



COURSE OUTLINE

VGA202

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Prepared: Jeremy Rayment Approved: Sherri Smith

Course Code: Title	VGA202: PROTOTYPING 1
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semester/Term:	17F
Course Description:	Developing a game prototype is the most effective way of communicating your game ideas before full development. This course will focus on creating art for game prototypes using an industry standard prototyping process. Students will also gain familiarity designing game mechanics and game systems using paper-based, and other non-digital forms of media.
Total Credits:	4
Hours/Week:	4
Total Hours:	60
This course is a pre-requisite for:	VGA302
Vocational Learning Outcomes (VLO's): Please refer to program web page for a complete listing of program outcomes where applicable.	<ul style="list-style-type: none">#1. Identify the differences in game genres in order to develop games that meet the needs of specific markets.#3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.#4. Contribute as an individual and a member of a game development team to the effective completion of a game development project.#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.
- #6. Locate, select, organize, and document information using appropriate technology and information systems.
- #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.

General Education Themes:

Arts in Society

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.

Develop the ability to critically analyze games prototypes with regards to game mechanics, pacing and the direction of art.

Learning Objectives 1.

- * Discuss the main roles a video game prototype plays in the video game production process.
- * Describe the video game prototyping process.
- * Define and describe the meaning of the following terms: Video Game Prototype, Rapid, Iteration, Middleware, Cross Platform, Console, Playable, Single Player, Multiplayer, Online, Mobile, Temp, Low Resolution, High Resolution, Game Play, Game Play Mechanic, Input, Play Testing, Publisher, Game Design Document, Game Level, Pitch.
- * Describe the key uses and advantages that a video game prototype has for game designers, programmers, artists, and business/marketing executives.
- * Describe the key differences between a video game prototype and a final video game



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production.

Course Outcome 2.

Develop an understanding of the roles game artists play by working effectively as a game artist within a team environment.

Learning Objectives 2.

- * Discuss the roles a game artist plays in the development of a video game prototype.
- * Define and describe the meaning of the following terms: Model Sheet, Concept Art, 2d Graphics, 3D Geometry, Texture Map, Normal Map, Light Map, Colour Map, Sky Domes, Line Art, Colour Palettes, Environments, Story Boards, Reference.
- * Describe the key factors and differences between producing video game art for a prototype and producing video game art for a full video game production.
- * Describe the key differences between producing video game art on a small team versus producing video game art on a medium/large team.

Course Outcome 3.

Demonstrate the ability to design, present and play paper-based video game prototypes.

Learning Objectives 3.

- Define and describe the characteristics of paper-based video game prototypes.
- Describe the key differences between producing a video game prototype on paper versus electronically.
- Discuss the key advantages of producing a video game prototype on paper.
- Create paper-based video game prototypes.
- Present and play completed paper-based video game prototypes.

Course Outcome 4.

Design, create, and revise visually appropriate game assets for paper-based game prototypes.



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Learning Objectives 4.

- * Research and design game mechanics and art assets for paper-based game prototypes.
- * Implement and revise game mechanics and art assets based on peer feedback.
- * Produce a final playable, polished game prototype complete with unique game mechanics and custom made art.

Date:

Thursday, August 31, 2017

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