Think of how the aesthetics of Thomas Was Alone humanizes a very inhuman situation - artificial intelligences exploring the digital framework of their system - and how these design choices play to our sense of empathy. Through Thomas Was Alone we explore the depth of emotion and the pureness of friendship, and are forced to question just how "artificial" these creatures actually are.

How is such a complex experience created with a very, very minimal UI and visual design? Let's consider this in two parts:

Aesthetics and UI - Consider The Aesthetics of Game Art & Game Design again, and think about minimalist aesthetic qualities of Thomas Was Alone in the following four areas:

character shapes

character animations

environment shapes

pathways

UX - Loneliness and Thomas Was Alone are two games that primarily deal with the same theme, but are drastically different in presentation and mechanics. Is one game more "successful" than the other at communicating its message? Think about controls, or audience, or learning requirements, "fun" factors, etc...

Please respond to the following:

Add an original discussion regarding your experience with Thomas Was Alone, including...

UI (pick one of the four areas above)

UX (Compare/contrast the your experiences with both games)

I encourage you to respond to a classmate, although it is not required.