UNIVERSITI TEKNOLOGI MARA

ADE555: INTERACTION DESIGN FOR VIDEO GAME

Course Name (English)	INTERACTION DESIGN FOR VIDEO GAME APPROVED
Course Code	ADE555

MQF Credit	3

Course Description	This course will introduce the importance of interaction design for games in the design and developments of things that people use. It will touch on many of the perceptual, cognitive and social characteristics of people, as well as methods for learning more about the people who wants to use the system. There will be discussions on the capabilities and limits of computers and other related systems, and how they affect design and implementation decisions. It also covers the method to design, ways to evaluate and improve the designs, and various stages of an effective design process.

Transferable Skills	Adaptability Technology literacy Teamwork

Teaching Methodologies	Lectures, Studio, Self-directed Learning

CLO	CLO1 Identify basic interaction methods between human and games (C1,PO1). CLO2 Describe the concepts of interaction design for games (P1, PO7) CLO3 Work in a team towards a good practice of interaction design for games (A3, PO4)

Pre-Requisite Courses	No course recommendations

Topics
1. Introduction and History of Interaction Design in Games 1.1) N/A
2. Usability Principles and Human Abilities 2.1) N/A
3. Predictive Evaluations 3.1) N/A
4. Understanding Users and User Requirements Gathering 4.1) N/A
5. Task Analysis 5.1) N/A
6. DOET: Design Of Everyday Things 6.1) N/A
7. Interaction Styles 7.1) N/A
8. Handling Errors and Help 8.1) N/A
9. Prototyping and User Interface Software 9.1) N/A
10. UI & UX Design 10.1) N/A
11. Universal Design and Information Visualization 11.1) N/A

12. CSCW: Computer-Supported Cooperative Work 12.1) N/A
13. Ubiquitous Computing 13.1) N/A

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Formative	30%	CLO1
	Assignment	Formative	30%	CLO2
	Assignment	Summative	40%	CLO3

Reading List	Recommended Text	• Stephen P. Anderson 2011, *Seductive Interaction Design*, New Riders Pub [ISBN: 0321725522] • James Pannafino, *Interdisciplinary Interaction Design* [ISBN: 098263482X] • Alan Cooper,Robert Reimann,David Cronin,Christopher Noessel 2014, *About Face*, John Wiley & Sons [ISBN: 1118766571]
	Reference Book Resources	• Andrew Williams 2017, *History of Digital Games*, Focal Press [ISBN: 113888555X] • Miguel Angel Garcia-Ruiz 2016, *Games User Research: A Case Study Approach*, A K Peters/CRC Press [ISBN: 9781498706407] • Raph Koster 2013, *Theory of Fun for Game Design*, O'Reilly Media [ISBN: 1449363210] • Helen Sharp,Jennifer Preece,Yvonne Rogers 2019, *Interaction Design*, Wiley [ISBN: 1119547253] • Jamie Steane,Joyce Yee 2018, *Interaction Design*, Bloomsbury Publishing [ISBN: 1474232396] • Don Norman 2013, *The Design of Everyday Things*, Basic Books (AZ) [ISBN: 9780465050659]
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	