SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

COURSE TITLE: Interface Design

CODE NO. : VGA403   **SEMESTER:** 4

PROGRAM: Video Game Art

AUTHOR: Jeremy Rayment

DATE: Jan. 8/13   **PREVIOUS OUTLINE DATED:** 12W

APPROVED: "Colin Kirkwood"

                                                                Jan. 9/13

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                    DEAN   **DATE**

TOTAL CREDITS: 4

PREREQUISITE(S): VGA304

HOURS/WEEK: 4

I.   COURSE DESCRIPTION:

In this series of sessions the student will be exposed to issues and create new awareness surrounding various game interfaces and platforms (i.e graphical user interface and heads-up display) and how they relate to target audiences and game use.

II.   LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

Upon successful completion of this course, the student will demonstrate the ability to:

1.   Develop the ability to identify, define and critically analyze user interface requirements for a range of video game genres and platforms.

Potential Elements of the Performance:

Define and describe the key roles and responsibilities of a video game user interface/interaction designer in the video game industry.

Identify and analyze key artistic and interactive elements of video game user interfaces.

Define and describe the use of the following terms:
HUD, Menus, Buttons, Health Bars, User Interface, Pop Up Window, Scroll Bars, Radial Menu, Icons, Text Fields, Avatars, Timers, Maps and Mini Maps, Tabs, Drag and Drop, Left Click, Right Click, Triggers, Touch Controls, Tilt/Motion Controls, Hands Free, Cursor, User Input, Dialogue

Describe the key user interface design differences and challenges in designing and executing user interfaces across a variety of video game platforms.

Describe the key interactive design challenges a video game user interface artist must face when making a user interface accessible to a variety of prospective players.

2.   Design and produce 2d video game user interactions, interfaces and art assets using a variety of industry standard software applications.

Potential Elements of the Performance:

Use industry standard graphics applications to layout and produce functional video game user interactions, interfaces and art assets for a 2d game development environment.

Define and describe the meaning of the following terms:
Flowcharts, Process Diagrams, Storyboards, User Interactions, Vector Graphics, Raster Graphics, Rollovers, .png, .jpg, Alpha Channels, Colour Palette, Graphic Consistency, Real Time

Use industry standard tools to layout and develop flowcharts and process diagrams for 2d video game user interactions.

Demonstrate the ability to translate flowcharts and process diagrams into 2d visually rendered storyboards.

Use industry standard graphics applications to successfully translate storyboards into real-time video game user interface art assets for a 2d game development environment.

3.   Design and produce 3d video game user interactions, interfaces and art assets using industry standard software applications.

Potential Elements of the Performance:

Use industry standard graphics applications to layout and produce functional video game user interactions, interfaces and art assets for a 3d game engine.

Define and describe the meaning of the following terms:
Textures, Scripting, Power of 2

Use industry standard tools to layout and develop flowcharts and process diagrams for 3d video game user interactions.

Demonstrate the ability to translate flowcharts and process diagrams into 3d visually rendered storyboards.

Use industry standard graphics applications to successfully translate storyboards into real-time video game user interactions and user interface art assets for a 3d game engine.

4.   Explore non-traditional expressions of user interface design in video game art.

Potential Elements of the Performance:

Demonstrate the ability to think creatively to solve typical user interface challenges in new atypical ways.

Demonstrate the ability to research existing video games for out of the box methods of solving user interface challenges.

Use flowcharts, and storyboards to design and layout atypical user interactions.

Use industry standard graphics application to successfully translate storyboards into real-time video game user interactions and user interface art assets for an atypical video game user experience.

5. Demonstrate the ability to communicate (visually, verbally and in written form) with other artists, potential employers, art directors and clients for the purposes of user interactions and user interface related game art creation.

    Potential Elements of the Performance:

    Re-design the user interactions and user interface art assets of an existing video game.

    Present a series of user interactions and user interface art assets to a group of video game artists.

    Rationalize the creative/art direction of user interactions and user interface art assets.

    Prepare a presentation package of user interactions and user interface art assets to be assessed by an art director of a game studio.

III. **TOPICS:**
1. The key responsibilities of user interaction and user interface artists.

2. The key artistic and interactive elements used in video game interfaces and game interactions.

3. The key processes used in designing and producing user interactions and user interface designs.

4. The production and optimization of user interface video game art assets for 2d game application environments and 3d game engines.

5. Creative exploration of alternative methods to engage users in games using atypical user interactions.

6. Package and present a series of user interactions and user interface game art assets.

IV. RECOMMENDED RESOURCES/TEXTS/MATERIALS:
Recommended reading
None

V. EVALUATION PROCESS/GRADING SYSTEM:
Assignments/Projects = 100% of final grade
Assignments/projects will constitute 100% of the student's final grade in this course. A missing assignment is equivalent to course objectives not achieved which results in an "F" (fail) grade for the assignment/project.

The following semester grades will be assigned to students:

Grade	Definition	Grade Point Equivalent
A+	90 – 100%	4.00
A	80 – 89%	
B	70 - 79%	3.00
C	60 - 69%	2.00
D	50 – 59%	1.00
F (Fail)	49% and below	0.00

CR (Credit)	Credit for diploma requirements has been awarded.
S	Satisfactory achievement in field /clinical placement or non-graded subject area.
U	Unsatisfactory achievement in field/clinical placement or non-graded subject area.
X	A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course.
NR	Grade not reported to Registrar's office.
W	Student has withdrawn from the course without academic penalty.

VI.   SPECIAL NOTES:

DEDUCTIONS – LATES, EXTENSIONS AND FAILS
Lates:
An assignment/project is considered late if it is not submitted at the time and date specified by the instructor. A late assignment/project will automatically be penalized by a 10% deduction. Late assignments/projects will not be accepted one week past their initial due date. Any assignments/projects not submitted within one week of their initial due date will automatically be assigned a fail grade (F).

Extensions:
The instructor may grant extensions for assignment/projects under exceptional circumstances (e.g. death in the family or serious illness). An extension, when offered, will have a mutually agreed upon deadline that does not extend beyond the conclusion of the current semester.

Fail:
A fail grade (F) is assessed to an assignment/project that has not been executed to a minimum satisfactory "D" grade level or in which the directions have not been followed correctly.

Attendance:
Significant learning takes place in the classroom setting through an interactive learning approach; therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met.

A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.

i.e. 4 classes missed = 10% deduction form final grade
5 classes missed = 20% deduction from final grade

All in class work is based on the instructor's observation and record of the student's performance in the following areas:

-       ability to follow directions set forth by the instructor

-       attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students. They should also strive for a creative atmosphere and keep the work place neat.

-       participation in class projects and discussions

-       attendance and handing in work on time

VII.   COURSE OUTLINE ADDENDUM:

The provisions contained in the addendum located on the portal form part
of this course outline.