

CENG318-ID202 JOINT-ASSIGNMENT 1

Q1-) If we look at the figure below which belongs to Star Wars

Battlefront 2 Playstation 5 console game we can see some of the gestalt principles used. For example please pay attention to helmets that are located on foreground and they attract our primary attention when entrance shown up rather than background which is given in black color and it does not contain lots of details in order to let users focus on foreground, in this case foreground is helmets. We can see that Figure/Ground principle is applied here. Now let's focus on the helmets given to the left of the red helmet and given to the right of the red helmet. Actually in Star Wars story helmets on the left side belong to clone troopers and helmets on the right side belong to imperial troopers and both sides are closely spaced on their own group which uses similarity principle because when we look we can easily say that, okay if left side is clones then right side should be imperial troopers.



Figure 1: Entrance Interface

Another menu after entrance is given below, if we look at the clone trooper on the right side, clearly its legs are not totally visible but our visual system completes it and when we look at it we directly imagine clone trooper with robotic leg armor, this indicates continuity principle was used. If we closely look at the left bars which indicates classes, and these classes are grouped with respect to their capabilities. For example, assault, heavy, officer, and specialist represents classic soldier class whereas bottom three bars represent air force class. This is proximity principle because members given adjacent to each other are belong to same class. One final example is closure principle, if we look at the heroes block, all heroes are enclosed inside a rectangle like box and spaced from classes which lets us understand heroes have special place compared to classes.



Figure 2: Main Menu

Q2-)

In the below image we can see Sony Playstation 5 Dual Sense controller. Firstly if we look at the cross, circle, triangle, and square buttons on right side we can notice that they are neither closely located nor too far from each other, this facilitates moving finger from one button to another, yet still prevents clicking to other buttons mistakenly due to sufficient spacing. Joy sticks are separated by main playstation button which is used to open up main menu, actually this was deliberately located in the middle of two joy sticks so that user does not want to move his fingers very quickly and accidentally open up main menu while playing a game. This is a preventative mechanism also to reduce hits between two hand fingers . Two small buttons on the top left and top right are used for some extra functionality such as screen sharing or opening system settings. They are deliberately made small to give the perception that they provide extra functionality not a core functionality. Another design method used in left side buttons which are upward, downward, left leaning, and right leaning is using extra internal arrow symbols which clearly indicates that left leaning button performs left navigation, and right leaning button performs right navigation, similar was applied for upward and downward also. In the center of a Dual Sense controller we can see a large touchpad which is separated from all buttons via colored border. These colored border gives player the perception

of he/she can only use it inside enclosed area indicated by this color. Below the main Playstation button between joy sticks we can see a small rectangle like button which is an microphone controller. Interesting design concept used here is that it has small microphone icon which is crossed. This helps players think that initially microphone is in open state rather than muted state and that button can be used to mute the microphone. All these properties shows that it is not hard to get familiar with Dual Sense controller, most difficulty arises from remembering the positions of triangle, square, cross, and circle buttons while playing a game.



Figure 3: Playstation 5 Dual Sense Contoller

Q3-) What could be done to improve usability concepts and user experiences ?

BattleFront 2: *Software interface main menu is self explanatory because buttons contains names that indicates where we will be directed to on click,* but for the begginer player, putting a short tutorial with arrows and highlighting features can quickly introduce core properties of interface.

Playstation 5 Dual Sense controller: Design makes usage of buttons easy to understand, but one property which can be improved is circle, triangle, square, and cross buttons. Because usually cross button in most games is used for jumping, square is used for reloading weapons, triangle is used for switching between weapons, and circle is used for crouching. Instead of these symbols may be more expalanatory small icons can be inserted like jumping person icon for cross, weapon reloading icon for square, weapon switching icon for triangle, and crouching person icon for circle.

What makes it easy to use ?

BattleFront 2: When using the interface if you are a player who does not know the Star Wars story but

curious about the game and what each character is capable of, it gives a quick information box that summarizes the origin of the entity and its skills when you hover it. Thanks to that feature anyone doesn't have to be a Star Wars expert to choose a character.

Playstation 5 Dual Sense controller: Dual Sense controller allows you to configure sensitivity according to game you play. For example, if you are playing an slow motion story game, you can set sensitivity settings to low or let's say you are playing a competitive game, you can easily set sensitivity settings to high to give quick responses.

Does it require training to use the system ?

BattleFront 2: Even if using interface does not require a formal training it would be helpful to put some getting started tutorial to introduce basic options that are most widely used on the interface.

Playstation 5 Dual Sense controller: As an experienced player I have been playing Playstation for 17 years and I can say that usage of Dual Sense controller does require experience and familiarity rather than a formal training and this familiarity can

be gained over time by playing games. After some time player will notice that giving responses will become reflexes.