



## EAE 6045 Spring 2022

**Instructor:** Ashley ML Guajardo, PhD

**Preferred contact:** email= [ashley@eae.utah.edu](mailto:ashley@eae.utah.edu)

**Office:** 213, EAE Building 72

**Class Time:** 9:40-12:40

**Class Location:** Online

**Office Hours:** Please reach out via email to make an appointment to chat.

**Class Discord:** Yes! We have a Discord! Once you join the class I'll make the link available.



### Course Description

This course is designed to give practical experience and knowledge about designing user interfaces for video games. This class is hands-on, and assessments are practice based. As this is a masters level class, you will be expected to have basic familiarity with game engines (e.g. the ability to use Blueprints to implement basic UI widgets), and knowledge of basic 2D asset creation software (e.g. Photoshop, Illustrator, InDesign). The class works best when it is paired alongside game development, therefore it is expected students will create a working user interface for a game in live development.

The week-by-week classes follow a seminar format. That means students are expected to attend class having completed the recommended readings and prepared a user interface asset to show to the class. There will be no lectures, rather the class is expected to discuss the principles learned that week and demonstrate how they have been applied in their user interface designs. This is a participation-driven class, and as such you are expected to attend each and participate in the discussions.

### Required Texts

- None which you need to purchase. All texts are available in the weekly modules.

## Required Tools

- You will need a photo-editing/drawing software suited to graphic design work (as opposed to 3D modelling or texturing). Recommend the Adobe Suite, which you can get for free here: <https://software.utah.edu/adobe.php> But you can use an alternative program if you are more comfortable.
- Your game engine of choice. I recommend UE4, but any game engine will work.
- Dual monitors. The ability to have class on one screen and Photoshop on the other is super helpful for this class.

## Course Objectives:

- In this class we will learn the principals of UI design through readings and discussions.
- We will design, mock up, and implement user interfaces in a variety of software suites and game engines.
- We will share our work as a class and practice thoughtful critique, as we also practice adapting our work to criticism.

## Learning Outcomes:

After taking this class, students will be able to:

- Apply academic theories and knowledge to design work.
- Describe core theories and concepts as they relate to user interface design.
- Assess and critique what makes a user interface 'good'- including own work.
- Compose a working game user interface.