GAT261 User Experience Design II

Spring-2017 **DigiPen Institute of Technology**

Prerequisites:	GAT 250, GAT 260
Schedule:	Tuesday/Thursday 4:30pm-5:50pm
Classroom:	DA VINCI
Class Web Page:	https://distance.digipen.edu/2015-summer/course/view.php?id=316
Instructor:	Richard Rowan
Contact:	Mail: rrowan@digipen.edu / Cell Phone: 206-898-2955 (text first)
Office Hours:	Tuesday/Wednesday 2pm-4:30pm, by appointment

Description

This course explores the intersection of visuals, audio, programming, and design to elevate interactive experiences from merely functional to truly compelling. Emphasis will be placed on implementation of effective user input methods and presentation of intuitive and engaging real-time feedback.

Course Objectives and Learning Outcomes

In this course, students will:

- Learn to analyze the strengths and weaknesses of existing interfaces.
- Design and practice implementation changes to audio and visuals to enhance user interactions.
- Learn and practice a variety of techniques and tools for enhancing engagement through a kinesthetic sense of control.
- Further develop skills in creation of standard user interface design documentation.

Required Textbooks

"Game Feel: A Game Designer's Guide to Virtual Sensation" by Steve Swink
(ISBN: 978-0123743282)

Academic Integrity Policy

Cheating, or academic dishonesty in any form, will not be tolerated in this course. Penalties for cheating may include receiving a zero on an assignment, or a failing grade in the course, or even expulsion from DigiPen. For further details, please consult the *DigiPen Academic Integrity Policy*.

Disabled Student Services

If students have disabilities and will need formal accommodations in order to fully participate or effectively demonstration learning in this class, they should contact the Disability Support Services Office at (425) 629-5015 or dss@digipen.edu. The DSS Office welcomes the opportunity to meet with students to discuss how the accommodations will be implemented. Also, if you may need assistance in the event of an evacuation, please let the instructor know.

Mechanisms and Procedures

Attendance

You are expected to attend class and attendance will be tracked. Every unexcused absence past the first will result in a -5% penalty to your final grade in the class. To gain an excused absence, you MUST contact your instructor. You must sign the attendance sheet in order be counted as present. You will also be considered absent if you miss more than 15 minutes, regardless of whether it as the beginning, middle, or end of class.

Class Behavior

In class, the following rules apply:

1) No electronics usage during class unless directed to do so. This includes laptops, school computers, PDAs, cell phones, etc.
2) No private discussions or talking during lecture.
3) No eating in class.
4) No sleeping in class.
5) No working on other projects during class.

Professionalism

All students in this class are expected to behave in a professional manner in their interactions with all students, faculty, and staff. This includes personal conduct in class, verbal discussions, and emails. Rude or otherwise unprofessional conduct will result in a penalty of up to 10% on the student's final grade in the class, or more in extreme cases or in cases involving more than a single incident, at the sole discretion of the instructor. Exceptionally professional conduct, above and beyond what is normally expected, can result in a bonus of up to 5%, also at the sole discretion of the instructor. More than any other role in the game industry, a designer's reputation for professional conduct is critical to their career.

Late Policy

All assignments are expected to be turned in on time. Each day they are late is a -10% grade penalty. Tests cannot be made up if they are missed, except with prior permission in extreme circumstances.

Grading Policy

The grades for this class are based on the weighted average of the assignments (in addition to any modifiers for attendance, professionalism, etc.). Participation is a key aspect of this class and as a result is a significant measure of performance. Students are expected to engage in discussions, bring topics to class for discussion, and give presentations on material relevant to the class.

Project 1 – Proposal & Research	**5%**
Project 1 – Menus	**25%**
Project 2 – Proposal & Research	**5%**
Project 2 – HUDs	**20%**
Project 3 – Proposal & Research	**5%**
Project 3 – Kinesthetic Flow	**30%**
Participation	**10%**

All grades in this class are given as percentage amounts on the normal DigiPen scale.

F	D	C-	C	C+	B-	B	B+	A-	A
0%-59%	60%-69%	70%-72%	73%-76%	77%-79%	80%-82%	83%-86%	87%-89%	90%-92%	93%-100%

Class Schedule (subject to change)

Week 1

Lecture: Class Overview / UX Review
Lab: Menu Project Proposal
Reading: Game Feel, Chapters 1 & 2

Week 2

Lecture: Game Feel & Menu Systems
Lab: Menu Project
Assignment Due: Menu Project Proposal & Research
Reading: Game Feel, Chapters 3 & 4

Week 3

Lecture: Game Feel Metrics Overview & Input Metrics
Lab: Menu Project
Reading: Game Feel, Chapters 5 & 6

Week 4 - MENU PROJECT DUE

Lecture: Response Metrics & Control Envelopes
Lab: Menu Project Presentations
Reading: Game Feel, Chapters 7 & 8
Assignment Due: Menu Project

Week 5

Lecture: HUDs, Theme, & Story
Lab: HUD Project Proposal
Reading: Game Feel, Chapters 9 & 10
Assignment Due: HUD Project Proposal & Research

Week 6

Lecture: Feedback Systems
Lab: HUD Project
Reading: TBA

Week 7

Lecture: Sensation & Kinesthetic Flow
Lab: HUD Project
Reading: TBA

SPRING BREAK WEEK

Week 8 – HUD PROJECT DUE

Lecture: HUD Project Presentations
Lab: HUD Project Presentations
Assignment Due: HUD Project
Reading: TBA

Week 9

Lecture: Camera Feel
Lab: Kinesthetic Flow Project Proposal
Assignment Due: Kinesthetic Project Proposal
Reading: TBA

Week 10

Lecture: Emotional Design
Lab: Kinesthetic Flow Project
Reading: TBA

Week 11

Lecture: Audio
Lab: Kinesthetic Flow Project
Reading: TBA

Week 12

Lecture: Lighting
Lab: Kinesthetic Flow Project
Reading: TBA

Week 13 – KINESTHETIC FLOW PROJECT DUE

Lecture: Kinesthetic Flow Project Presentations
Lab: Kinesthetic Flow Project Presentations
Assignment Due: Kinesthetic Flow Project
Reading: TBA

Week 14

Lecture: Special Topics
Lab: Special Topics