

IMPACT OF PATTERN AND DESIGN STYLES IN E- SPORTS

HCIN 5200F: Literature Review

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PATTERNS:



Patterns in UI and UX

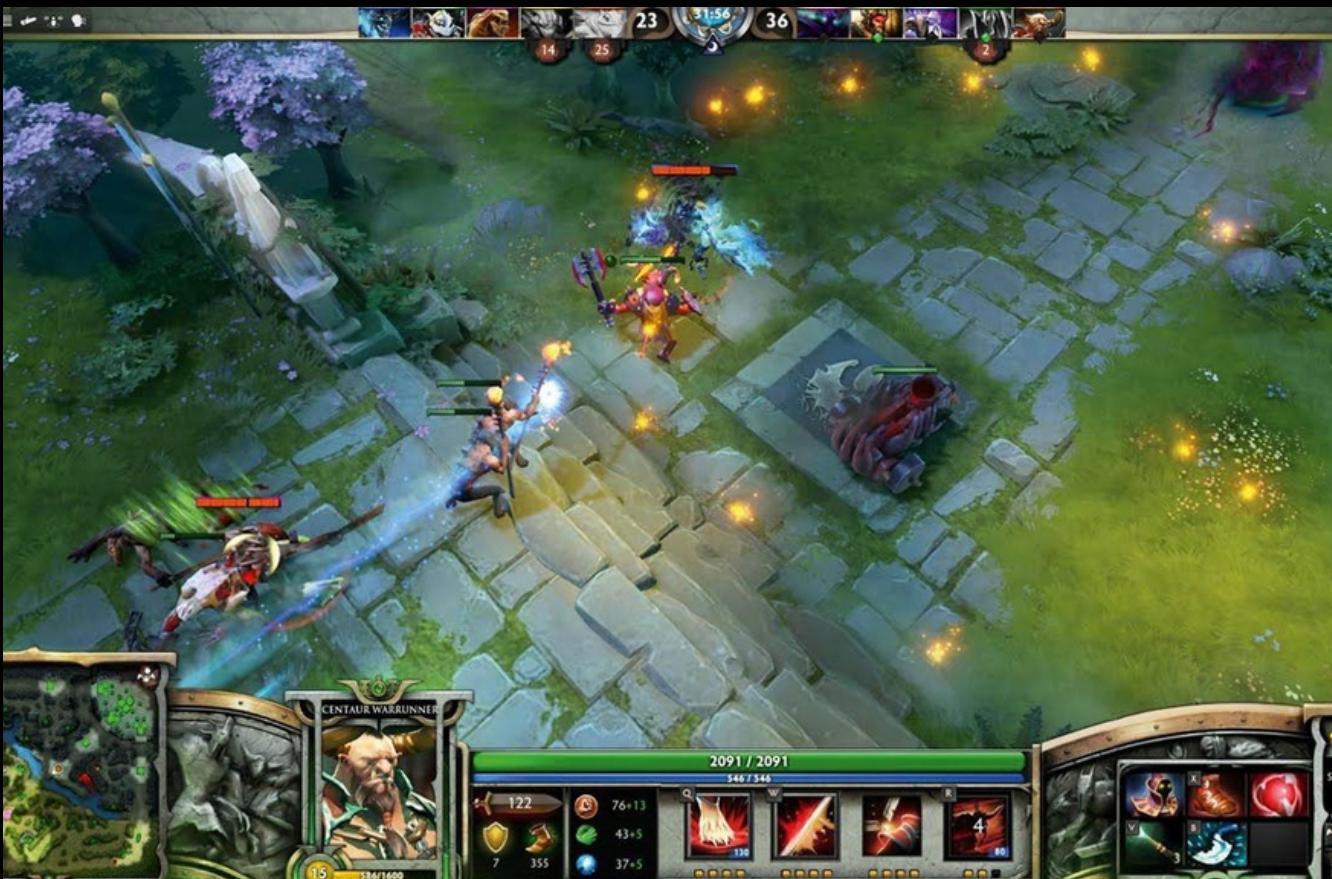
Patterns across genres

Patterns within genres

Patterns implemented by professionals

Patterns for the consumer

Patterns in marketing



IMPACT OF DESIGN STYLES:

