Course Syllabus

Code - Course Title	**DOT304 - Game Interface Design**
Course Type	VI. SEMESTER
Laboratory + Practice	2+2
ECTS	**5.0**
Language of Instruction	Türkçe
Course Type	Required Courses

Mode of Delivery	The mode of delivery of this course is face to face.
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	There is no recommended optional programme component for this course.
Recommended Resources	Homo Ludens, The Art of Game Design, Fundamentals of Game Design, Game Mechanics: Advanced Game Design
Work Placement	N/A

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction to UI and UX concepts: Fundamental differences in game interfaces	
Week - 2		Game information architecture and user flow diagrams	
Week - 3		Wireframe design: Prototypes for HUD, menu, and inventory	
Week - 4		UI components: Buttons, icons, indicators, and in-game modules	
Week - 5		Typography, color, and hierarchy: Visual structure suited to game environment	
Week - 6		Interaction design: Feedback systems and player guidance	
Week - 7		UX research: Player personas and user scenarios	
Week - 8		Usability testing: Game interface evaluation methods	
Week - 9		UI/UX examples and analyses from successful games	
Week - 10		Differences and design approaches for mobile, console, and PC interfaces	
Week - 11		Accessibility principles and universal design in games	
Week - 12		UI animations and micro-interactions	
Week - 13		UI/UX ethical principles: Avoiding manipulative interfaces	
Week - 14		Preparing UI/UX presentation file for portfolio	

Learning Outcomes

#	Learning Outcome
1	Explain and apply UI and UX design principles for games
2	Analyze game interaction design processes and develop suitable interfaces
3	Use wireframing and prototyping tools in the context of games
4	Create interfaces tailored to different game platforms (mobile, console, PC)
5	Produce accessible, aesthetic, and playable interface components
6	Develop and present UI/UX-focused portfolio projects for games

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.