

# POST-CLASS STUDENT ACTIVITY 1.4: DESIGN THE USER INTERFACE

## Lesson Objective 1.4:

Design the user interface. Topics: UI layout and concepts, asset management, game state, gamer services.

## Additional learning resources:

### MSDN:

**MSDN: XNA® Game Studio:** <http://msdn.microsoft.com/en-us/library/cc178930.aspx>

**Windows® User Experience Interaction Guidelines:** <http://msdn.microsoft.com/en-us/library/windows/desktop/aa511258.aspx>

### Other resources (books, e-reference):

Miles, Rob. Microsoft XNA Game Studio 4.0: Learn Programming Now! (Redmond, Wash.: Microsoft Press, 2011)

Rabin, Steve. Introduction to Game Development (Boston: Course Technology, 2008)

## Resources, software, and additional files if needed for this lesson:

1. Internet connectivity.

## Student activity:

### Directions to the student:

Read the following scenario. Visit the website listed and report your findings.

### Scenario:

There are games with good user-interfaces and games with bad user-interfaces. You have likely experienced both. Game designers have a great deal to think about when designing the interface for their games and the Windows User Experience Interaction Guidelines website (<http://msdn.microsoft.com/en-us/library/windows/desktop/aa511258.aspx>) has many resources to help them.

### Content:

1. Visit the Top Guidelines Violations web page: <http://msdn.microsoft.com/en-us/library/windows/desktop/aa511331.aspx>.
2. Read the list of design violations.
3. Identify 10 that you have encountered in the games you play.
4. Identify any that you might have violated in the games you have designed.
5. Where there some design traits in the list that you were not aware would be considered design violations?

## **KEY 1.4: DESIGN THE USER INTERFACE**

### **Content:**

1. Answers will vary.
2. Answers will vary.
3. Answers will vary.
4. Answers will vary.
5. Answers will vary.