



COURSE OUTLINE: VGA100 - HISTORY VIDEO GAMES

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Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

Course Code: Title	VGA100: HISTORY OF VIDEO GAMES
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semesters/Terms:	18F
Course Description:	Through this course the student will achieve a greater understanding of how key limitations drove the art direction of the time. Students will learn about key milestones in the history of video games ranging from the origins to the current generation. Significant time will be spent learning how to research, reference and analyze art as a precursor for learning how to produce efficient game art.
Total Credits:	2
Hours/Week:	2
Total Hours:	30
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course:	4006 - VIDEO GAME ART
Please refer to program web page for a complete listing of program outcomes where applicable.	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 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 Support the development of pre-production and conceptual art for games and gaming through the selection and application of relevant design tools and drawing techniques.
	VLO 8 Create original game assets to meet requirements outlined in game design documents and/or creative briefs.
	Essential Employability Skills (EES) addressed in this course:
	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



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- 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.

General Education Themes: Arts in Society
Science and Technology

Course Evaluation: Passing Grade: 50%, D

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Critically research, reference and analyze art.	* Display ability to adequately research, and reference game art projects. * Demonstrate the ability to analyze referenced art and effectively communicate unique characteristics and attributes. * Based on researched materials, communicate effectively the creative direction and rationale of new game art projects.
Course Outcome 2	Learning Objectives for Course Outcome 2
Apply effective time management and artistic efficiency skills.	* Complete assignments on time. * Develop assignments in an iterative, efficient manner. * Respond effectively to changing and tight deadlines.
Course Outcome 3	Learning Objectives for Course Outcome 3
Create game art assets matching targeted generational time periods.	* Develop art assets appropriate for game concepts targeting various video game generations. * Work within technical restrictions to achieve a desired artistic outcome.
Course Outcome 4	Learning Objectives for Course Outcome 4
Communicate (visually, verbally and in written form) with other artists, potential employers, art directors and clients for the purposes of game art creation.	* Develop artistically consistent game assets for given target platforms and designs. * Present art projects to groups of art peers. * Effectively listen to and follow directions.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight	Course Outcome Assessed
Assignments / Projects	100%	

Date: July 10, 2018

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

