

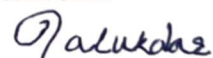
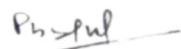
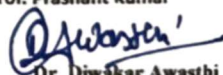
Programme: B.Sc. Game Art & Design		Year: 2nd	Semester: IV
Course Code: VOC192		Course Title: Digital Portfolio & Professional Practice	
Course outcomes:			
- Develop a professional digital portfolio showcasing game art and design projects aligned with industry standards. - Demonstrate knowledge of professional practices, ethics, communication, and teamwork in the game development industry. - Prepare industry-ready documents including resumes, portfolios, project documentation, and personal branding materials. - Present and defend game art projects effectively through presentations, interviews, and portfolio reviews. - Plan career pathways by understanding freelancing, entrepreneurship, internships, studio workflows, and emerging opportunities in the gaming industry.			
Credits: 3		SEC	
Max. Marks: 25+75		Min. Passing Marks: 10+25	
Unit	Topics		No.of Lectures Total=60
I	Professional Portfolio Development: Introduction to Digital Portfolio, Importance of Professional Portfolio, Portfolio Planning, Portfolio Structure, Project Selection, Presentation Techniques, Documentation Standards, Portfolio Platforms (ArtStation, Behance, LinkedIn, Personal Website), Visual Identity and Branding.		15
II	Career Development and Professional Skills: Resume and CV Preparation, Cover Letter Writing, Professional Communication, Team Collaboration, Client Communication, Time Management, Project Management Basics, Workplace Ethics, Intellectual Property Rights, Copyright and Licensing in Digital Content.		15
III	Industry Practices and Entrepreneurship: Game Studio Workflow, Agile Development Process, Production Pipeline, Freelancing Platforms, Entrepreneurship in Digital Media, Startup Fundamentals, Client Handling, Proposal Writing, Cost Estimation, Project Delivery, Industry Expectations.		15
IV	Portfolio Presentation and Career Preparation: Portfolio Review Techniques, Presentation Skills, Interview Preparation, Mock Interviews, Industry Case Studies, Networking Strategies, Continuous Learning, Personal Development Plan, Career Opportunities in Game Art & Design, Final Portfolio Presentation.		15
Suggested Readings:			
- Jason Bay – <i>The Ultimate Guide to Creating Your Portfolio</i> - Andrew Gahan – <i>Game Art Complete</i> - Richard Garriott – <i>Exploring Careers in Game Development</i> - Austin Kleon – <i>Show Your Work!</i> - ArtStation Learning Resources			

Suggested Continuous Evaluation Methods:

- *Portfolio Planning Assignment*
- *Resume and Cover Letter Preparation*
- *LinkedIn & ArtStation Profile Development*
- *Personal Branding Exercise*
- *Project Documentation Submission*
- *Mock Interview*
- *Portfolio Review*
- *Final Digital Portfolio Presentation*
- *Viva Voce*

Suggested equivalent online courses:

- *LinkedIn Learning – Building Your Creative Portfolio*
- *Coursera – Career Success Specialization*
- *Google Digital Garage – Personal Branding*
- *ArtStation Learning – Portfolio Development*
- *Udemy – Freelancing and Creative Career Development*


Prof. Virendra Kr Vyas
Dr. Om Shankar Gupta
Prof. Manukonda Rabindranath
Dr. Hariom Kumar
Dr. Hoimawati Talukdar
Prof. Prashant Kumar

Dr. Diwakar Awasthi
(Coordinator)