



## COURSE OUTLINE: VGA105 - HISTORY OF VIDEO GAM

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

<b>Course Code: Title</b>	VGA105: HISTORY OF VIDEO GAMES
<b>Program Number: Name</b>	4008: GAME - ART
<b>Department:</b>	VIDEO GAME ART
<b>Semesters/Terms:</b>	19F
<b>Course Description:</b>	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
<b>Total Credits:</b>	3
<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>Substitutes:</b>	VGA100
<b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>	<b>4008 - 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 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 Use game concepts to support the ongoing iteration, creation, design and development of games.
	<b>Essential Employability Skills (EES) addressed in this course:</b>
	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 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



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- 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:**

<b>Course Outcome 1</b>	<b>Learning Objectives for Course Outcome 1</b>
1. Identify and analyze game art assets in the context of historical significance in regards to Game Art	1.1 Distinguish between different genres and time periods in Game Art. 1.2 Analyze the relevance of unique art characteristics, and the historical influences of a time period. 1.3 Discuss and analyze the significance historical influences in modern Game Art assets
<b>Course Outcome 2</b>	<b>Learning Objectives for Course Outcome 2</b>
2. Discuss how game art assets can match targeted generational time periods and aesthetics	2.1 Examine and explain the significance of generation time periods in Game Art. 2.2 Understand the limitations and restrictions while trying to achieve a desired artistic outcome
<b>Course Outcome 3</b>	<b>Learning Objectives for Course Outcome 3</b>
3. Explain the significance of creating specific assets for Game Art creation	3.1 Discuss the importance of consistency in game art aesthetics, as it applies to a targeted platform and design. 3.2 Discuss and explain findings of game asset aesthetics with peers.

**Evaluation Process and Grading System:**

<b>Evaluation Type</b>	<b>Evaluation Weight</b>
Assignments / Projects	100%

**Date:** June 6, 2019

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

