

VCIM-2401: GAME DESIGN IV-GAME PUBLISHING

Cuyahoga Community College

Viewing: VCIM-2401 : Game Design IV-Game Publishing

Board of Trustees:

February 2019

Academic Term:

Fall 2020

Subject Code

VCIM - VC-Interactive Media

Course Number:

2401

Title:

Game Design IV-Game Publishing

Catalog Description:

Develop and refine a body of work focusing on specific role(s) in the game design industry. Develop and promote assets, projects, portfolio, demo reel, blog and game presentation.

Credit Hour(s):

3

Lecture Hour(s):

1

Lab Hour(s):

5

Requisites

Prerequisite and Corequisite

VCIM-2200 Game Design III: Game Design Studio or concurrent enrollment.

Outcomes

Course Outcome(s):

Create digital portfolio for the purpose of promoting a project, securing freelance or full time employment in the game design industry.

Objective(s):

1. Design a portfolio to emphasize one's strengths or area of specialization.
2. Utilize professional methods that promote project strengths.
3. Develop an identity system to brand and represent work.
4. Establish a professional presence via the Internet.

Course Outcome(s):

Successfully present a game project in person or online.

Objective(s):

1. Present a visual portfolio of work consistent with professional standards.
 2. Create a professional resume, cover letter, and follow-up letter.
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Methods of Evaluation:

1. Written assignments
2. Laboratory exercises
3. Case studies

4. Projects
5. Presentations
6. Portfolio

Course Content Outline:

1. Organization of visual content in a game design portfolio
 - a. Representation of range of game production capabilities
 - b. Identifying areas of game design specialization
 - c. Identifying individual career goals and develop an action plan to achieve those goals
 - d. Tailoring portfolio content to address needs of potential client/employer
 - e. Editing and sequencing portfolios for maximum visual impact
2. Game promotion methods
 - a. Identifying prospective employers/clients/audience
 - b. Introductory letters and follow-up correspondence
 - c. Resume styles
 - d. References, recommendations and reviews
 - e. Identity package: logo, business card, website
 - f. Other promotional materials and strategies
 - g. Digital download samples
3. Presentation of game project
 - a. Preparation of content
 - b. Refinement of existing projects
 - c. Develop new content to reinforce gaps in content
 - d. Game presentation strategies and practices
4. The game design product as an ongoing project
 - a. Short and long term game development goals and maintenance
 - b. Updating and editing material for intended audience

Resources

Rogers, Scott. *Level Up!: The Guide to Great Video Game Design*. 2nd ed. Wiley, 2014.

Murray, Jeff. *Game Development for iOS with Unity3D*. 1st. A K Peters/CRC Press, 2012.

Robert Bryant Keith Giglio. *Slay the Dragon: Writing Great Video Games*. 1st. Michael Wiese Productions, 2015.

Resources Other

<https://itch.io>

<https://www.artstation.com>

<https://sketchfab.com>

<https://unity3d.com>

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