**Mohawk Valley Community College**

**Utica and Rome, New York**

**Course Outline**

**GA206- Game Art Seminar C-0, P-6, Cr-3**

**Prerequisites:** GA201 Game Asset Production, GA203 Character Creation

**Course Description:**

This course emphasizes the completion of a professional demo reel, which demonstrates the student’s strengths within the game art skillset. Projects are customized by preference and requirements, and additional works may be introduced through direction or proposal. Career materials such as a resume, cover letter, and portfolio will be developed.

**Course Objectives:**

Upon successful completion of this course, the student will be able to:

* Construct a portfolio and demo reel that best demonstrates the student’s achievement
* Manage and schedule tasks with various project management tools
* Refine previous work to portfolio quality
* Create a resume and cover letter

**Major Topics:**

* Refining and adding to a body of work
* Editing a demo reel
* Creating career materials
* Scheduling, organization tools, and work practices
* Job market research

Reviewed July 2024