

COURSE OUTLINE: VGA202 - PROTOTYPING 1

Prepared: Jeremy Rayment

Approved: Bob Chapman, Chair, Health

Course Code: Title VGA202: PROTOTYPING 1 Program Number: Name 4008: GAME - ART Department: VIDEO GAME ART Semesters/Terms: 21W Course Description: Developing a game prototype is the most effective way of communicating your game ideas before full development. This course will focus on creating art for game prototypes using an industry standard prototyping process. Students will also gain familiarity designing game mechanics and game systems using paper-based, and other non-digital forms of media. Total Credits: 4	TYPING 1	ureo Codo: Titlo VGA202: Pl	
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		tal Credits: 4	
Hours/Week: 4		urs/Week: 4	
Total Hours: 60		tal Hours: 60	
Prerequisites: There are no pre-requisites for this course.	requisites for this course.	Prequisites: There are n	
Corequisites: There are no co-requisites for this course.	equisites for this course.	requisites: There are n	
This course is a pre-requisite for: VGA302		(/(=/\.3().)	
Vocational Learning 4008 - GAME - ART	ART		
Outcomes (VLO's) addressed in this course: VLO 1 Identify the differences in game genres in order to develop games that meet the needs of specific markets.		droccod in this course.	games that meet the
Please refer to program web page for a complete listing of program web page and art to support the development of games.		a complete listing of program d	ncluding programing,
outcomes where applicable. VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project.		VLO 4 C	opment team to the
VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.			evelopment to enhance
VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics.			ations, legislation,
VLO 7 Use game concepts to support the ongoing iteration, creation, design and development of games.	me concepts to support the ongoing iteration, creation, design pment of games.	VLO 7 U	on, design and
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 alignormal 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.			for the ongoing iteration,
VLO 11 Contribute to world building and level design in a game engine.	ute to world building and level design in a game engine.	VLO 11 C	ine.

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.

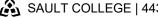


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Essential Employability Skills (EES) addressed in	EES 1		rly, concisely and correctly in the written, spoken, and visual form ose and meets the needs of the audience.	
this course:	EES 2	Respond to written communication.	, spoken, or visual messages in a manner that ensures effective	
	EES 4	Apply a systematic	approach to solve problems.	
	EES 5	Use a variety of thi	nking skills to anticipate and solve problems.	
	EES 6	Locate, select, organd information sys	anize, and document information using appropriate technology stems.	
	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 minimuter for gradu		2.0 or higher where program specific standards exist is required	
Books and Required Resources:	Challenges for Games Designers: Non-Digital Exercises for Video Game Designers by Brenda L Brathwaite Publisher: CreateSpace Independent Publishing Platform Edition: 1 ISBN: 9781542453318			
Course Outcomes and Learning Objectives:	Course	Outcome 1	Learning Objectives for Course Outcome 1	
	critically prototyp game m and the	the ability to analyze games es with regards to echanics, pacing direction of art.	* Discuss the main roles a video game prototype plays in the video game production process. * Describe the video game prototyping process. * Define and describe the meaning of the following terms: Video Game Prototype, Rapid, Iteration, Middleware, Cross Platform, Console, Playable, Single Player, Multiplayer, Online, Mobile, Temp, Low Resolution, High Resolution, Game Play, Game Play Mechanic, Input, Play Testing, Publisher, Game Design Document, Game Level, Pitch. * Describe the key uses and advantages that a video game prototype has for game designers, programmers, artists, and business/marketing executives. * Describe the key differences between a video game prototype and a final video game production.	
	Course	Outcome 2	Learning Objectives for Course Outcome 2	
	of the ro	an understanding bles game artists working effectively me artist within a vironment.	* Discuss the roles a game artist plays in the development of a video game prototype. * Define and describe the meaning of the following terms: Model Sheet, Concept Art, 2d Graphics, 3D Geometry, Texture Map, Normal Map, Light Map, Colour Map, Sky Domes, Line	

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		Art, Colour Palettes, Environments, Story Boards, Reference. * Describe the key factors and differences between producing video game art for a prototype and producing video game art for a full video game production. * Describe the key differences between producing video game art on a small team versus producing video game art on a medium/large team.	
	Course Outcome 3	Learning Objectives for Course Outcome 3	
	Demonstrate the ability to design, present and play paper-based video game prototypes.	Define and describe the characteristics of paper-based video game prototypes. Describe the key differences between producing a video game prototype on paper versus electronically. Discuss the key advantages of producing a video game prototype on paper. Create paper-based video game prototypes. Present and play completed paper-based video game prototypes.	
	Course Outcome 4	Learning Objectives for Course Outcome 4	
	Design, create, and revise visually appropriate game assets for paper-based game prototypes.	* Research and design game mechanics and art assets for paper-based game prototypes. * Implement and revise game mechanics and art assets based on peer feedback. * Produce a final playable, polished game prototype complete with unique game mechanics and custom made art.	
Evaluation Process and	Evaluation Type Eval	uation Weight	
Grading System:	Assignments / Projects 100%		
Date:	November 13, 2020		

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

Addendum:

information.

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