

Programme: Game Art & Design		Year: 2nd	Semester: III
Course Code: VOC191		Course Title: Game UI Design	
Course outcomes: - Understand the principles of User Interface (UI) design and User Experience (UX) for video games. - Design intuitive, visually appealing, and player-centric game interfaces for different gaming platforms. - Apply typography, color theory, iconography, layout, and interaction design principles in game UI. - Develop interactive UI prototypes and integrate UI assets into modern game engines. - Create a professional game UI portfolio demonstrating industry-standard design practices.			
Credits: 3		SEC	
Max. Marks: 25+75		Min. Passing Marks: 10+25	
Unit	Topics		No.of Lectures Total=60
I	Fundamentals of Game UI Design: Introduction to Game UI, Evolution of Game Interfaces, UI vs UX in Games, Role of a Game UI Designer, Types of Game UI (HUD, Menus, Inventory, Dialogue Systems, Mini Maps), Design Process, Player-Centered Design, Platform-Specific UI (PC, Console, Mobile).		15
II	Visual Design Principles: Layout Design, Grid Systems, Typography, Color Theory, Icon Design, Buttons, Panels, Health Bars, Progress Indicators, Navigation Systems, Wireframing, Mood Boards, Accessibility Guidelines, UI Design Standards.		15
III	Interactive UI Prototyping: UI Design Workflow, Figma for Game UI Design, Interactive Prototypes, User Flow, UI Components, Design Systems, Responsive UI, Micro-interactions, Asset Export Workflow, Introduction to UI Implementation in Unity and Unreal Engine.		15
IV	Production Pipeline and Portfolio Development: Game UI Production Pipeline, UI Documentation, Design Handoff, UI Testing, Usability Evaluation, Iterative Design Process, Portfolio Development, Industry Case Studies, Current Trends in Game UI Design, Final Game UI Design Project and Presentation.		15
Suggested Readings: - Steve Swink – Game Feel: A Game Designer's Guide to Virtual Sensation - Jesse Schell – The Art of Game Design: A Book of Lenses - Jenifer Tidwell – Designing Interfaces - Alan Cooper – About Face: The Essentials of Interaction Design - Figma Official Documentation			
Suggested Continuous Evaluation Methods: - UI Research Assignment - Wireframe Design Exercise - HUD Design Project - Mobile Game Interface Design - Figma Prototype Development			

- *UI Style Guide Creation*
- *Portfolio Review*
- *Final Game UI Design Project*
- *Viva Voce*

Suggested equivalent online courses:

- *Figma for UI/UX Design – Coursera*
- *Google UX Design Professional Certificate*
- *Game UI Design – Udemy*
- *Unity Learn – UI Toolkit Essentials*
- *Epic Games Learning – UMG (Unreal Motion Graphics) Fundamentals*



Prof. Virendra Kr Vyas



Dr. Om Shankar Gupta



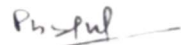
Prof. Manukonda Rabindranath



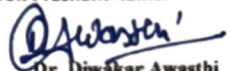
Dr. Hariom Kumar



Dr. Hoimawati Talukdar



Prof. Prashant Kumar



Dr. Diwakar Awasthi
(Coordinator)