Cathedral vs Bazaar Style

Counter Strike vs Valorant

Same Genre , different design Styles

Impact of the Design Styles on the Community



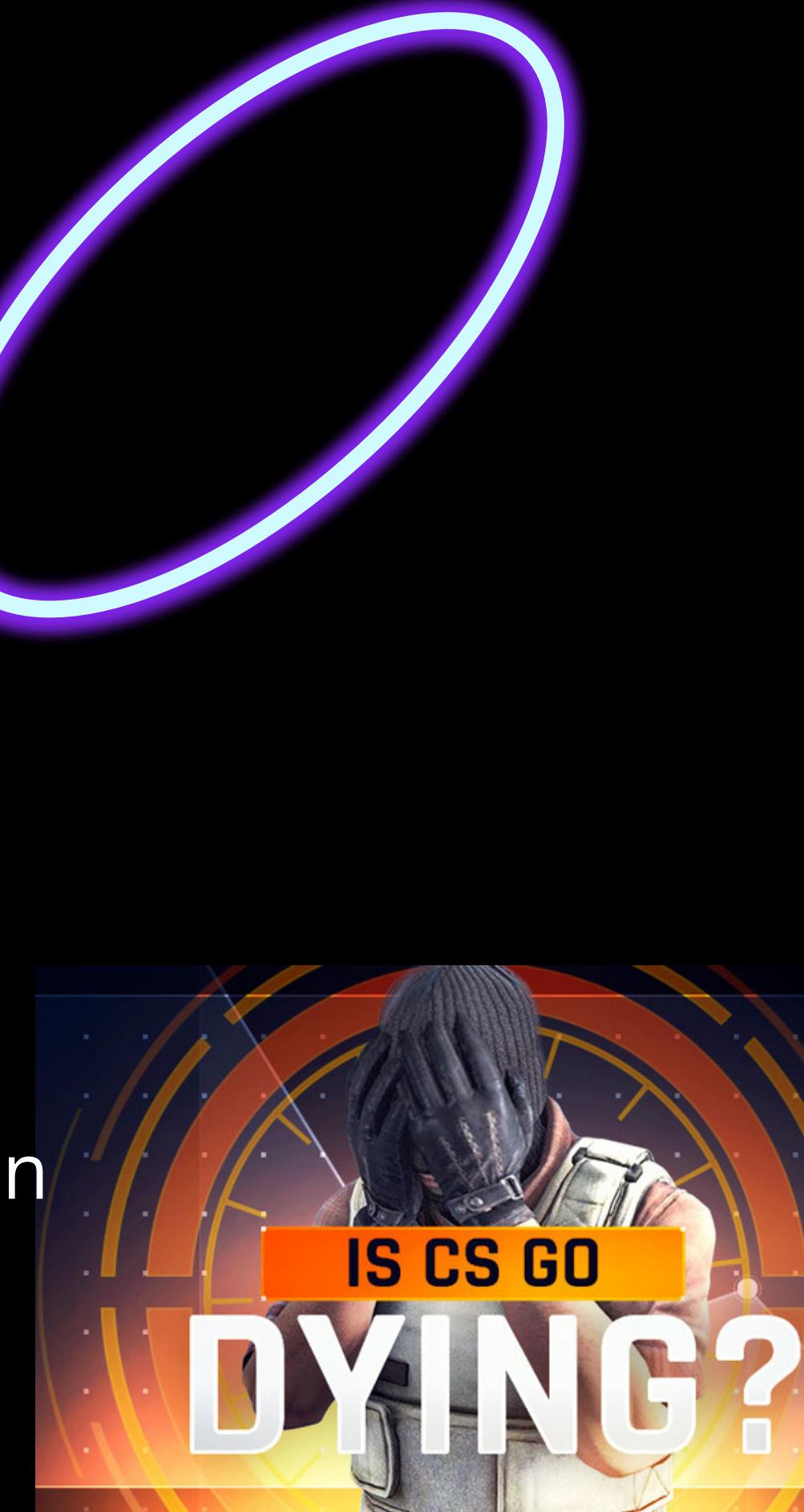
GOAL:

To compare the impact of different patterns used in various E-sports:

- Skill requirement
- Quality of life
- Viewership
- Overall experience

To Compare the impact of different design styles in within the same genre:

- Cathedral vs Bazaar



RELEVANCE:

