



## COURSE OUTLINE: VGA300 - INDUSTRY STUDY

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

<b>Course Code: Title</b>	VGA300: INDUSTRY STUDY
<b>Program Number: Name</b>	4006: VIDEO GAME ART
<b>Department:</b>	VIDEO GAME ART
<b>Semesters/Terms:</b>	18F
<b>Course Description:</b>	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.
<b>Total Credits:</b>	2
<b>Hours/Week:</b>	2
<b>Total Hours:</b>	30
<b>Prerequisites:</b>	There are no pre-requisites for this course.
<b>Corequisites:</b>	There are no co-requisites for this course.
<b>This course is a pre-requisite for:</b>	VGA405
<b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>	<b>4006 - VIDEO GAME ART</b>
<b>Please refer to program web page for a complete listing of program outcomes where applicable.</b>	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 programming, 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.
	VLO 9 Contribute to world building and level design in a game engine to meet industry and marketplace requirements
	VLO 10 Assess and iterate user interface design in alignment with Game Design Documents to optimize both the aesthetics and function of gameplay.
	<b>Essential Employability</b>



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**Skills (EES) addressed in this course:**

- that fulfills the purpose and meets the needs of the audience.
- 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 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

**Course Outcomes and Learning Objectives:**

Course Outcome 1	Learning Objectives for Course Outcome 1
Learn and understand how to $\bar{A}f\hat{A}\phi\hat{A}\phi\hat{A}\sim\hat{A}\dots$ sell yourself $\bar{A}f\hat{A}\phi\hat{A}\phi\hat{A}\sim\hat{A}\hat{A}\square$ to potential employers.	<ul style="list-style-type: none"> <li>* Create appropriate art assets to demonstrate areas of strength and focus.</li> <li>* Communicate art direction from concept to final production in a video game development pipeline.</li> <li>* Develop an understanding of how to craft and tailor portfolios.</li> </ul>
Course Outcome 2	Learning Objectives for Course Outcome 2
Create an understanding of networking and building relationships.	<ul style="list-style-type: none"> <li>Develop an understanding on how to network.</li> <li>Understand ways to foster and build relevant relationships.</li> </ul>
Course Outcome 3	Learning Objectives for Course Outcome 3
Understand and learn workflow pipelines in a video game development studio.	<ul style="list-style-type: none"> <li>* Demonstrate the ability to full fill a specific art task and role in a given art pipeline.</li> <li>* Show the ability to adapt to changing priorities and deadlines.</li> </ul>
Course Outcome 4	Learning Objectives for Course Outcome 4
Develop effective strategies for job interviews, writing resumes and cover letters.	<ul style="list-style-type: none"> <li>* Understand how to best prepare for job interviews.</li> <li>* Understand how to conduct yourself in job interviews.</li> <li>* Understand how to write and prepare resumes and cover letters.</li> </ul>

**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.

