

**SKILLS FRAMEWORK FOR MEDIA
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

TSC Category	Game Programming and Quality Assurance					
TSC Title	Game User Interface Development					
TSC Description	Implement and enhance the functionality of user interface for games					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		<Insert TSC Code>	<Insert TSC Code>	<Insert TSC Code>		
		Write codes to implement the functionalities of specific user interface (UI) elements to support the user's interaction with games	Develop programs to implement the user interface (UI) for games to enable the user's interaction with games	Define the technical requirements and drive the development of programs for the implementation of the user interface (UI) for a game		
Knowledge		<ul style="list-style-type: none"> Modular parts of a typical UI including menus, controls and Heads-Up Displays (HUDs) Scripting languages used in UI development High-level programming languages UI modules in game engines 	<ul style="list-style-type: none"> Diegetic, non-diegetic, spatial and meta UI elements Graphic and sound functionalities of UI Techniques and approaches for UI programming with high-level programming and scripting languages Program-specific UI frameworks and platform-independent Graphical User Interface (GUI) libraries UI modules in game engines Hardware architecture of target platforms 	<ul style="list-style-type: none"> Types of UI elements, applications and use cases Impact of UI elements on game narratives Typical usage scenarios of game UI Suitable UI elements for typical user usage scenarios Prototyping approaches for interaction concepts for game UI Hardware architecture of target platforms 		
Abilities		<ul style="list-style-type: none"> Write modular and efficient code to implement the functionality of specific elements of the game's UI Test and debug code to resolve functionalities and performance issues 	<ul style="list-style-type: none"> Interpret UI briefs and wireframes to understand the scope of programming required for UI development Develop flowcharts to illustrate typical usage scenarios and user navigation through the interface 	<ul style="list-style-type: none"> Analyse UI design to interpret the technical requirements of UI programming Develop technical briefs to communicate the UI programming requirements to the programming team 		

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		<ul style="list-style-type: none"> • Refine code based on feedback from senior team members • Create and maintain updated documentation for UI programs as per established guidelines and conventions 	<ul style="list-style-type: none"> • Develop programming logic from high-level design • Write modular code to implement the functionality of various UI features • Test and debug own code to resolve functionality and performance issues • Support the creation of UI prototypes by creating and implementing code • Review code developed by junior programmers for specific UI elements • Port graphics and sound assets for game UI • Optimise UI programs based on quality assurance feedback 	<ul style="list-style-type: none"> • Create high-level design blueprint for UI development and share with the programming team • Oversee the development of UI programming to implement the required UI functionalities • Oversee the testing of UI programming to drive improvements through modifications and optimisation • Drive the integration of developed codes to align implementation of UI elements and their interaction with each other 		
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