



Game Art and Design

DIPLOMA PROGRAM GRID



QUARTER 1	QUARTER 2	QUARTER 3	QUARTER 4	QUARTER 5	QUARTER 6	QUARTER 7
GAD120 Introduction to Scripting	GAD140 Scripting	GAD160 Advanced Scripting	CC310 Pre-production and Project Management	CC449 Production Team I	CC451 Production Team II	CC452 Post Production
CCM121 Digital Imaging I	GAD113 Free to Play Game Design	CCM131 Basic 3D Concepts	GAD271 Game Design for Platforms			GAD323 Final Capstone Project
GAD100 History of Games	GAD205 UI UX Design	GAD253 Portfolio I	GAD222 Game Research and Critical Analysis	GAD320 Senior Project	GAD322 Capstone Project	
GAD110 Introduction to Game Design	GAD121 Mini Games and Prototyping	GAD230 Level Design	Elective	Elective	Elective	GAD362 Portfolio II
GAD130 Introduction to Level Design	GAD122 Game Design	GAD250 Game Design for Business	GAD262 Advanced Game Design	GAD330 Critical Game Design	Elective	Elective

9
Design
Courses
27 credits

+

4
Technical Arts
Courses
12 credits

+

4
Team
Courses
18 credits

+

4
Advanced Design
Courses
12 credits

+

6
Capstone
Courses
21 credits

+

5
Elective
Courses
15 credits

=

TOTAL
105 CREDITS



Game Art and Design

COURSE DESCRIPTIONS



LaSalle College
Vancouver

QUARTER 1

GAD120 INTRODUCTION TO SCRIPTING

Students will be introduced to the fundamentals of scripting using a modern programming language.

Credits: 3

CCM121 DIGITAL IMAGING

Students develop basic image manipulation skills in a raster-based computer environment.

Credits: 3

GAD100 HISTORY OF GAMES

This course introduces students to the history of games and covers the technologies, business models and game genres that have developed over time. Students will develop a written and verbal vocabulary for conducting research, game deconstruction and critical analysis of games.

Credits: 3

GAD110 INTRODUCTION TO GAME DESIGN

In this course students will be introduced to the fundamentals of game design theory, terminology, principles, processes and practices in a hands on practical setting. Students will experience an entire development cycle for a traditional non-digital game in a collaborative team based environment: identifying the target audience, envisioning a game idea, pitching, prototyping, playtesting, and creating a final product.

Credits: 3

GAD130 INTRODUCTION TO LEVEL DESIGN

In this course students will be introduced to level design theory, terminology and development process in a hands on practical setting. Focus will be on researching, deconstructing, analyzing and documenting various pre-existing levels from shipped games, as well as designing and building multiplayer and single player levels in a game engine.

Credits: 3

QUARTER 2

GAD140 SCRIPTING

This course builds on the previous scripting class and introduces students to object-oriented programming and data structures.

Prerequisite: GAD120

Credits: 3

GAD113 FREE TO PLAY GAMES

Students will be introduced to the theory, core concepts, terminology, and practices of free-to-play game design. Students will also learn how to use data and analytics to evaluate and iteratively design their games at an introductory level.

Prerequisite: GAD110 and GAD100

Credits: 3

GAD205 UI | UX DEISGN

In this course students will learn the fundamental user interface (UI) and user experience (UX) design theories, principles and processes in a practical hands on setting. Focus will be applying knowledge learned through the design of 2D user interfaces.

Prerequisite: GAD110 and CCM121

Credits: 3

GAD121 MINI GAMES AND PROTOTYPING

Students will learn how to design, script, and create small self-contained mini-games, as well as balance and tune them. Students will be introduced to modern tools for rapid prototyping various genres of electronic games.

Credits: 3

GAD122 GAME DESIGN

In this course students learn intermediate level game and systems design theory, terminology and development process in a hands on practical setting. Focus will be on researching, deconstructing, analyzing and documenting various pre-existing games, their systems and gameplay dynamics. Students will also learn how to alter and improve upon the design of existing games, as well as tune and balance them.

Prerequisite: GAD100 and GAD 110

Credits: 3

QUARTER 3

GAD160 ADVANCED SCRIPTING

Students will learn how to work in a modern game engine framework. They will learn a brand new pipeline, import game assets, create prototypes, and script gameplay features. They will also learn programming terminologies to improve their ability to communicate with other members of the team.

