

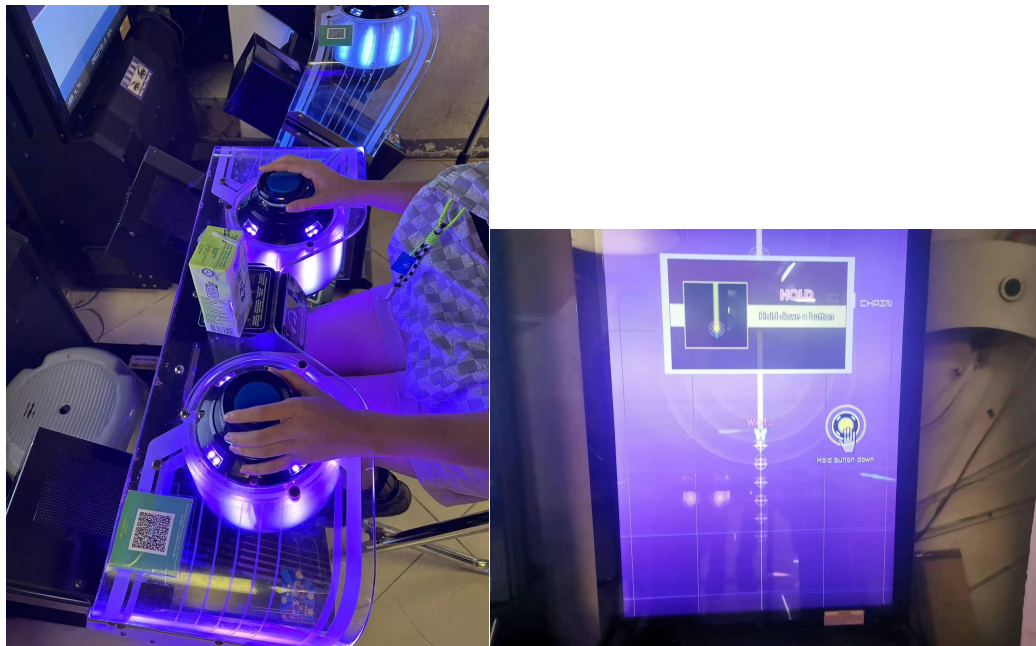
Field Trip: Arcade Games

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I played a racing game, a taiko music game, three touch screen music games, two button music games, and a somatosensory dance game.

I think arcade games are characterized by fast-paced and exciting gaming experiences, so it is very important to provide players with refreshing feedback. Most of these games require players to perform actions to coordinate with the game, directly increasing the player's sense of immersion.

I carefully analyzed the game that had the deepest impression on me



This is a music game. I think it gives me a great experience. First of all, the operation is simple and easy to use. The UI design allows people to have a good understanding of the operations that the player needs to make.

The UI theme and style is a simple line of light, the icons and graphics are simple and clear, and the perspective is changed to match the PV play of the song. It is very modern and integrates well with Japanese two-dimensional culture.

The layout is simple and intuitive, and the controls are easy to control and understand, making it easy to get started. The visual feedback is rich. When the player presses the button, the player's position will interact with the interface in several circles. Depending on the player's perspective, the direction of control is also different. There are also sound effects that match the click, allowing the player to feel it intuitively. Give feedback to your own operations.

UX: The game sound effects are clear, and several different buttons have obvious color and sound distinctions, and they repeat with the actions, allowing me to feel the rhythm of the music, adding to a coherent and realistic gaming experience.

The game scene will change. Instead of a single perspective, the game will adjust the position of the camera as the player's perspective changes. In a short time, the changes in multiple perspectives bring rich and exciting visual effects to the player.

A simulated musical instrument music game, Taiko Master uses large, bright drum heads and

indicator lights as player controls. These controls are easy to click and strike, providing an intuitive and powerful gaming experience.

These games will avoid difficult-to-understand operation pages and use special control devices to allow players to immerse themselves in the game faster. The interface is simple, intuitive and easy to use, and the rules are easy to understand. The interface often uses bright and exaggerated elements to stimulate the player's vision, with loud sound effects and strong button feedback. Players will immediately notice that the sound is different from ordinary console games. It will cooperate with the device to get as close to the player as possible, and the body itself has a very strong lighting effect, which enhances the player's listening experience and makes the player immersed in it. In addition, in order to enhance the interactive effect, some machines will add the function of capturing players' facial expressions to facilitate scoring and ranking for competition and cooperation between players.



The interface is matched with highly saturated colors, which is highly stimulating.

