

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Create User Interface (UI) layout
Code	107930L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved in game graphics designing. The design and creation of UI is often one of the most challenging aspects of game development as there is a lot of information to convey to the player within the little screen space. This UoC is concerned with the activities, considerations, and choices of options involved in the creation of UI layout by a game graphics designer.
Level	4
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for UI layout</p> <ul style="list-style-type: none"> • Understand the Human Computer Interaction (HCI) design details prepared by game designers • Understand the relationship between color and feelings • Possess proficient knowledge in the use of drawing software, such as Photoshop • Possess good knowledge in font design • Possess the ability to implement HCI user design features and usability techniques for developing interactive games <p>2. Create User Interface (UI) layout</p> <ul style="list-style-type: none"> • Explore why some layouts feel better than others and what makes a layout being felt good by game players • Assess how easy user interfaces are to be used during the creation process, including but not limited to the followings: <ul style="list-style-type: none"> ○ Learnability, how easy it is for players to accomplish the tasks ○ Efficiency, how quickly can players perform the tasks ○ Memorability, how easy can players re-establish proficiency ○ Errors, how many errors will players make in using the design layout ○ Satisfaction, how pleasant it is to use the design layout, etc. • Always consider the strength and weaknesses of the players, such as their: <ul style="list-style-type: none"> ○ Memory, the chunk of information they can remember ○ Visual perception ○ Motor skills, such as mouse skill ○ Learning and skill acquisition ○ Conceptual model ○ Human diversity, such as the accessibility issues for disabled players, etc. • Work on the followings with designed software tools, and based on the HCI design prepared beforehand: <ul style="list-style-type: none"> ○ Add decoration to the interface ○ Ensure the interfaces match with the theme of the game, for examples: <ul style="list-style-type: none"> ▪ Use dark theme for serious games ▪ Use colourful theme for casual games, etc. • Use the correct UI components in their specific places, such as: <ul style="list-style-type: none"> ○ Push buttons, used for selection ○ Radio buttons, used to toggle or select from a group ○ Sliders, used for setting and adjust values with a wide range ○ Lists and drop downs, used for display of ordered data ○ Text fields, for naming or communication

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	<ul style="list-style-type: none">○ Drop down menu, allow navigation, etc.• Communicate with the game designer or designer team to ensure the completed UI layout matches with the requirements of the prescribed HCI design <p>3. Exhibit professionalism</p> <ul style="list-style-type: none">• Always perform the game UI layout creation according to requirements of the prescribed HCI design, with minimal subjective elements• Always perform the game UI layout creation with player usability as the first priority consideration
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none">• Create the UI layout according to requirements of the HCI design; and• Complete the UI layout that can satisfy the demand and facilitate the operations of the game players
Remark	