

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: Semester 4 **PREVIOUS OUTLINE DATED:** none
APPROVED: "B.Punch"

CHAIR

DATE

TOTAL CREDITS: 4

PREREQUISITE(S): VGA304

HOURS/WEEK: 4

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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:

<u>Grade</u>	<u>Definition</u>	<u>Grade Point Equivalent</u>
A+	90 – 100%	4.00
A	80 – 89%	3.00
B	70 - 79%	2.00
C	60 - 69%	1.00
D	50 – 59%	0.00
F (Fail)	49% and below	
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 from final grade
5 classes missed = 20% deduction from final grade

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.

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.

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.

Disability 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 Disability Services office. Visit Room E1101 or call Extension 2703 so that support services can be arranged for you.

Communication:

The College considers **WebCT/LMS** 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 the **Learning Management System** communication tool.

Plagiarism:

Students should refer to the definition of “academic dishonesty” in *Student Code of Conduct*. A professor/instructor may assign a sanction as defined below, or make recommendations to the Academic Chair for disposition of the matter. The professor/instructor may (i) issue a verbal reprimand, (ii) make an assignment of a lower grade with explanation, (iii) require additional academic assignments and issue a lower grade upon completion to the maximum grade “C”, (iv) make an automatic assignment of a failing grade, (v) recommend to the Chair dismissal from the course with the assignment of a failing grade. 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.

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. Announcements, news, the academic calendar of events, class cancellations, your learning management system (LMS), and much more are also accessible through the student portal. Go to <https://my.saultcollege.ca>.

Electronic Devices in the Classroom:

Students who wish to use electronic devices in the classroom will seek permission of the faculty member before proceeding to record instruction. With the exception of issues related to accommodations of disability, the decision to approve or refuse the request is the responsibility of the faculty member. Recorded classroom instruction will be used only for personal use and will not be used for any other purpose. Recorded classroom instruction will be destroyed at the end of the course. To ensure this, the student is required to return all copies of recorded material to the faculty member by the last day of class in the semester. Where the use of an electronic device has been approved, the student agrees that materials recorded are for his/her use only, are not for distribution, and are the sole property of the College.

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 enclosed, the learning process has begun. Late arrivers will not be granted admission to the room.>*

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 *<choose November, March, or June>* will be removed from placement and clinical activities. 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.

<include any other special notes appropriate to your course>

