



## II. Catalog Description

**Prerequisites: ARTS 105 Two Dimensional Design, Or GDEV106 Fundamentals of Game Design**

Two Dimensional Game Design Studio takes students through the process of creating an industry competitive two dimensional tabletop or video game. Students will learn not only to refine and combine system design and art development, they will also work on a deadline schedule to emulate the commercial design environment. They will also create a holistic concept, brand, packaging, and a finished playable game using industry production checklists.

## III. Statement of Course Need

- A. This course is fundamental for the Game Art program as well as for the Game Development program. It teaches not only workflow, system and art but the skills of time management, deadline work, and concept marketing. Students will learn to work in a team fashion to create a working industry-quality game prototype of either a video or analog/table-top game
- B. This course has a lab component that is required for students to work on both studio art and technology based game design. Students will be required to use computers, scanners, tablets, to perform tasks such as digital drawing and programming.
- C. This course will generally transfer to institutions offering game and multimedia based design degrees. The skills used in this course will be required for transferring into any corresponding programs.

## IV. Place of Course in College Curriculum

- A. Free Elective
- B. This course meets a program requirement for the A.S. Game Art degree and the A.A.S. Game Development Degree
- C. To see course transferability: a) for New Jersey schools, go to the NJ Transfer website, [www.njtransfer.org](http://www.njtransfer.org); b) for all other colleges and universities, go to the individual websites.

## V. Outline of Course Content

- A. Project Planning and Concept Development
  - 1. Create a game concept
    - a. Genre (horror, fantasy, sports, superhero)

- b. Format (Cooperative, Competitive, Genre, Player Number, etc...)
- c. Concept proposal
- d. Market and design research

- 2. Concept Development
  - a. Brand development
  - b. Market study
  - c. Team member task assignment
  - d. Deadline goals and checkpoints

## **B. Art Assignment Tasks**

- 1. Concept Art/Storyboards
- 2. Branding
  - a. Logo
  - b. Packaging
- 3. Static assets
- 4. Media assets
- 5. System elements
- 6. Characters/Playing pieces
- 7. Board/environmental art
- 8. Advertising art
- 9. Multimedia assets

## **C. System Tasks**

- 1. Player interaction development
- 2. Environmental interactions
- 3. Full play functionality
- 4. Smooth integration of art assets
- 5. Troubleshooting
- 6. Technical considerations
  - a. Randomization methods
  - b. Campaign vs. modular play-style
  - c. System limitation and complications
  - d. Multiplayer functionality
- 7. Thorough play-testing with various user groups

## **D. Completion and Launch**

- 1. Polished and thoroughly tested game play
- 2. Industry level art and audio asset development
- 3. A completed concept, brand and packaging
- 4. Social Media and web advertisement launched

- a. Youtube
  - b. Facebook
  - c. Web site
  - d. Tumblr
5. Beta level playtesting.

## **VI. General Education and Course Learning Outcomes**

### **A. General Education Learning Outcomes:**

At the completion of the course, students will be able to:

1. Apply appropriate technological tools to design projects. (GE-NJ 4,6 \*)
  2. Know game art sources and their importance in the development of modern games and multimedia. (GE-NJ 1,6)
  3. Demonstrate the application of analysis and problem solving to achieve design solutions. (GE-NJ 4, \*)
- \*Embedded critical thinking

### **B. Course Learning Outcomes:**

At the completion of the course, students will be able to:

1. Produce professional quality audio and visual game assets.
2. Know how audio visual assets are integrated into a programmed game environment.
3. Work collaboratively to complete an industry-quality game.
4. Learn to negotiate complications in game art and design such as marketing considerations, deadlines and technical complications.

### **C. Assessment Instruments:**

1. Sketching and planning
2. Board and play piece assets
3. Research papers and presentations
4. Exams

## **VII. Grade Determinants**

- A. Project completion
- B. Cohort involvement and group participation
- C. Research documents and presentations

### **Grade Formats, Mode Determinants**

- A. Art asset based studio work

- B. Technical/system development
- C. Class participation
- D. Research
- E. Online tutorials
- F. Project completion

### **VIII. Texts and Materials**

- A. suggested textbook
- B. instructor hand outs
- C. art examples
- D. game design examples
- E. web video
- F. online learning resources (Lynda.com, etc...)

(Please Note: The course outline is intended only as a guide to course content and resources. Do not purchase textbooks based on this outline. The RVCC Bookstore is the sole resource for the most up-to-date information about textbooks.)

### **IX. Resources**

- A. MAC and PC workstations
- B. Digital drawing tablets
- C. Adobe creative cloud software
- D. Paper drawing tablet, pencils and other art supplies

### **X. Honors option**

N/A