



UNIVERSITI TEKNOLOGI MARA

CGD413: USER INTERFACE DESIGN

Course Name (English)	USER INTERFACE DESIGN APPROVED
Course Code	CGD413
MQF Credit	3
Course Description	User interface design is one of the elements in gaming whereby it affects the user experience thus enrich the gameplays. Techniques of user interfaces is taught to reinforce the understanding and development of game design as a whole.
Transferable Skills	Communication Technology literacy Teamwork
Teaching Methodologies	Lectures, Tutorial, Discussion, Self-directed Learning
CLO	CLO1 Appraise knowledge of interface design (C4, PO1) CLO2 Identify an application that has elements of interface design concepts using appropriate software and tools (P1, PO7) CLO3 Demonstrate new softwares/skills in delivering interface design techniques and methods (A3, PO6)
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction to Interface Design 1.1) N/A	
2. Element in Interface Design 2.1) Typography 2.2) Color 2.3) Shape	
3. Grid System 3.1) N/A	
4. User Centered Design 4.1) N/A	
5. UI in Multiplatform 5.1) N/A	
6. Prototyping 6.1) N/A	

Assessment Breakdown		%		
Continuous Assessment		100.00%		
Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Formative	20%	CLO2
	Assignment	Summative	20%	CLO3
	Assignment	Formative	30%	CLO1
	Assignment	Summative	30%	CLO2
Reading List	Reference Book Resources	<ul style="list-style-type: none"> • Jessica Enders 2016, <i>Designing UX: Forms</i>, Sitepoint [ISBN: 0994347057] • Regina Bernhaupt 2015, <i>Game User Experience Evaluation</i>, Springer [ISBN: 9783319159843] • Susan Weinschenk, <i>100 MORE Things Every Designer Needs to Know About People (Voices That Matter)</i>, 1st Ed., New Riders [ISBN: 9780134196039] 		
Article/Paper List	This Course does not have any article/paper resources			
Other References	This Course does not have any other resources			