



COURSE OUTLINE: VGA403 - INTERFACE DESIGN

Prepared: Jeremy Rayment

Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

Course Code: Title	VGA403: INTERFACE DESIGN
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	20W
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
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course: Please refer to program web page for a complete listing of program outcomes where applicable.	4008 - GAME - ART VLO 1 Identify the differences in game genres in order to develop games that meet the needs of specific markets. VLO 3 Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games. VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project. VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. VLO 7 Use game concepts to support the ongoing iteration, creation, design and development of games. VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props. VLO 10 Conceive, prototype, develop, test and evaluate procedures for the ongoing iteration, creation, design and development of games.
Essential Employability Skills (EES) addressed in this course:	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 4 Apply a systematic approach to solve problems. EES 5 Use a variety of thinking skills to anticipate and solve problems.



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	EES 6 Locate, select, organize, and document information using appropriate technology and information systems. EES 7 Analyze, evaluate, and apply relevant information from a variety of sources. EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others. EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals. EES 10 Manage the use of time and other resources to complete projects. EES 11 Take responsibility for ones own actions, decisions, and consequences.										
Course Evaluation:	Passing Grade: 50%, D										
Books and Required Resources:	Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability by Steve Krug Publisher: New Riders Edition: 3 ISBN: 9780321965516										
Course Outcomes and Learning Objectives:	<table> <tr> <th>Course Outcome 1</th><th>Learning Objectives for Course Outcome 1</th></tr> <tr> <td>Develop the ability to identify, define and critically analyze user interface requirements for a range of video game genres and platforms.</td><td> * 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. </td></tr> <tr> <th>Course Outcome 2</th><th>Learning Objectives for Course Outcome 2</th></tr> <tr> <td>Design and produce 2D video game user interactions, interfaces and art assets using a variety of industry standard software applications.</td><td> * 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. </td></tr> <tr> <th>Course Outcome 3</th><th>Learning Objectives for Course Outcome 3</th></tr> </table>	Course Outcome 1	Learning Objectives for Course Outcome 1	Develop the ability to identify, define and critically analyze user interface requirements for a range of video game genres and platforms.	* 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.	Course Outcome 2	Learning Objectives for Course Outcome 2	Design and produce 2D video game user interactions, interfaces and art assets using a variety of industry standard software applications.	* 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	Learning Objectives for Course Outcome 3
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Course Outcome 3	Learning Objectives for Course Outcome 3										



	Design and produce 3D video game user interactions, interfaces and art assets using industry standard software applications.	* 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 4	Learning Objectives for Course Outcome 4				
	Explore non-traditional expressions of user interface design in video game art.	* 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	Learning Objectives for 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.	* 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.				
Evaluation Process and Grading System:	<table><tr><th>Evaluation Type</th><th>Evaluation Weight</th></tr><tr><td>Assignments / Projects</td><td>100%</td></tr></table>		Evaluation Type	Evaluation Weight	Assignments / Projects	100%
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Assignments / Projects	100%					
Date:	October 3, 2019					
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.					

