



**I. COURSE DESCRIPTION:**

In order to analyze games, they must be played. In this course games will be played, examined, evaluated, dissected, and improved. The student will be challenged with evaluating, redesigning and artistically improving elements of games played.

**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

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 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 core elements of video games implemented poorly, with the expressed purpose of proposing and presenting changes.**Potential Elements of the Performance:

Identify the key game features (unique and common) to a game that require changes

Determine the appropriate improvements required

Use industry standard tools to design and render examples of artistic changes made

4. **Demonstrate the ability to design and produce an improvement presentation package outlining in depth key artistic shortcomings and the respective suggested artistic improvements to an existing game.**

Potential Elements of the Performance:

Design and develop an artistic improvement package for an existing game

Critically analyze and evaluate video games deemed to be competitors to the game

Develop a revised art style for the game

Prepare a video game improvement 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. Identifying problems with core video game elements.
4. Designing solutions to identified problems with core video game elements.
5. Package and present a video game improvement package based proposed changes.

**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:**

### 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.

## **VII. COURSE OUTLINE ADDENDUM:**

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