



COURSE OUTLINE: VGA103 - GAME DESIGN PROCESS

Prepared: Thomas Henshell

Approved: Bob Chapman, Chair, Health

Course Code: Title	VGA103: GAME DESIGN PROCESS
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	21F
Course Description:	How are games made? How are games different from other forms of entertainment? How much time and money does it take to make a game? In this course the student will be challenged with discovering answers to these questions. Students in this course experience the game development process through an interactive role-playing simulated experience. Each student takes their own game idea from concept, to pitch presentation, through team formation and development, to release with updates and DLC.
Total Credits:	3
Hours/Week:	3
Total Hours:	45
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:	4008 - 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 programming, design and art to support the development of games.
	VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project.
	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.
	VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props.
	VLO 10 Conceive, prototype, develop, test and evaluate procedures for the ongoing iteration, creation, design and development of games.
Essential Employability Skills (EES) addressed in	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form

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 2021-2022 academic year.



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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 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 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 minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.
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Course Outcomes and Learning Objectives:	Course Outcome 1	Learning Objectives for Course Outcome 1
	Research, write and produce game concepts, visual equations pitches, presentations and storyboards.	* Research, identify, analyze, and document the elements of a game * Write and produce game concept documents. * Design and produce a game development project plan. * Design and produce game pitches and presentations. * Design and produce game functionality storyboards
	Course Outcome 2	Learning Objectives for Course Outcome 2
	Co-ordinate and present game pitches to peer groups.	* Demonstrate ability to organize a game art and design team. * Demonstrate ability to work in a given role. * Demonstrate ability to clearly vocalize, communicate, and rationalize game concepts and visuals.
	Course Outcome 3	Learning Objectives for Course Outcome 3
	Apply effective management skills and industry standard milestones to keep game projects on schedule and on budget	* Complete a project plan, timeline, and budget. * Recruit simulated team members to achieve the project goals and plan
	Course Outcome 4	Learning Objectives for Course Outcome 4
	Apply project process techniques by navigating the project through a reality based simulated production environment	* Demonstrate ability to adapt to the changing roles, responsibilities, and team makeup of a game development team * Work through common difficult problems facing development teams * Demonstrate ability to respect and respond to the decisions of team leads.

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	Course Outcome 5	Learning Objectives for Course Outcome 5				
	Show an understanding of how to create audience-oriented content to be used in a variety of game business models	* Demonstrate the ability to match art style to gameplay and narrative * Demonstrate an ability to research and analyze art styles to set project plans * Demonstrate ability to offer and receive constructive criticism.				
	Course Outcome 6	Learning Objectives for Course Outcome 6				
	Employ appropriate uses of traditional and digital media within the game art context.	* Demonstrate ability to produce storyboards using a combination of digital and traditional art techniques. * Produce concept work in a traditional medium, which is then developed further in a digital medium.				
	Course Outcome 7	Learning Objectives for Course Outcome 7				
	Design and progress a game project through all phases of the game development process.	* Demonstrate working knowledge of all phases of the game development process. * Demonstrate ability to take criticism and effectively make positive change. * Meet project deadlines to expected quality standards.				
Evaluation Process and Grading System:	<table><tr><td>Evaluation Type</td><td>Evaluation Weight</td></tr><tr><td>Assignments / Projects</td><td>100%</td></tr></table>		Evaluation Type	Evaluation Weight	Assignments / Projects	100%
Evaluation Type	Evaluation Weight					
Assignments / Projects	100%					
Date:	August 9, 2021					
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.					

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