Prerequisite: GAD140

Credits: 3

CCM131 BASIC 3D CONCEPTS

This course introduces students to the basic concepts of working in 3D applications. Through in-class demonstrations with accompanying labs as well as project based assignments, students will develop the fundamental skills required to model, surface, texture, animate, and render 3D content.

Credits: 3

GAD253 PORTFOLIO I

In this course students identify their target design role specialization and define their educational goals. Focus will also be on designing and developing capstone project ideas that will position students well with achieving their educational goals.

Prerequisite: GAD122, GAD130, GAD235 and GAD 103

Credits: 3

GAD230 LEVEL DESIGN

This is an introductory course covering the level design process and the tools of level editing as they relate to building game environments using an existing commercial game engine. The focus is on generating levels with attention to efficiency and design aesthetics.

Prerequisite: GAD130

Credits: 3

GAD250 GAME DESIGN FOR BUSINESS

In this course students learn how to identify and design in response to business goals, requirements and constraints, as well as envision a game that delivers in response them.

Prerequisite: GAD110 and GAD100

Credits: 3

QUARTER 4

CC310 PRE-PRODUCTION AND PROJECT MANAGEMENT

In this course students will learn how to setup and complete the pre-production phase for their digital media project and prepare for production. Focus will include learning project management principles and approaches, as well as how to apply them in a game team pre-production setting. Student's will also pitch game ideas, design a game, form a game team, set up a project plan (including organizational and communication structures and process), set-up tech pipelines, and develop a first playable game prototype.

Prerequisite: CC401

Credits: 3

GAD271 GAME DESIGN FOR PLATFORMS

In this course students will learn about modern and emerging platforms and how to design games for them. Students will research platforms, game interface systems, and peripherals that are related to their educational goals. With focus being on creating a prototype game or level that responds well to platform specific features and constraints.

Prerequisite: GAD153 and GAD160

Credits: 3

GAD222 GAME RESEARCH AND CRITICAL ANALYSIS

In this course students deepen their knowledge of game genres, games, game systems and levels that are directly related to their capstone project objectives by conducting thorough and detailed research of them.

Prerequisite: GAD153

Credits: 3

ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.

Credits: 3

GAD262 ADVANCED GAME DESIGN

In this course students learn advanced game and systems design theory, terminology and development process in a hands on practical setting. Students will focus on designing and building a new game prototype and its various features, dynamics, systems and mechanics.

Prerequisite: GAD153

Credits: 3

QUARTER 5

CC449 PRODUCTION TEAM I

In this course students work as a team to complete the first half of production for their digital media project. The goal of the class is to gain a thorough understanding of the process of working as a team during the first phase of production.

Prerequisite: CC310

Credits: 6

GAD320 SENIOR PROJECT

This course is a studio where students will begin development for their multifaceted assignment that will be continued in the Capstone Project course. The student will learn how to manage their time, evaluate project risk, solve problems and complete aspects of their Capstone Project.

Prerequisite: GAD153

Credits: 3

ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.

Credits: 3

GAD300 CRITICAL GAME DESIGN

In this course students will learn how to solve complex game and level design problems in a practical setting.

Prerequisite: GAD230, GAD262 and GAD271

Credits: 3

QUARTER 6

CC451 PRODUCTION TEAM II

In this course students work as a team to complete the second half of production for their digital media project. The goal of the class is to gain a thorough understanding of the process of working as a team during the second phase of production.

Prerequisite: CC450

Credits: 6

GAD322 CAPSTONE PROJECT

This course is a studio where students will continue development for their multifaceted assignment that will be completed in the Final Capstone Project course.

Prerequisite: GAD321

Credits: 3

ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.

Credits: 3

ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.

Credits: 3

QUARTER 7

CC452 POST PRODUCTION

In this course students' work as a team to complete the post production for their digital media project. The goal of the class is to gain a thorough understanding of the process of working as a team during the final stage of development.

Prerequisite: CC451

Credits: 3

GAD323 FINAL CAPSTONE PROJECT

This course is a studio where students will complete their multifaceted assignment which serves as a culminating capstone project.

Prerequisite: GAD322

Co-requisite: GAD362

Credits: 6

GAD362 PORTFOLIO II

In this course students will build their demo reel, portfolio website, and resume. Working individually with an instructor, students will select representative capstone work and present them in a way that best showcases their knowledge, skills, experience, interests and potential. Students will also hone and demonstrate their conceptual, design, critiquing, documentation and craftsmanship skills as they assemble and refine their demo reel and portfolio website.

Prerequisite: GAD322

Co-requisite: GAD323

Credits: 3

ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.

Credits: 3