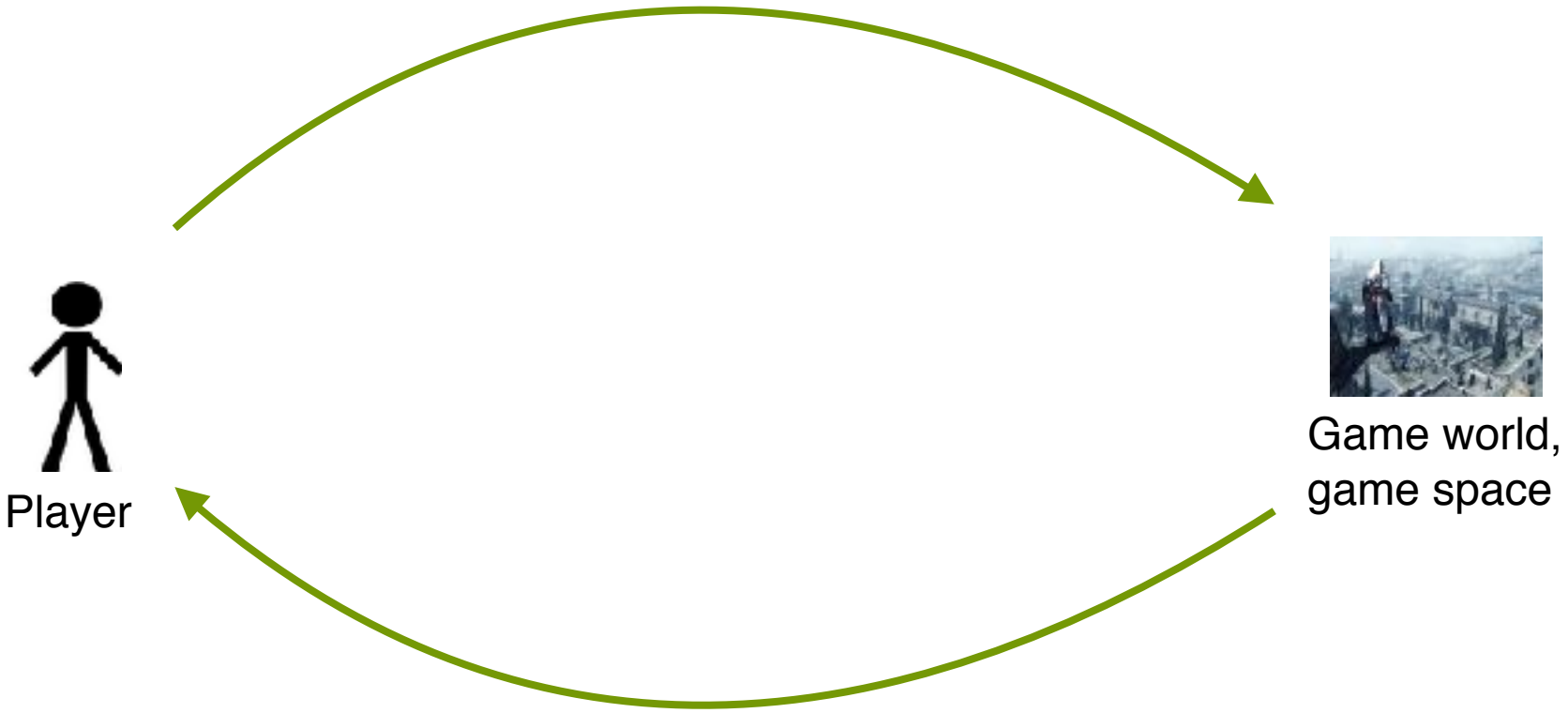
GAME UI

CART 416
RILLA KHALED

FLOWS OF UNDERSTANDING



FLOWS OF ACTION AND UNDERSTANDING

Physical input

Player

Game world,
game space

Physical output

FLOWS OF ACTION AND UNDERSTANDING

Physical input

Virtual interface

Game world, game space

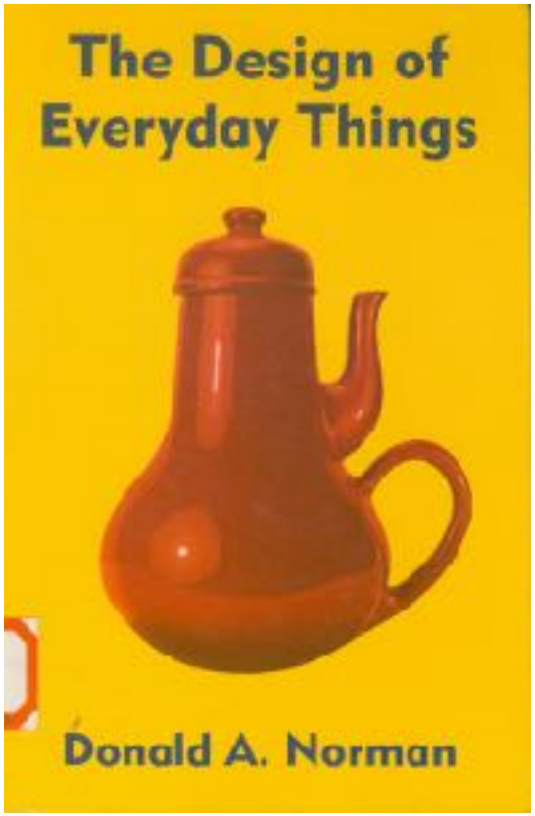
Player

Physical output

game UIs are

central

to action and
meaning making



DONALD NORMAN

AFFORDANCES

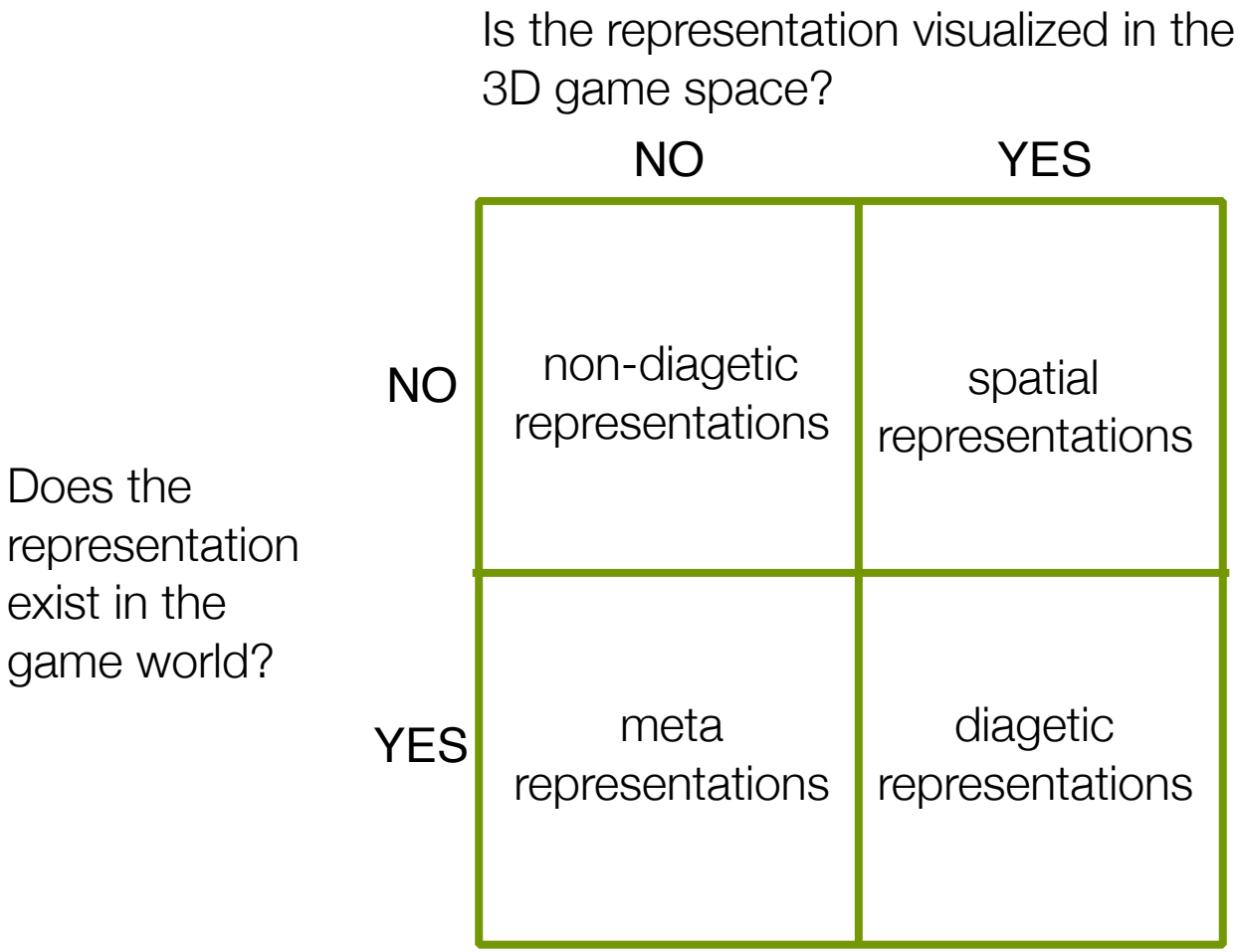
- perceived and actual properties of a thing
- properties that determine how the thing could be used
- always relative to an agent, e.g. a three-inch-wide beam affords performing back flips for a gymnast but not for me

AFFORDANCES

MAIN PRINCIPLE OF AFFORDANCES: **RIGHT = EASY, WRONG = HARD**

- Each control should only do what it affords: it should be easy for the player to use the control the right way and hard for the player to use the control the wrong way
- Affordances are dependent not just on the object but also on the person (previous experience, culture, physical abilities)

GAME UI REPRESENTATIONS



Fagerholt, Lorentzon (2009). Beyond the HUD: User Interfaces for Increased Player Immersion in FPS Games.

SPATIAL REPRESENTATIONS: THE SIMS

DIAGETIC REPRESENTATIONS: DEAD SPACE

DIAGETIC REPRESENTATIONS: THE WITNESS

META REPRESENTATIONS: MAD WORLD

NON-DIAGETIC REPRESENTATIONS: WOW

FUNCTIONALITY PRESERVATION AND TRANSLATION

- avatar: what you look like
- organism: how you are able to act
- UI (or “organism interface”) is a virtual prosthesis
- make preserved functionality your main goal: functionality over aesthetics!
- enable the organism to operate in your game world, otherwise **all else will fail**

Gordon Freeman from Half-Life is in a technical sense just a pair of arms.