
<b>This course is a pre-requisite for:</b>	VGA405
<b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>	<b>4008 - GAME - ART</b>
Please refer to program web page for a complete listing of program outcomes where applicable.	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 programming, design and art to support the development of games.
	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 Use game concepts to support the ongoing iteration, creation, design and development of games.
	VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props.
	VLO 9 Support the development of evolving and iterative game design documents that align with standard industry expectations and/or company practices.
	VLO 10 Conceive, prototype, develop, test and evaluate procedures for the ongoing iteration, creation, design and development of games.
	<b>Essential Employability Skills (EES) addressed in</b>



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**this course:**

- EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.
- EES 4 Apply a systematic approach to solve problems.
- EES 5 Use a variety of thinking skills to anticipate and solve problems.
- 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:**

<b>Course Outcome 1</b>	<b>Learning Objectives for Course Outcome 1</b>
Learn and understand how to sell yourself to potential employers.	<ul style="list-style-type: none"> <li>* Create appropriate art assets to demonstrate areas of strength and focus.</li> <li>* Communicate art direction from concept to final production in a video game development pipeline.</li> <li>* Develop an understanding of how to craft and tailor portfolios.</li> </ul>
<b>Course Outcome 2</b>	<b>Learning Objectives for Course Outcome 2</b>
Create an understanding of networking and building relationships.	<ul style="list-style-type: none"> <li>* Develop an understanding on how to network.</li> <li>* Understand ways to foster and build relevant relationships.</li> </ul>
<b>Course Outcome 3</b>	<b>Learning Objectives for Course Outcome 3</b>
Understand and learn workflow pipelines in a video game development studio.	<ul style="list-style-type: none"> <li>* Demonstrate the ability to full fill a specific art task and role in a given art pipeline.</li> <li>* Show the ability to adapt to changing priorities and deadlines.</li> </ul>
<b>Course Outcome 4</b>	<b>Learning Objectives for Course Outcome 4</b>
Develop effective strategies for job interviews, writing resumes and cover letters.	<ul style="list-style-type: none"> <li>* Understand how to best prepare for job interviews.</li> <li>* Understand how to conduct yourself in job interviews.</li> <li>* Understand how to write and prepare resumes and cover letters.</li> </ul>

**Evaluation Process and Grading System:**

<b>Evaluation Type</b>	<b>Evaluation Weight</b>
Assignments / Projects	100%

**Date:**

June 17, 2019

**Addendum:**

Please refer to the course outline addendum on the Learning Management System for further information.

