



COURSE OUTLINE: VGA202 - PROTOTYPING 1

Prepared: Jeremy Rayment

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

Course Code: Title	VGA202: PROTOTYPING 1
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	19F
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
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:	VGA302
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 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 9 Support the development of evolving and iterative game design documents that align with standard industry expectations and/or company practices.
	VLO 10 Conceive, prototype, develop, test and evaluate procedures for the ongoing iteration, creation, design and development of games.
	VLO 11 Contribute to world building and level design in a game engine.
	Essential Employability Skills (EES) addressed in



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

this course:

- 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

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Develop the ability to critically analyze games prototypes with regards to game mechanics, pacing and the direction of art.	<ul style="list-style-type: none"> * 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 production.
Course Outcome 2	Learning Objectives for Course Outcome 2
Develop an understanding of the roles game artists play by working effectively as a game artist within a team environment.	<ul style="list-style-type: none"> * 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	Learning Objectives for Course Outcome 3
Demonstrate the ability to design, present and play paper-based video game prototypes.	<ul style="list-style-type: none"> 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	Learning Objectives for Course Outcome 4
	Design, create, and revise visually appropriate game assets for paper-based game prototypes.	<ul style="list-style-type: none"> * 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.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

Date:

June 17, 2019

Addendum:

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

