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: July, 2015 **PREVIOUS OUTLINE DATED:** August, 2014

APPROVED: "Colin Kirkwood" Jan '16

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                           DEAN   **DATE**

TOTAL CREDITS: 4

PREREQUISITE(S): VGA304

HOURS/WEEK: 4

(705) 759-2554, Ext. 2688

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:

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:

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.

VII.   COURSE OUTLINE ADDENDUM:

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