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R6: Color Theory and Typography

The games were certainly an unexpected activity never the less it was an enjoyable. The four games was certainly interesting and fun and I can understand they're purpose on User Design. We didn't have class that day, but the games done were more than enough for a simulation of what we needed to learn. The games done gave essence the sizes, spaces, colors and font style.

Game 1: Kern Type, the kerning game

The kerning game was one of the easier one compared to other. The game is composed of a rearranging the letter in the middle of a world. I like this game since its is easy and I realized how much calculation or adjustment is needed too achieve perfection. Personally I don't get how a letter should be properly placed other than making sure it look appealing. I was trying to measure out the distance of the letters from each other, but some of them are not that perfect or accurate according to the game. I took a while for to get the hang of the game, but eventually I managed to get a score of 100

Game 2: Brandseen – How well do you recognize these brands?

This was one weird game for me since it reminded me of the logo quiz and not realized how much I know little of the color of logos. At first I thought I was doing things perfectly since its just colors, but when the score came up most of them are not perfect or even very low, which made me very disappointed. It is also not that great that I can't see colors very well. I actually tried searching up the logo itself and trying comparing it, but I can barely make it noticeable. The slightest mistake on dragging the button to the different colors can easily get an imperfect score. I still managed to somehow get a score of 89% and I guess that's good enough since it I didn't fail.

Game 3: Better Web Type

I tried my best in the game with absolute perfection, but it's honestly not that easy. It was one of the harder one compared to the other because spacing is something is usually dependent on the user. I somehow enjoyed playing the game despite its difficulty, but yeah, it is still hard. Level 07 pulled my score way down with a 3/10 since most of the levels I got some pretty high score. I got a decently high score with an 85/100 but it was certainly not an easy task. When I choose spacing in a word file I usually choose the ones that look appealing.

Game 4: Type War

This one is different compared to others. This games makes you choose from the two fonts which of it is based from the letter given. It test our ability to recognize the our knowledge of the different font styles. I enjoyed the games since it tested me knowledge of fonts, but the game just went on and on until you make a mistake in which is very boring, since it is very repetitive. I managed to reach the score of 24 and streak of 10 and after that every try was lower which was disappointing, but made me realized how little I know about the different type faces.

Overall the games fun and interesting. The games help learned the different type of fonts styles, spacing, font size and colors. Gamifying those kinds of activities were certainly interesting since it became a somehow fun and interactive experience. It was certainly less boring than answering on forms.