



COURSE OUTLINE

VGA403

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Prepared: Jeremy Rayment Approved: Sherri Smith

Course Code: Title	VGA403: INTERFACE DESIGN
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semester/Term:	17F
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.
Total Credits:	4
Hours/Week:	4
Total Hours:	60
Prerequisites:	VGA304
Vocational Learning Outcomes (VLO's): Please refer to program web page for a complete listing of program outcomes where applicable.	<p>#1. Identify the differences in game genres in order to develop games that meet the needs of specific markets.</p> <p>#3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.</p> <p>#4. Contribute as an individual and a member of a game development team to the effective completion of a game development project.</p> <p>#5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.</p> <p>#6. Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics.</p> <p>#7. Support the development of pre-production and conceptual art for games and gaming through the selection and application of relevant design tools and drawing techniques.</p> <p>#8. Create original game assets to meet requirements outlined in game design documents and/or creative briefs.</p> <p>#10. Assess and iterate user interface design in alignment with Game Design Documents to optimize both the aesthetics and function of gameplay.</p>
Essential Employability Skills (EES):	<p>#1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.</p>



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- #2. Respond to written, spoken, or visual messages in a manner that ensures effective communication.
- #4. Apply a systematic approach to solve problems.
- #5. Use a variety of thinking skills to anticipate and solve problems.
- #6. Locate, select, organize, and document information using appropriate technology and information systems.
- #7. Analyze, evaluate, and apply relevant information from a variety of sources.
- #8. Show respect for the diverse opinions, values, belief systems, and contributions of others.
- #9. Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
- #10. Manage the use of time and other resources to complete projects.
- #11. Take responsibility for ones own actions, decisions, and consequences.

General Education Themes:

Arts in Society
Social and Cultural Understanding

Course Evaluation:

Passing Grade: 50%, D

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

Course Outcomes and Learning Objectives:

Course Outcome 1.

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

Learning Objectives 1.

- * 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.



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* 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.

Course Outcome 2.

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

Learning Objectives 2.

* 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.

Course Outcome 3.

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

Learning Objectives 3.

* 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.



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Course Outcome 4.

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

Learning Objectives 4.

- * 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.

Course Outcome 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.

Learning Objectives 5.

- * 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.

Date:

Thursday, August 31, 2017

Please refer to the course outline addendum on the Learning Management System for further information.