



# COURSE OUTLINE

## VGA402

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Prepared: Jeremy Rayment    Approved: Sherri Smith

<b>Course Code: Title</b>	VGA402: CRITICAL GAME ANALYSIS
<b>Program Number: Name</b>	4006: VIDEO GAME ART
<b>Department:</b>	VIDEO GAME ART
<b>Semester/Term:</b>	17F
<b>Course Description:</b>	In order to analyze games, they must be played. In this course games will be played, examined, evaluated, dissected, and improved. The student will be challenged with evaluating, redesigning and artistically improving elements of games played.
<b>Total Credits:</b>	3
<b>Hours/Week:</b>	3
<b>Total Hours:</b>	45
<b>Prerequisites:</b>	VGA304
<b>Vocational Learning Outcomes (VLO's):</b>  Please refer to program web page for a complete listing of program outcomes where applicable.	<p>#1. Identify the differences in game genres in order to develop games that meet the needs of specific markets.</p> <p>#3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.</p> <p>#4. Contribute as an individual and a member of a game development team to the effective completion of a game development project.</p> <p>#5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.</p> <p>#6. Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics.</p> <p>#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.</p> <p>#8. Create original game assets to meet requirements outlined in game design documents and/or creative briefs.</p>
<b>Essential Employability Skills (EES):</b>	<p>#1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.</p> <p>#2. Respond to written, spoken, or visual messages in a manner that ensures effective communication.</p> <p>#4. Apply a systematic approach to solve problems.</p> <p>#5. Use a variety of thinking skills to anticipate and solve problems.</p>



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- #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
Assigments / Projects	100%

**Course Outcomes and Learning Objectives:**

### Course Outcome 1.

Develop the ability to identify, define and critically analyze core elements of video games.

### Learning Objectives 1.

- \* Identify and analyze key gameplay elements of video games.
- \* Describe how art style and graphics can impact the effectiveness of the core elements of video games.
- \* Demonstrate the ability to review and effectively communicate in written form the effectiveness of the implementation of core video game elements in a published video game.

### Course Outcome 2.

Demonstrate the ability to focus on analysing key components of video games working collaboratively to develop written reports outlining the effectiveness of video game experiences.

### Learning Objectives 2.

- \* Work in teams to effectively analyze the effectiveness of video game experiences.



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- \* Focus and elaborate critically on key components of video game experiences.
- \* Work in teams to present the results of critical analysis to groups of peers.

### Course Outcome 3.

Develop the ability to identify core elements of video games implemented poorly, with the expressed purpose of proposing and presenting changes.

### Learning Objectives 3.

- \* Identify the key game features (unique and common) to a game that require changes.
- \* Determine the appropriate improvements required.
- \* Use industry standard tools to design and render examples of artistic changes made.

### Course Outcome 4.

Demonstrate the ability to design and produce an improvement presentation package outlining in-depth key artistic shortcomings and the respective suggested artistic improvements to an existing game.

### Learning Objectives 4.

- \* Design and develop an artistic improvement package for an existing game.
- \* Critically analyze and evaluate video games deemed to be competitors to the game.
- \* Develop a revised art style for the game.
- \* Prepare a video game improvement package and present it to a group of peers.

**Date:**

Thursday, August 31, 2017

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