



El Camino College
COURSE OUTLINE OF RECORD – Official

Subject:	GPM
Course Number:	210
Descriptive Title:	User Interface and User Experience for Games
Division:	Library and Learning Resources
Department:	Games and Playable Media
Course Disciplines:	Games and Playable Media
Catalog Description:	This course is an overview of user interface (UI) design, development, and production through a hands-on approach, geared towards designers. Topics include pre-production, design, production techniques, and approaching game design through a User Experience (UX) lens. Assignments will focus on pre-production planning and design/production of responsive user interfaces for video games.
Prerequisite:	GPM 110
Co-requisite:	
Recommended Preparation:	DART 150 or DART 155
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	3
Outside Study Hours:	4
Total Course Hours:	90
Course Units:	3
Grading Method:	Letter Grade and Pass/No Pass
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	Fall 2026
Transfer UC:	Yes
Effective Date:	pending Fall 2026
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	
Other:	

CalGETC:	
Term:	
Other:	
Student Learning Outcomes:	Upon completion of this course, the student will be able to: 1. create pre-production User Experience (UX) documents, including game journey maps, mockups, and wire frames. 2. use industry-standard tools to create digital interfaces. 3. employ soft skills that define a professional in the industry working with others and communicating clearly.
Course Objectives:	1. Utilize User Experience (UX) design principles and appropriate terminology to evaluate game content. 2. Evaluate the scope of a project to determine required User Interface (UI) features, estimate development workload, and evaluate potential changes to project scope to ensure completion. 3. Collaborate with others on team-based game development projects. 4. Recognize fundamental psychological principles that inform play experiences and interaction models. 5. Use foundational features of industry-standard software and paper prototyping methods to develop game UI wireframes and prototypes. 6. Explore the building blocks of user interfaces, through simple exercises with an industry-standard text-based editor. 7. Employ practices of Game User Research (GUR) to define client solutions for UI and UX in game development projects. 8. Develop game UX planning and communication documents for effective collaboration with development team members including use cases, user stories, and test plans.
Major Topics:	Lecture I. Psychology of users A. Mental models B. Perception C. Memory D. Attention E. Motivation F. Emotion G. Learning Principles II. User Experience (UX) concepts A. User journey B. User behavior C. Usability D. Accessibility E. Progression F. Engagement & flow III. UX methods A. Context within development process

	B. Research & the scientific method C. Tests, surveys, & evaluations D. Personas E. Focus Groups F. Data & analytics IV. User Interface (UI) concepts A. Visual hierarchy B. Input & feedback C. Interaction patterns D. Cognitive load E. Consistency F. Navigability G. Aesthetics H. Usability I. Accessibility J. Clarity & intuitiveness K. Diegetic & non-diegetic design V. UI methods A. Visual design B. Design specifications C. Style guides D. Feedback E. Color theory F. Menus, HUDs, & icons G. Visual cues Lab I. UX in practice A. Sitemaps B. Wireframing C. User flow D. Journey maps E. Prototyping F. Test planning II. UI in practice A. Mock-ups B. Working with design tools C. Design specifications D. Creating style guides E. Asset creation F. Testing
Total Lecture Hours:	36
Total Laboratory Hours:	54
Total Hours:	90

A.1. Primary Methods of Evaluation (Part 1 - CCN courses only):	
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	In this major course project you will work throughout the course in teams to develop and test a playable game prototype. Initially your group will work with analog tools for early mockups and paper prototyping tools for initial design and testing. The final version of the prototype may be a digitally supported prototype or a video game prototype, but it should be a proof of concept prototype that can be easily modified rather than a minimum viable product that requires programming to stand up. Since you will work on this project throughout the term, you will find that other assignments within this course will support different project stages including the creation of pre-development documentation, wireframe creation, and test planning.
Critical Thinking Assignment 1:	For this assignment you will take three screenshots from a commercial video game and analyze the game User Interface (UI) in terms of navigability, usability, and accessibility. At least one of the three screenshots must be of a menu within the game and the other two should capture unique game UI elements (e.g. overworld and level). To present your analysis, annotate the screenshots with readable numbers and place an ordered list below the image explaining the numbered UI elements. Then write at least one paragraph explaining how the UI design supports or fails to support navigability, usability, and accessibility.
Critical Thinking Assignment 2:	For this activity we are going to flex our creative skills and practice what we've learned about the creation of player journey maps. This activity is modeled after the surrealist parlor game exquisite corpse in which each player contributes towards a story or drawing without knowing what the person before them has done. In our case you will work in groups of four where you will each take on player onboarding, first level, mid game, and end game in turns. Each student will be given a prompt that helps to define some key game characteristics (e.g. game genre, number of players, difficulty scaling, etc.) but leaves out essential information (e.g. main character, power-ups, etc.). When you pass your map to the next designer, you will also give them three individual words on a sticky note to help them guess enough about the choices you made in the prior stage to have some sense of continuity. When you finish your stage, you will create a new sticky note for the next person. After all end game states have been added to the maps, we will reveal the maps, pair them with their associated notes, and discuss both product and process.
Other Evaluation Methods:	Completion, Presentation
If Other:	
Instructional Methods:	Demonstration, Discussion, Guest Speakers, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Skill practice
If Other:	
Up-To-Date Representative Texts:	Bluth, N. UX Workbook: A Collection of Guided Tools, Techniques, and Resources, 1st ed. Independently published, 2021 Hodent, Celia. The Gamer's Brain: How Neuroscience and UX Can Impact Video Game Design. CRC Press, 2018. (discipline standard)
Alternative Texts:	

Required Supplementary Readings:	
Other Required Materials:	
Requisite	Prerequisite
Category	sequential
Requisite course:	GPM 110
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	Fundamental game design knowledge GPM 110 - Design game prototypes using industry practices and language. GPM 110 - Compare and contrast different elements of game design and the affordances and constraints they offer for creating play experiences.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s). if applicable	
Requisite course:	DART 150 or DART 155
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	Demonstrate basic familiarity with an industry standard game engine DART 150 - Plan and execute a working and playable game prototype from original assets in a contemporary game engine. DART 155 - Plan and execute a working and playable game prototype from original assets in a contemporary game engine.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s). if applicable	
Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Arnold Martin
Date:	03/17/2025
Original Board Approval Date:	06/26/2025
Effective Term:	FA 2026