

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

COURSE TITLE: Critical Game Analysis

CODE NO. : VGA 402

SEMESTER: 4

PROGRAM: Video Game Art

AUTHOR: Jeremy Rayment

DATE: Dec. '12

PREVIOUS OUTLINE DATED: May '11

APPROVED:

"Colin Kirkwood"

Jan. 3/13

DEAN

DATE

TOTAL CREDITS: 3

PREREQUISITE(S): VGA304

HOURS/WEEK: 3

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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.Potential Elements of the Performance:

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.

Potential Elements of the Performance:

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.

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:

<u>Grade</u>	<u>Definition</u>	<u>Grade Point Equivalent</u>
A+	90 – 100%	4.00
A	80 – 89%	3.00
B	70 - 79%	2.00
C	60 - 69%	1.00
D	50 – 59%	0.00
F (Fail)	49% and below	
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 from final grade
5 classes missed = 20% deduction from final grade

All in class work is based on the instructor's observation and record of the student's performance in the following areas:

- ability to follow directions set forth by the instructor
- attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students. They should also strive for a creative atmosphere and keep the work place neat.
- participation in class projects and discussions
- attendance and handing in work on time

VII. COURSE OUTLINE ADDENDUM:

The provisions contained in the addendum located on the portal form part of this course outline.