COURSE OUTLINE: VGA302 - PROTOTYPING 2

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Course Code: Title	VGA302: PROTOTYPING 2
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	19F
Course Description:	Expanding on concepts learned in Prototyping 1, students using industry standard game development tools will design, produce, and prototype functional game mechanics and game graphics. Students will also gain practical experience integrating game art assets into game development tools efficiently.
Total Credits:	5
Hours/Week:	5
Total Hours:	75
Prerequisites:	VGA202
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.**	**4008 - 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 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.
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.

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	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 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
Books and Required Resources:	The Non-Designer`s Design Book: Design and Typographic Principles for the Visual Novice Publisher: Peachpit Press Edition: 1 edition ISBN: 1566091594 978-1566091596

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Develop the ability to differentiate between paper-based video game prototypes and digital video game prototypes with regards to obstacles, translation, and game play.	* Identify and analyse obstacles translating paper-based video game prototypes into digital video game prototypes. * Describe the key game play challenges translating a paper-based prototype into a digital video game prototype. * Describe the key art challenges a video game artist must face when translating a paper-based video game prototype into a digital video game prototype.
Course Outcome 2	**Learning Objectives for Course Outcome 2**
Create assets for games using a variety of software applications with a focus on optimizing assets for prototypes.	* Use industry standard graphics applications to optimize video game prototype art assets for an industry standard game engine. * Define and describe the meaning of the following terms: RGB, CYMK, vector graphic, raster graphic, alpha, .png, .jpeg, .gif, .swf, .psd, transparency, blend modes, progressive mode, matte, colour palette, 24 bit, 8 bit, image sequences. * Identify specific graphic situations when it is best to utilize vector graphics in video game prototypes * Identify specific graphic situations when it is best to utilize raster graphics in video game prototypes * Use industry standard image export commands to successfully output optimized video game art assets to an industry standard game development application
Course Outcome 3	**Learning Objectives for Course Outcome 3**
Design and create visually appropriate game assets for video game mechanics and prototypes.	* Demonstrate the ability to use industry standard graphics and game development applications to layout and compose basic video game prototype screen designs and user interface elements.

		* Use video game art assets to layout and compose an entry-level user interface. * Use custom made game art assets to layout and compose functional user interfaces.
	Course Outcome 4	**Learning Objectives for Course Outcome 4**
	Create assets for games mechanics using a variety of software applications with a focus on functionality and efficiency.	* Demonstrate the ability to design progressively test, and produce simple digital game mechanics. * Design and produce functionally efficient game sprites. * Demonstrate the ability to design, produce, optimize and import game graphics from external graphics applications into game development tools.
	Course Outcome 5	**Learning Objectives for Course Outcome 5**
	Demonstrate the ability to communicate and work with other game artists for the purpose of feedback and iteration.	* Present digital video game mechanics showcasing functional art to peers. * Take constructive criticism from peers and effectively make appropriate changes.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

Date:

June 17, 2019

Addendum:

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

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