

# Quick look at

## *Game user interfaces*

What is UI?

The **user interface** [...] is the space where interaction between humans and machines occurs.

[http://en.wikipedia.org/wiki/User\\_interface](http://en.wikipedia.org/wiki/User_interface)

How important are the UI  
in video games?

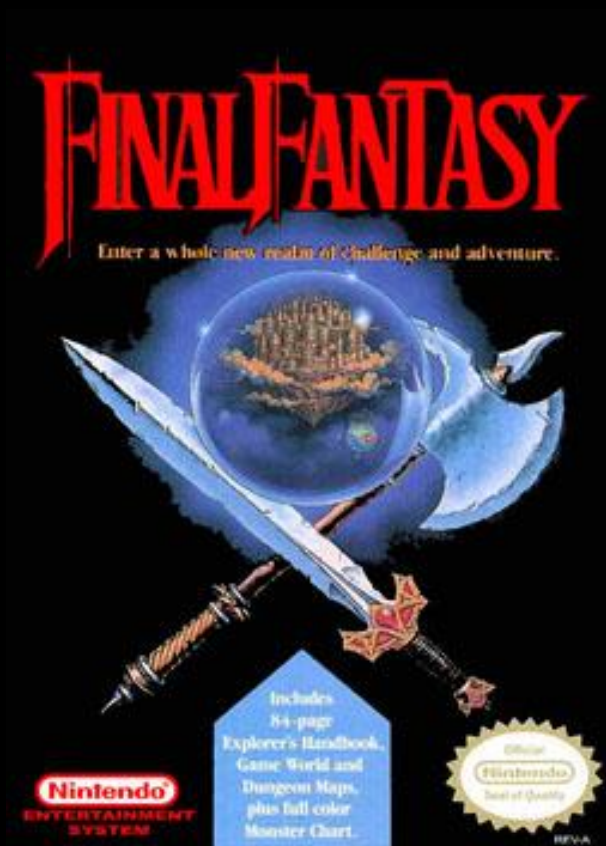
1. First thing player will see
2. Mean of interaction
3. Mean to inform

# *Evolution of UI*

Example: RPG games



1987





1991





# 1995



# 1999



PlayStation 2



2001





# 2005



Allies



MORALE

Enemies

ACTION

Attack

Attack

Blue Streak



2009

Active Union



David's Division

Deadlock

Target Union



Noble Abelisk





2011



# FINAL FANTASY XV

- ◇ WARP
- ◇ ATTACK
- ◇ LINK FORM



NOCTIS 5873

GLADIOLUS 6492

PROMPTO 3167

Can UI make a game  
unique experience?







Pip-Boy

Model 3000



# STATS

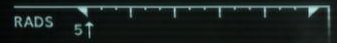
LVL 5 HP 189/220 AP 79/79 XP 2983/3500

Amy - Level 5



- (32) Stimpak S)
- (4) RadAway A)
- (12) Rad-X X)

NO STATUS EFFECTS



Status

S.P.E.C.I.A.L. — Skills — Perks — General

STATS

ITEMS

DATA





A promotional image for the video game F.E.A.R. 2: Project Origin. The background is a dark, textured red. On the right side, there is a close-up of a woman's face, partially obscured by her long, dark, wet hair. She has a serious, intense expression. The title 'F.E.A.R. 2' is prominently displayed in the lower-left quadrant in a large, white, distressed, stencil-like font. Below it, the subtitle 'PROJECT ORIGIN' is written in a smaller, yellow, sans-serif font, with a small 'TM' trademark symbol at the end.

# F.E.A.R. 2

PROJECT ORIGIN™





PARADOX  
INTERACTIVE

# CRUSADER KINGS II







# ANNO

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## 1404





Gameplay sidebar menu with icons for various actions and a large empty text box.

9,588 +7,311

Map view showing various terrain and resource icons.

1443
1887
3826
300
200
1334
598
0 / 62
0 / 180

Gameplay sidebar menu with icons for various actions and a large empty text box.

Gameplay sidebar menu with icons for various actions and a large empty text box.



# FARCRY 2



*Games with bad UI*



Master Looter Soulstones: 0 0/0/86/0/0/0/0/12 Normal -- Cenarion Expedition: Revered - 16014/21000 (76.3%) 361 40 42

*What makes a **good** UI?*

Informs **only** what's needed

Displayed **only** when needed

Is a **part** of the game



Visible

Intuitive

*Thank you*

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