E-sports gaining traction fast

Standard among various genres

Measure the success based on pattern

Provide contrast within genres

Impact of design styles

Qualitative comparison between the design style

Patterns that influence UX



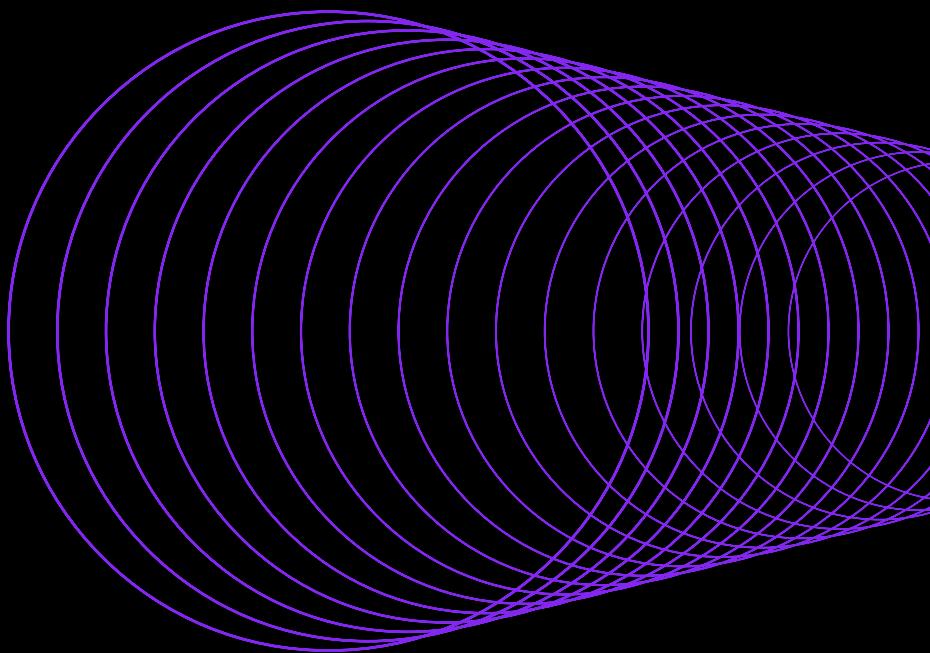
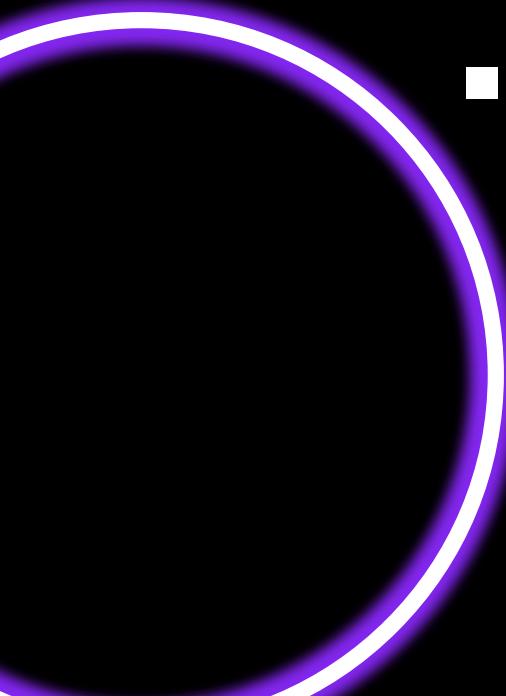
PAPERS 1:

1. *ESPORTS AS AN EMERGING RESEARCH CONTEXT AT CHI: DIVERSE PERSPECTIVES ON DEFINITIONS*

- GOAL IS TO EXPLORE DIVERSE PERSPECTIVES ON WHAT DEFINES ESPORTS AS A STARTING POINT FOR FURTHER RESEARCH.
- PAPER REPRESENTS OUR FIRST ENDEAVOR TO EXPLORE HOW TO BETTER UNDERSTAND THE COMPLEX NATURE, SCOPE, AND PRACTICES OF ESPORTS.

2. *GAME DEVELOPMENT PATTERNS AND BEST PRACTISES.*

- *INTRODUCTION TO DESIGN PATTERNS.*
- *IMPLEMENTATION OF PATTERNS.*



PAPERS 2:

3. A SECOND LOOK AT THE CATHEDRAL AND BAZAAR

- SOME VULNERABILITIES OF THE CATHEDRAL AND THE BAZAAR
- THIS PAPER PROVIDES AN OVERVIEW OF THE WEAKNESSES THE CATHEDRAL AND THE BAZAAR

4. DESIGN PATTERNS IN FPS

- THIS PAPER PRESENTS LEVEL DESIGN PATTERNS FOR FIRST-PERSON SHOOTER (FPS) GAMES, PROVIDING CAUSE-EFFECT RELATIONSHIPS BETWEEN LEVEL DESIGN ELEMENTS AND GAMEPLAY.
- LEVEL DESIGNERS CREATE GAMEPLAY THROUGH GEOMETRY, AI SCRIPTING, AND ITEM PLACEMENT.
 - LARGE BODY OF DESIGN LORE AND RULES OF THUMB.

PAPERS 3:

5. THE SCIENCE OF LEVEL DESIGN: DESIGN PATTERNS AND ANALYSIS OF PLAYER BEHAVIOR IN FIRST-PERSON SHOOTER LEVELS

- *THE PATTERN COLLECTION ALLOWS THEM TO EXPLORE DESIGN SPACE MORE FULLY AND CREATE RICHER AND MORE VARIED EXPERIENCES.*
- *LEVEL DESIGN IS OFTEN VIEWED AS AN ARTISTIC ENDEAVOR, SO THE APPLICABILITY OF PURELY SCIENTIFIC APPROACH MAY BE CONSIDERED CONTROVERSIAL.*

6. CONVENTIONS WITHIN ESPORTS: EXPLORING SIMILARITIES IN DESIGN

- *SUCCESSFUL ESPORTS SHARE DESIGN CHARACTERISTICS WHICH ORDINARY COMPETITIVE GAMES DO NOT POSSESS.*

7. USER EXPERIENCE RESEARCH IN GAMES

- *UNDERSTAND THE COMPLEXITIES OF GAMES USER RESEARCH METHODS FOR USER EXPERIENCE RESEARCH IN GAMES*

THANK YOU

