

Constructivism - learn by applying what already know

Interaction loops < lessons → skills → IL >

action → simulation → feedback

→ rules → feedback → model

loops can teach cause & effect

△ skill loop burnout - cannot learn from actions
< JUMP >

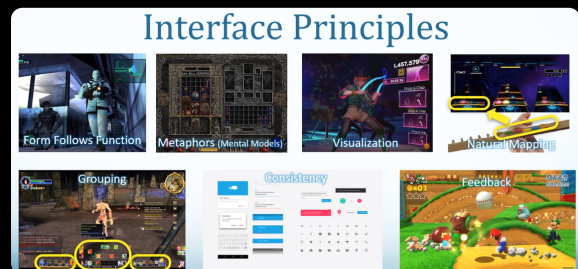
△ scaffolding - prepare for unexperienced players

Interface
Control
conversation
Education

Immersive ↔ Communicative

Transparency

Feedback



Lens #62: The Lens of Transparency

No matter how beautiful your interface is, it would be better if there were less of it.

The ideal interface becomes invisible to the player letting the player's imagination be completely immersed in the game world. To ensure invisibility, —Edward Tufte ask yourself these questions:

- What are the player's desires? Does the interface let the players do what they want?
- Is the interface simple enough that with practice, players will be able to use it without thinking?
- Do new players find the interface intuitive? If not, can it be made more intuitive, somehow? Would allowing players to customize the controls help or hurt?
- Does the interface work well in all situations, or are there cases (near a corner, going very fast, etc.) when it behaves in ways that will confuse the player?
- Can players continue to use the interface well in stressful situations, or do they start fumbling with the controls or missing crucial information? If so, how can this be improved?
- Does anything confuse players about the interface? On which of the six interface arrows is it happening?
- Do players feel a sense of immersion when using the interface?

Lens #63: The Lens of Feedback

The feedback a player gets from the game is many things: judgment, reward, instruction, encouragement, and challenge. Use this lens to be sure your feedback loop is creating the experience you want by asking these questions at every moment in your game:

- What do players need to know at this moment?
- What do players want to know at this moment?
- What do you want players to feel at this moment? How can you give feedback that creates that feeling?
- What do the players want to feel at this moment? Is there an opportunity for them to create a situation where they will feel that?
- What is the player's goal at this moment? What feedback will help them toward that goal?

Tuiciness

primality

list & precise info
list channels → 区域
put info into channel

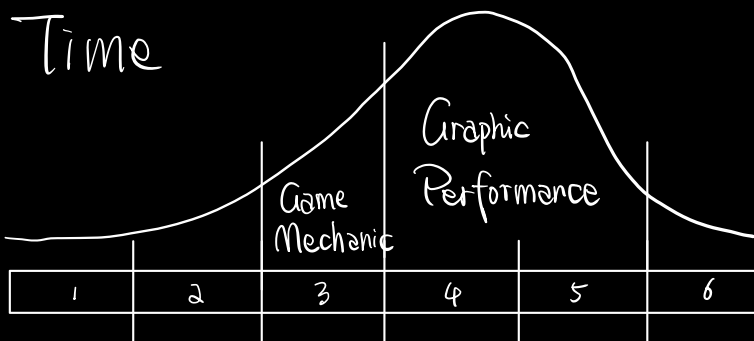
Lens #66: The Lens of Channels and Dimensions

Choosing how to map game information to channels and dimensions is the heart of designing your game interface. Use this lens to make sure you do it thoughtfully and well. Ask yourself these questions:

- What data need to travel to and from the player?
- Which data are most important?
- What channels do I have available to transmit these data?
- Which channels are most appropriate for which data? Why?
- Which dimensions are available on the different channels?
- How should I use those dimensions?

Budget $20 \times 10k = 1.2M$
 $0.5M \Rightarrow$ Marketing
 $0.3M \Rightarrow$ others

Time



6 months

2M Budget

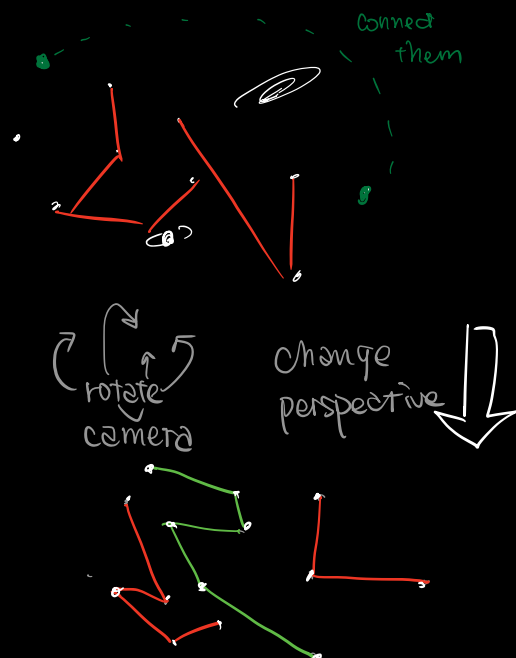
20 veteran

Science 15~20 FEMALE PLAYER
 mobile (iOS) game

audience → Sci-fi Space <curiosity>
 puzzle-solving

Marketing

- appealing graphics
- Smooth control <from our veteran programmers>
- Immersive music/SFX



Engineer

