Say No to “User Interface”: Create Realistic Video Games

First of all, I will have minimum User Interface and guidance during the game for the players. Current Game industry is filled with complex and colorful UIs and in game prompts that are trying to teach the players what to do the next. However, this is not something that is satisfying as they seem to be. UI, instead of creating interactivity, is actually destroying the innate immersion games could provide with players. Provide less UI prompts will force developers to focus more on designing other in-game gestures, physic changes, and camera positioning to provide guidance and prompts for players. Moreover, this will cause the game developers to reconsider the actual meaning of games.

Next, I will insert more environmental sound instead of on-purpose in game melodic music. Playing emotional music in the game is a common practice in the game industry. Having less music in the games will force the relative game industry to dig deeper into setting up appropriate environmental sound and consider more on the reality of the game. Moreover, environmental sound effect will also force players to focus more on the actual game contents in stead of the melodies of the in-game background music.

What’s more, I will not allow in-game status bar to appear. Health bar, energy bar, or character status may sound user friendly, but they actually destroy the immersion of the games. In stead of focusing on the actual game visual and sound effect, the player will focus more on the things conveyed by the figure. They don’t care about the in-game interaction, and they just focus on how the enemies/players look like in their statuses when they are confronting, say, a in-game battle. Tearing off all in-game status bar will help the players to look into more in-game changes in stead of focusing on the cumbersome status bars that will only reflect certain aspects of the game. This manner will also force the game developers to consider more complicated in-game communication and interaction between the players and the game itself.

Furthermore, I will minimize any in-game subtitles. Subtitles are annoying and are not the normal way we gain information in the reality. Removing subtitles in the game will require the game developers to look for more appropriate and native dubbing for their oversea selling and invest more into optimize the in-game sound experience in stead of depend on the subtitles to solve everything.

Last but not the least, I will only put texts onto the game objects instead of putting them directly on the user interface. In game texts are cumbersome since they are lowering the ability for the players to gain information from the objects in the game. Floating texts is not the normal way we gain information from the reality unless there’s good reason for the virtual characters to live in a futuristic world where implantable user interface is a common practice. Otherwise, prohibition of the in-game texts will force the current game developers to polish more on the actual in-game information, such as interactive books and sculptures etc. that can provide information for the players but are less obvious. On the other hand, this manner might also increase the user playing time in the game.