Video Game Prototyping

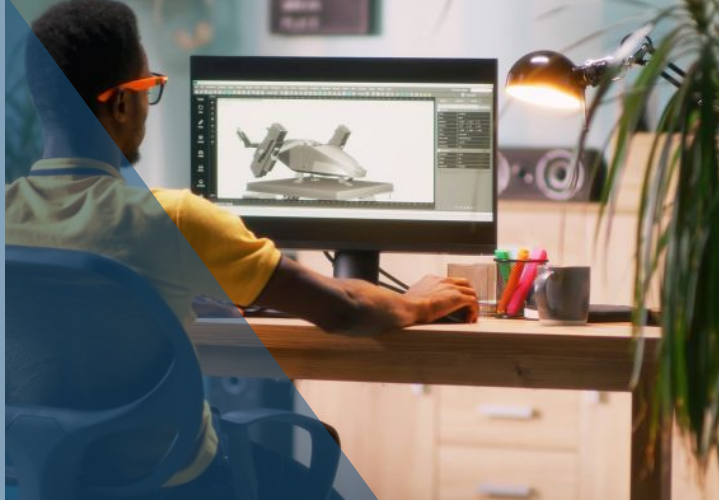**Micro-Credential**

Central Okanagan Public Schools — Together We Learn

Okanagan COLLEGE

Video game prototyping is the process of creating a simplified, early version of a video game to test and validate design concepts, gameplay mechanics, and overall feasibility before investing significant time and resources into full-scale development. Prototyping allows developers to experiment with ideas, gather feedback, and identify potential issues or improvements at an early stage.

This hands-on course is designed to equip learners with a combination of creative and technical skills needed to create prototypes of captivating and interactive gaming experience concepts.

Enrollment requirements

Students in Grade's 11 & 12

Program Learning Outcomes

Upon successful completion of the program, learners will be able to:

- Develop compelling narratives and characters to motivate and inspire players
- Design and create 2D and 3D assets using industry-standard tools
- Collaboratively create and refine interactive prototypes using popular game development platforms
- Apply sound design principles to enhance game atmosphere

Courses

VGP 100 - Storytelling Foundations and Asset Development (42 hours)
This course introduces the basics of narrative and story structure. The fundamental principles of design and animation
are also presented. Hands-on activities and projects in asset design and animation will illustrate how these visual
elements can be used to communicate rich stories.
Upon successful completion of this course, learners will be able to:

- Describe their game's concept with a single sentence as well as a short synopsis.
- Identify what assets must be created to satisfy narrative and game-play requirements.
- Explore and apply different creative approaches for characters, environments and props.
- Design characters, props and environments that engage the player.
- Develop assets that communicate the narrative, mood and tone.

VGP 101 - Interactive Design and Development (66 hours)
This course introduces learners to development using video game engines. This includes importing assets,
implementing gameplay features, basic scripting, and testing of games in development. Throughout the course,
learners will develop several small game projects.
Upon successful completion of the course, learners will be able to:

- Implement basic gameplay features using a game engine and scripting language
- Manage assets such as sounds and textures within the engine
- Understand core aspects of game development, such as mechanics and reward mechanisms
- Develop, test, package, and distribute basic games

VGP 102 - Sound Design for Games (24 hours)
In this course learners will learn how to produce, record and edit basic sounds and music to enhance the immersive
experience for the user. Learners will explore industry tools, software, recording and editing techniques to complement
the visual assets and unify the atmosphere of the project.
Upon successful completion of the course, learners will be able to:

- Implement basic music theory and composition techniques
- Describe the voice-over process
- Prepare and assemble audio and dialogue tracks

Learners must pass each course with a minimum grade of 60%

Credits earned

Students will earn 12 elective credits, (3 courses) at the gr 12 level

Tuition

SD23 Pays: Tuition: Course tuition only
Student Pays: $100 non-refundable deposit

*All program costs are approximate and subject to change without notice.

Course Dates

Feb to June

Program Delivery

Hybrid - Combination of online and in-person sessions, two nights a week and Saturdays at Okanagan College

Sponsorship Requirements for SD23 Students

- Complete the School District application package and hand it into your Career Programs Coordinator
- Be on track to graduate with a Dogwood diploma
- Meet with high school Career Coordinator to review program
- Okanagan College course requirements / admission requirements met for program
- Application approved and accepted by School District
- An interview may be required for potential applicants

Student for a Day

No Student for a Day is required for VGP