COURSE OUTLINE: VGA302 - PROTOTYPING 2

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Approved: Bob Chapman, Chair, Health

Course Code: Title	VGA302: PROTOTYPING 2
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	20F
Course Description:	Building on the design concepts learned in Prototyping 1, students will gain practical experience using Unity to create their own 2D platformer game. The course covers level design theory and the iterative digital prototyping process. Students will learn the entire art production pipeline by producing high quality 2D art assets then integrate them directly into their Unity game.
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 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. 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.

In response to public health requirements pertaining to the COVID19 pandemic, course delivery and assessment traditionally delivered in-class, may occur remotely either in whole or in part in the 2020-2021 academic year.

	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 A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.
Books and Required Resources:	The Non-Designer`s Design Book: Design and Typographic Principles for the Visual Novice by Willliams Publisher: Addison Wesley ISBN: 9781566091596 RECOMMENDED

Course Outcomes and Learning Objectives:

Course Outcome 1	**Learning Objectives for Course Outcome 1**
Develop the ability to create digital prototypes to test design theories and find the fun .	1.1 Discover the key differences between digital and paper prototypes and when to best utilize each. 1.2 Learn how to apply Narrative to the level design and art assets to make a cohesive compelling experience
Course Outcome 2	**Learning Objectives for Course Outcome 2**
Create digital art assets optimized for use in Game Engines like Unity	2.1 Use the best industry standard graphic file formats based on an assets purpose. 2.2 Choose the best file formats for different art styles: pixel art, vector, painted. 2.3 How to troubleshoot common graphic export and game engine import issues
Course Outcome 3	**Learning Objectives for Course Outcome 3**
Utilize Unity to design and layout game levels and create interactive experiences	3.1 Create game ready assets like: backgrounds, foreground, characters, monsters, interactables, moving platforms, weapons, teleporters, and more. 3.2 Learn how to apply less is more design principles to visuals and level layouts 3.3 Demonstrate the ability to make seamless tilemaps for dynamic 2d layouts
Course Outcome 4	**Learning Objectives for Course Outcome 4**
Create effective prototypes for team discussion and	4.1 Demonstrate the ability to design, test, and refine game assets and mechanics in an iterative process

	project planning	4.2 Design and produce functional sprite character animation with Spine 2D 4.3 Present digital game mechanics and art to peers 4.4 Take constructive criticism from peers and effectively make appropriate changes
	Course Outcome 5	**Learning Objectives for Course Outcome 5**
	Demonstrate the different ways of adding visual polish to a game to enhance the play experience	5.1 Understand and apply colour mood theory for camera colour correction 5.2 Creating post processing camera effects to heighten visuals and gameplay impact 5.3 Creating particle effects to wow the player and emphasize gameplay feedback

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

Date: June 23, 2020

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