



COURSE OUTLINE: VGA300 - INDUSTRY STUDY

Prepared: Thomas Henshell

Approved: Bob Chapman, Chair, Health

Course Code: Title	VGA300: INDUSTRY STUDY
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	21F
Course Description:	What is it like to work in the game art industry? What career paths are available to an artist? How does a AAA studio with a team of 250+ people all work together on the same project? How do remote indie teams work effectively across distance and time zones? What is a typical work environment like? How do I continue to grow as an artist? How do I prepare myself for a job? These and many more questions are answered in this practical course on how to be an effective employed artist. Skill development, time management, networking, portfolios, resume writing, and interviewing skills are major components of this course.
Total Credits:	2
Hours/Week:	2
Total Hours:	30
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
This course is a pre-requisite for:	VGA405
Vocational Learning Outcomes (VLO's) addressed in this course:	4008 - GAME - ART 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. VLO 9 Support the development of evolving and iterative game design documents that align with standard industry expectations and/or company practices.
Essential Employability Skills (EES) addressed in this course:	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. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.

Please refer to program web page for a complete listing of program outcomes where applicable.

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.



SAULT COLLEGE | 443 NORTHERN AVENUE | SAULT STE. MARIE, ON P6B 4J3, CANADA | 705-759-2554

	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 A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.																				
Course Outcomes and Learning Objectives:	<table> <tr> <th>Course Outcome 1</th><th>Learning Objectives for Course Outcome 1</th></tr> <tr> <td>Learn and understand how to sell yourself to potential employers.</td><td> 1.1 Create appropriate art assets to demonstrate areas of strength and focus. 1.2 Communicate art direction from concept to final production in a video game development pipeline. 1.3 Develop an understanding of how to craft and tailor portfolios. </td></tr> <tr> <th>Course Outcome 2</th><th>Learning Objectives for Course Outcome 2</th></tr> <tr> <td>Create an understanding of networking and building relationships.</td><td> 2.1 Develop an understanding on how to network. 2.2 Understand ways to foster and build relevant relationships. </td></tr> <tr> <th>Course Outcome 3</th><th>Learning Objectives for Course Outcome 3</th></tr> <tr> <td>Understand and learn workflow pipelines in a video game development studio.</td><td> 3.1 Demonstrate the ability to fulfill a specific art task and role in a given art pipeline. 3.2 Show the ability to adapt to changing priorities and deadlines. </td></tr> <tr> <th>Course Outcome 4</th><th>Learning Objectives for Course Outcome 4</th></tr> <tr> <td>Develop effective strategies for job interviews, writing resumes and cover letters.</td><td> 4.1 Understand how to best prepare for job interviews. 4.2 Understand how to conduct yourself in job interviews. 4.3 Understand how to write and prepare resumes and cover letters. </td></tr> <tr> <th>Course Outcome 5</th><th>Learning Objectives for Course Outcome 5</th></tr> <tr> <td>Learn and deploy techniques for continual skill development</td><td>5.1 Speak directly with a professional concept artist and 3d environment artist on the state of the industry and the life of a freelancer.</td></tr> </table>	Course Outcome 1	Learning Objectives for Course Outcome 1	Learn and understand how to sell yourself to potential employers.	1.1 Create appropriate art assets to demonstrate areas of strength and focus. 1.2 Communicate art direction from concept to final production in a video game development pipeline. 1.3 Develop an understanding of how to craft and tailor portfolios.	Course Outcome 2	Learning Objectives for Course Outcome 2	Create an understanding of networking and building relationships.	2.1 Develop an understanding on how to network. 2.2 Understand ways to foster and build relevant relationships.	Course Outcome 3	Learning Objectives for Course Outcome 3	Understand and learn workflow pipelines in a video game development studio.	3.1 Demonstrate the ability to fulfill a specific art task and role in a given art pipeline. 3.2 Show the ability to adapt to changing priorities and deadlines.	Course Outcome 4	Learning Objectives for Course Outcome 4	Develop effective strategies for job interviews, writing resumes and cover letters.	4.1 Understand how to best prepare for job interviews. 4.2 Understand how to conduct yourself in job interviews. 4.3 Understand how to write and prepare resumes and cover letters.	Course Outcome 5	Learning Objectives for Course Outcome 5	Learn and deploy techniques for continual skill development	5.1 Speak directly with a professional concept artist and 3d environment artist on the state of the industry and the life of a freelancer.
Course Outcome 1	Learning Objectives for Course Outcome 1																				
Learn and understand how to sell yourself to potential employers.	1.1 Create appropriate art assets to demonstrate areas of strength and focus. 1.2 Communicate art direction from concept to final production in a video game development pipeline. 1.3 Develop an understanding of how to craft and tailor portfolios.																				
Course Outcome 2	Learning Objectives for Course Outcome 2																				
Create an understanding of networking and building relationships.	2.1 Develop an understanding on how to network. 2.2 Understand ways to foster and build relevant relationships.																				
Course Outcome 3	Learning Objectives for Course Outcome 3																				
Understand and learn workflow pipelines in a video game development studio.	3.1 Demonstrate the ability to fulfill a specific art task and role in a given art pipeline. 3.2 Show the ability to adapt to changing priorities and deadlines.																				
Course Outcome 4	Learning Objectives for Course Outcome 4																				
Develop effective strategies for job interviews, writing resumes and cover letters.	4.1 Understand how to best prepare for job interviews. 4.2 Understand how to conduct yourself in job interviews. 4.3 Understand how to write and prepare resumes and cover letters.																				
Course Outcome 5	Learning Objectives for Course Outcome 5																				
Learn and deploy techniques for continual skill development	5.1 Speak directly with a professional concept artist and 3d environment artist on the state of the industry and the life of a freelancer.																				
Evaluation Process and Grading System:	<table> <tr> <th>Evaluation Type</th><th>Evaluation Weight</th></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%																				

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.



SAULT COLLEGE | 443 NORTHERN AVENUE | SAULT STE. MARIE, ON P6B 4J3, CANADA | 705-759-2554

Date:	August 9, 2021
--------------	----------------

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

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.

 SAULT COLLEGE | 443 NORTHERN AVENUE | SAULT STE. MARIE, ON P6B 4J3, CANADA | 705-759-2554