SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

COURSE TITLE: Critical Game Analysis

CODE NO. :   VGA402   **SEMESTER:**   4

PROGRAM: Video Game Art

AUTHOR: Jeremy Rayment

DATE: Semester 4   **PREVIOUS OUTLINE DATED:**   none

APPROVED: "B.Punch"

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                      CHAIR   **DATE**

TOTAL CREDITS: 4

PREREQUISITE(S):   VGA304

HOURS/WEEK: 3

I.   COURSE DESCRIPTION:

Designing a game pitch proposal will be the drive behind this examination of the game. Games will be examined, reverse engineered, evaluated and dissected. The student will be challenged with writing evaluations and critical analysis of game samples. To aid in development of new game iterations and pitches to promote game development.

II.   LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

Upon successful completion of this course, the student will demonstrate the ability to:

1.   Develop the ability to identify, define and critically analyze core elements of video games.

      Potential Elements of the Performance:

      Identify and analyze key gameplay elements of video games.

      Define and describe the use of the following terms:
      Gameplay, balance, genre, controls, pacing, depth, story, replay, graphics, sound, accessibility, progression, difficulty, platforms

      Describe how art style and graphics can impact the effectiveness of the core elements of video games.

      Demonstrate the ability to review and effectively communicate in written form the effectiveness of the implementation of core video game elements in a published video game.

2.   Demonstrate the ability to focus on analysing key components of video games working collaboratively to develop written reports outlining the effectiveness of complete video game experiences.

      Potential Elements of the Performance:

      Work in teams to effectively analyze the effectiveness of video game experiences.

      Focus and elaborate critically on key components of video game

experiences.

Work in teams to present the results of critical analysis to groups of peers.

3.   Develop the ability to identify, and define core elements of video games pitches and proposals.

<u>Potential Elements of the Performance</u>:

Describe the video game pitch process and most common video game pitch practices.

Identify the key features (unique and common) to a game being pitched.

Identify the key members of your management and development team.

Identify the target audience for a game pitch.

Identify development and associative costs for a game being pitched.

Determine the appropriate format(s) required for a game pitch.

Define and describe the meaning of the following terms:
Concept, sell sheet, cost, completion date, team, target market, formats, localization, demo, the who, the what, IP (intellectual property)

Use industry standard tools to design and write a video game pitch document.

4.   Demonstrate the ability to communicate (visually, verbally and in written form) with other artists, potential game publishers and clients for the purposes of creating video game pitch packages.

<u>Potential Elements of the Performance</u>:

Design and develop a new IP for a video game for the purpose of creating a video game pitch.

Critically analyze and evaluate video games deemed to be competitors to the new IP.

Develop an art style for a new IP for a video game pitch.

Prepare an interactive demo for a new IP as part of a video game pitch.

Prepare a video game pitch package and present it to a group of peers.

III.   TOPICS:
1.   Critically identifying and analyzing the core elements of video games.

2.   Writing and presenting critical video game analysis.

3.   The key artistic, interactive and written elements used in video game pitches and pitch packages.

4.   The development of new video game IP for the purpose of making a video game pitch.

5.   The research, development and assessment of appropriate pitch and presentation formats.

6.   Package and present a video game pitch package based on a new IP.

IV.   RECOMMENDED RESOURCES/TEXTS/MATERIALS:
Recommended reading
None

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:

DEDUCTIONS – LATES, EXTENSIONS AND FAILS

Lates:
An assignment/project is considered late if it is not submitted at the time and date specified by the instructor. A late assignment/project will automatically be penalized by a 10% deduction. Late assignments/projects will not be accepted one week past their initial due date. Any assignments/projects not submitted within one week of their initial due date will automatically be assigned a fail grade (F).

Extensions:
The instructor may grant extensions for assignment/projects under exceptional circumstances (e.g. death in the family or serious illness). An extension, when offered, will have a mutually agreed upon deadline that does not extend beyond the conclusion of the current semester.

Fail:
A fail grade (F) is assessed to an assignment/project that has not been executed to a minimum satisfactory "D" grade level or in which the directions have not been followed correctly.

Attendance:
Significant learning takes place in the classroom setting through an interactive learning approach; therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met.

A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.

i.e. 4 classes missed = 10% deduction form final grade
5 classes missed = 20% deduction from final grade

Course Outline Amendments:
The professor reserves the right to change the information contained in this course outline depending on the needs of the learner and the availability of resources.

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.

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 Academic Calendar of Events 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.

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

Disability 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 your professor and/or the Disability Services office. Visit Room E1101 or call Extension 2703 so that support services can be arranged for you.

Communication:
The College considers *WebCT/LMS* 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 the *Learning Management System* communication tool.

Plagiarism:
Students should refer to the definition of "academic dishonesty" in *Student Code of Conduct*. A professor/instructor may assign a sanction as defined below, or make recommendations to the Academic Chair for disposition of the matter. The professor/instructor may (i) issue a verbal reprimand, (ii) make an assignment of a lower grade with explanation, (iii) require additional academic assignments and issue a lower grade upon completion to the maximum grade "C", (iv) make an automatic assignment of a failing grade, (v) recommend to the Chair dismissal from the course with the assignment of a failing grade. In order to protect students from inadvertent plagiarism, to protect the copyright of the material referenced, and to credit the author of the material, it is the policy of the department to employ a documentation format for referencing source material.

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. Announcements, news, the academic calendar of events, class cancellations, your learning management system (LMS), and much more are also accessible through the student portal. Go to https://my.saultcollege.ca.

Electronic 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. With the exception of issues related to accommodations of disability, the decision to approve or refuse the request is the responsibility of the faculty member. Recorded classroom instruction will be used only for personal use and will not be used for any other purpose. Recorded classroom instruction will be destroyed at the end of the course. To ensure this, the student is required to return all copies of recorded material to the faculty member by the last day of class in the semester. Where the use of an electronic device has been approved, the student agrees that materials recorded are for his/her use only, are not for distribution, and are the sole property of the College.

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. *<Optional: It is the departmental policy that once the classroom door has bee enclosed, the learning process has begun. Late arrivers will not be granted admission to the room.>*

Tuition Default:
Students who have defaulted on the payment of tuition (tuition has not been paid in full, payments were not deferred or payment plan not honoured) as of the first week of *<choose November, March, or June>* will be removed from placement and clinical activities. 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.

<include any other special notes appropriate to your course>