

Review Arcade games!

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Note: No need record video.

Video 1

Intro

Today we are going to review an arcade game. Based on this

https://semanticstudios.com/user_experience_design/ , <https://www.usability.gov/what-and-why/user-experience.html> Peter Morville's Honeycomb UX



Pump it up series

Today we are going to review <http://www.piugame.com/piu.prime2/> and related. Yes guys. You recognized it don't you?



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Useful



Every time, Pump it up has new design per edition they make in the course of its lifetime. Even so, you should be able to navigate through its menu to get started. Optionally, additional interface may adds into the game and usually does not hinder any experience.

Usable

The User Experience for this game tells about songs to be played. User will insert token, select song, options, and play. The evaluation of play is based on how many have the User pressed the Arrow at the exact time of the song.

Desirable

Its design is futuristic look. It gives sense of an era, where we live in a future, where technologies has conquered the world, especially, in the story is about dancing.

Findable

The Songs are placed by categories. The categories are based on its series, difficulty, special events, etc. By default, you will start at only on the short songs. If you inserted the USB flashdisk formatted for it, or do the sequence on the label sticker (DownLeft, UpLeft, Center, UpRight, DownRight, UpRight, Center, UpLeft, DownLeft), you will enable the FULL VERSION mode. This mode allows you to access more songs, funtionality, and more in the game.

You can access more option menu in the song selection screen, by doing the more option sequence (Repeatedly DownLeft, DownRight). There, you can adjust options such as arrow speed, noteskin (how arrow will look), etc.

Accessible

Like foot controlled based game, This game is designed to be played by pressing the pressure plate with foot. Sometimes, you need hand if there is more than 2 presses required.

On the newer Pump It Up Machine, the small front of the machine interface button now resembles like on the dance floor. We did not found such machine as of now, but we believe that could be used as an hand alternative.

The Arrow arrangement is diagonal and Center. By looking at it, the order coincidentally forms an “M” letter. If you have enough imagination power, you can imagine that when the plate stretched out to linear, and matches the screen. Therefore, someone can claim, that such arrangement is much easier for the first timer. However, that might not be the case, as if compared to Dance Dance Revolution, the stretch imagination is possible and look’s like lighting symbol or 45 degree CCW “Z”. Yet, PIU has 5 button while DDR has 4.

Credible

Pump It Up game Arrow inverts from its originator, Konami’s Dance Dance Revolution. It makes the Pressable plate into blank and blank into Pressable plate. We have no idea what reason Andamiro have such an idea. Maybe for creativity or nothing else. Even some user can claim that PIU is a clone. While it is, but differing the idea of foot press rhythm game a little, proven to went just right and no lawsuit issue whatsoever, even just a little trouble that has or may come, but could be handled well by Andamiro.

By such difference, User finds the game weird for the first time. First timer will idle between the DownLeft and DownRight as the area is the black. However, the correct way should be where each foot stand idle between Up and Down button. Therefore, Left foot stands idle between UpLeft and DownLeft and Right foot stands idle between UpRight and DownRight. It is also best for the foot clip closer to the Center button. This allows optimal performance on play.

Anyway, that is just the matter of habits. In fact, many arcade sites in Indonesia and maybe other Asia countries or more have Pump It Up, and it is usually sits after the entrance due to its popularity. There are also great players out there.

No idea is it because of easier License compared to Konami, or some other optimisation that Andamiro more excels than Konami. Most importantly, it is because found in most sites, and they are taught and become fluent.

Conclusion

Pump It Up (Andamiro), as know is one of the rhythm game about hitting arrow on the dance floor. Only difference by how it is played, compared to its originator, Dance Dance Revolution (Konami). So, user need some time to get used to it. Just a placement difference.

Video 2

Intro

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Spin n Win

Today we are going to review Spin n Win. Yep. Just general lucky spin, this time is digital, and less mechanic unlike on some TV show!



Useful

Spin n win has different machine and different price also that name. Even so, this game always play a lot, and also a simple design to play.

Usable

The User Experience for this game tells about timing and patience for the big win. User will insert the coin and press the “Stop Button” for getting the prize. The evaluation of play is based on how patience and good timing on press the button.

Desirable

Its design is good look on the prize. It gives sense for the user for big win with only see the prize, and who doesn't want to win the big prize.

Findable

The prize is vary, from the lower prize is just 4 tickets, and the highest prize is 1000 tickets.

Accessible

This game is designed to be played by pressing the “Stop Button” and get big win.

Credible

You winning of prize is based on luck and/or skill. We believe, the machine has randomized inertia time (deceleration rate) after pressing stop button. Therefore, it is mix of skill and luck.

Some machine (especially older version) has fix deceleration rate, so that machine is only skill. One way to find out, is to try replicate previous iteration. So if you press stop repeatedly at the same spot, and get same prize, that machine is skill, otherwise, it is luck and/or skill.

What the thing is, user find and recognize that the different and various manufacturers made the machine this way and others is their way. Just the matter of learning what mechanics is the machine has.

Conclusion

Spin n Win as know is one of the arcade game about patience for user. Only difference by how the user must press in good timing for big win. So, user need some time to get used to it, or by luck if the machine has random decelration rate.