COURSE OUTLINE

VGA300

Prepared: Jeremy Rayment   Approved: Sherri Smith

Course Code: Title	VGA300: INDUSTRY STUDY
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semester/Term:	17F
Course Description:	In Industry Study, the student will gain awareness of the game art industry. How do studios work? What is a typical work environment like? What would my job responsibilities most likely include? What will be expected of me as a game artist? How do I prepare myself for a job? Interview skills, application processes and portfolio development will be major components of these sessions.
Total Credits:	2
Hours/Week:	2
Total Hours:	30
This course is a pre-requisite for:	VGA405
Vocational Learning Outcomes (VLO's): **Please refer to program web page for a complete listing of program outcomes where applicable.**	#1. Identify the differences in game genres in order to develop games that meet the needs of specific markets. #2. Situate emerging trends within a historical context of games and interactive media to adapt relevant concepts, vocabulary and frames of reference. #3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games. #5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. #6. Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. #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. #8. Create original game assets to meet requirements outlined in game design documents and/or creative briefs. #9. Contribute to world building and level design in a game engine to meet industry and marketplace requirements #10. Assess and iterate user interface design in alignment with Game Design Documents to optimize both the aesthetics and function of gameplay.

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Essential Employability Skills (EES):	#1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. #2. Respond to written, spoken, or visual messages in a manner that ensures effective communication. #4. Apply a systematic approach to solve problems. #5. Use a variety of thinking skills to anticipate and solve problems. #7. Analyze, evaluate, and apply relevant information from a variety of sources. #8. Show respect for the diverse opinions, values, belief systems, and contributions of others. #9. Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals. #10. Manage the use of time and other resources to complete projects. #11. Take responsibility for ones own actions, decisions, and consequences.
Course Evaluation:	Passing Grade: 50%, D
Evaluation Process and Grading System:	

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

Course Outcomes and Learning Objectives:

Course Outcome 1.

Learn and understand how to "sell yourself" to potential employers.

Learning Objectives 1.

* Create appropriate art assets to demonstrate areas of strength and focus.
* Communicate art direction from concept to final production in a video game development pipeline.
* Develop an understanding of how to craft and tailor portfolios.

Course Outcome 2.

Create an understanding of networking and building relationships.

Learning Objectives 2.

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Develop an understanding on how to network.
Understand ways to foster and build relevant relationships.

Course Outcome 3.

Understand and learn workflow pipelines in a video game development studio.

Learning Objectives 3.

* Demonstrate the ability to full fill a specific art task and role in a given art pipeline.
* Show the ability to adapt to changing priorities and deadlines.

Course Outcome 4.

Develop effective strategies for job interviews, writing resumes and cover letters.

Learning Objectives 4.

* Understand how to best prepare for job interviews.
* Understand how to conduct yourself in job interviews.
* Understand how to write and prepare resumes and cover letters.

Date:

Thursday, August 31, 2017

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