

**RARITAN VALLEY COMMUNITY COLLEGE
ACADEMIC COURSE OUTLINE**

ARTS 259—Game Narrative and Concepts

I. Basic Course Information

- A. Course Number and Title: Game Narrative and Concepts
- B. New or Modified Course: Modified
- C. Date of Proposal: Semester: Year: Spring 2021
- D. Effective Term: Fall 2021
- E. Sponsoring Department: Arts & Design
- F. Semester Credit Hours: 3
- G. Weekly Contact Hours: 4 Lecture: 2
 Laboratory: 2
 Out of class student work per week: 5
- H. Prerequisites/Corequisites: ARTS106 Foundations of Game Engines or GDEV106
Fundamentals of Game Design
- I. Laboratory Fees: none
- J. Name and Telephone Number or E-Mail Address of Department Chair at time of approval:
Co-Chair Vandana Nadkarni vandana.nadkarni@raritanval.edu
Co-Chair John Sichel john.sichel@raritanval.edu
Patrice Marks Patrice.marks@raritanval.edu

II. Catalog Description

Prerequisites: ARTS 106 Foundations of Game Engines or GDEV106 Fundamentals of Game Design

Game Narrative and Concepts introduces students to methods of building a cohesive framework and setting for games or other interactive narrative experiences. Believable

environmental and political systems, cultures, characters, and mythologies are addressed. In addition storytelling and writing narrative arcs will be focused upon.

III. Statement of Course Need

- A.** This course is fundamental for the rest of the Game Art and Game Development programs. It helps students learn to build engaging, believable interactive worlds. This is an essential aspect for both creative development and designing attractive and marketable games. It continues the theme of cohort taught art and technology courses.
- B.** This course has a lab component that is required to collaboratively work on both studio art and technology based game design. Students will be required to use computers, scanners and 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 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; b) for all other colleges and universities, go to the individual websites.

V. Outline of Course Content

- A.** Background
 - 1. An overview of historical narrative.
 - a. mythology
 - b. epics
 - c. poetry
 - d. theme
 - 2. Overview of contemporary narrative.
 - a. modern story structure
 - b. cinema
 - c. games
 - d. motif

B. Content Development

1. Exercises help students develop aspects of the setting
 - a. physical setting
 - b. cultural history
 - c. mythology and religion
 - d. major character identities
 - e. narrative arcs

C. Visual Elements

1. Concept Art
2. World map making
3. Local mapping
4. Landscape and cityscape
5. Character models

D. Interaction/Synthesis

1. Environmental Information
2. Non-linear storytelling
3. Defining the heroic persona
4. Character viewpoint
5. Narrative layering

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. Illustrate narrative design concepts from historical, cultural and social perspectives. (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 artwork and interactive computer art that demonstrates narrative and concept development.

2. Incorporate historical and source material in narrative development.
3. Develop conceptually sophisticated game environments.

C. Assessment Instruments:

1. Art projects
2. Digital interactive projects
3. Essays
4. Exams

VII. Grade Determinants

- A. Projects
- B. Art/Computer Design
- C. Exams
- D. Presentations

Grade Formats, Mode Determinants

- A. Collaborative design
- B. Art studio work
- C. Lecture
- D. Research
- E. Creative Writing

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 workstations (art)
- B. PC workstations (programming)
- C. Digital drawing tablets

- D. Adobe creative cloud software
- E. Unity game engine
- F. Paper drawing tablet, pencils and other art supplies

X. Honors Option

N/A