

I. COURSE DESCRIPTION:

In Interface Design, students will learn about the skills required and artistic expectations of this subset of the video game art profession. The course will look at both designing user interactions and the practical artistic skills required to produce game interface graphics. Students will also gain practical knowledge in designing user interface art for a variety of game platforms.

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 3d games

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 3d games

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:

| <u>Grade</u> | <u>Definition</u> | <u>Grade Point Equivalent</u> |
|--------------|--|-------------------------------|
| A+ | 90 – 100% | 4.00 |
| A | 80 – 89% | 3.00 |
| 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:

Attendance:

Sault College is committed to student success. There is a direct correlation between academic performance and class attendance; therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session. *<Optional: It is the departmental policy that once the classroom door has been closed, the learning process has begun. Late arrivers will not be granted admission to the room.>*

COURSE OUTLINE ADDENDUM

1. Course Outline Amendments:
The professor reserves the right to change the information contained in this course outline depending on the needs of the learner and the availability of resources.
2. Retention of Course Outlines:
It is the responsibility of the student to retain all course outlines for possible future use in acquiring advanced standing at other postsecondary institutions.
3. Prior Learning Assessment:
Students who wish to apply for advance credit transfer (advanced standing) should obtain an Application for Advance Credit from the program coordinator (or the course coordinator regarding a general education transfer request) or academic assistant. Students will be required to provide an unofficial transcript and course outline related to the course in question. Please refer to the Student Academic Calendar of Events for the deadline date by which application must be made for advance standing.

Credit for prior learning will also be given upon successful completion of a challenge exam or portfolio.

Substitute course information is available in the Registrar's office.

4. Accessibility Services:
If you are a student with a disability (e.g. physical limitations, visual impairments, hearing impairments, or learning disabilities), you are encouraged to discuss required accommodations with your professor and/or the Accessibility Services office. Visit Room E1101 or call Extension 2703 so that support services can be arranged for you.
5. Communication:
The College considers **Desire2Learn (D2L)** as the primary channel of communication for each course. Regularly checking this software platform is critical as it will keep you directly connected with faculty and current course information. Success in this course may be directly related to your willingness to take advantage of this Learning Management System (LMS) communication tool.

6. Plagiarism:
Students should refer to the definition of “academic dishonesty” in *Student Code of Conduct*. Students who engage in academic dishonesty will receive an automatic failure for that submission and/or such other penalty, up to and including expulsion from the course/program, as may be decided by the professor/dean. In order to protect students from inadvertent plagiarism, to protect the copyright of the material referenced, and to credit the author of the material, it is the policy of the department to employ a documentation format for referencing source material.

7. Tuition Default:
Students who have defaulted on the payment of tuition (tuition has not been paid in full, payments were not deferred or payment plan not honoured) as of the first week of *November*, will be removed from placement and clinical activities due to liability issues. This may result in loss of mandatory hours or incomplete course work. Sault College will not be responsible for incomplete hours or outcomes that are not achieved or any other academic requirement not met as of the result of tuition default. Students are encouraged to communicate with Financial Services with regard to the status of their tuition prior to this deadline to ensure that their financial status does not interfere with academic progress.

8. Student Portal:
The Sault College portal allows you to view all your student information in one place. **mysaultcollege** gives you personalized access to online resources seven days a week from your home or school computer. Single log-in access allows you to see your personal and financial information, timetable, grades, records of achievement, unofficial transcript, and outstanding obligations, in addition to announcements, news, academic calendar of events, class cancellations, your learning management system (LMS), and much more. Go to <https://my.saultcollege.ca>.