UX/UI

Intro

This week?

- One of four UX/UI weeks
- Alongside the game project
- Understand what UI and UX are
- What to think about when designing UI and UX
- Common pitfalls, best practices

Today:

- Who am I?
- What is UX and UI?
- UI basics

Who am I?

- Anna Jenelius
- Bachelor’s Degree in Game Development (Stockholm University)
- First game development job in 2011 (Animation)
- Started at Paradox in 2012
    - QA Tester
    - Assistant QA Manager
    - Senior QA Manager
- Quit my job, started Talecore Studios
- One-person indie developer
- Head Teacher for the Game Design program here at FutureGames
- Also: Writer, making a card game, organizing gamedev meetups (Link in Park/Link in Bar), etc

What have I done?

Independent Game Developer
Midvinter
Shantee's Choices (in development)
Capitals (in development)

Writer
Rain of Reflections (in development)

Analog Games
IndieCards (in development)

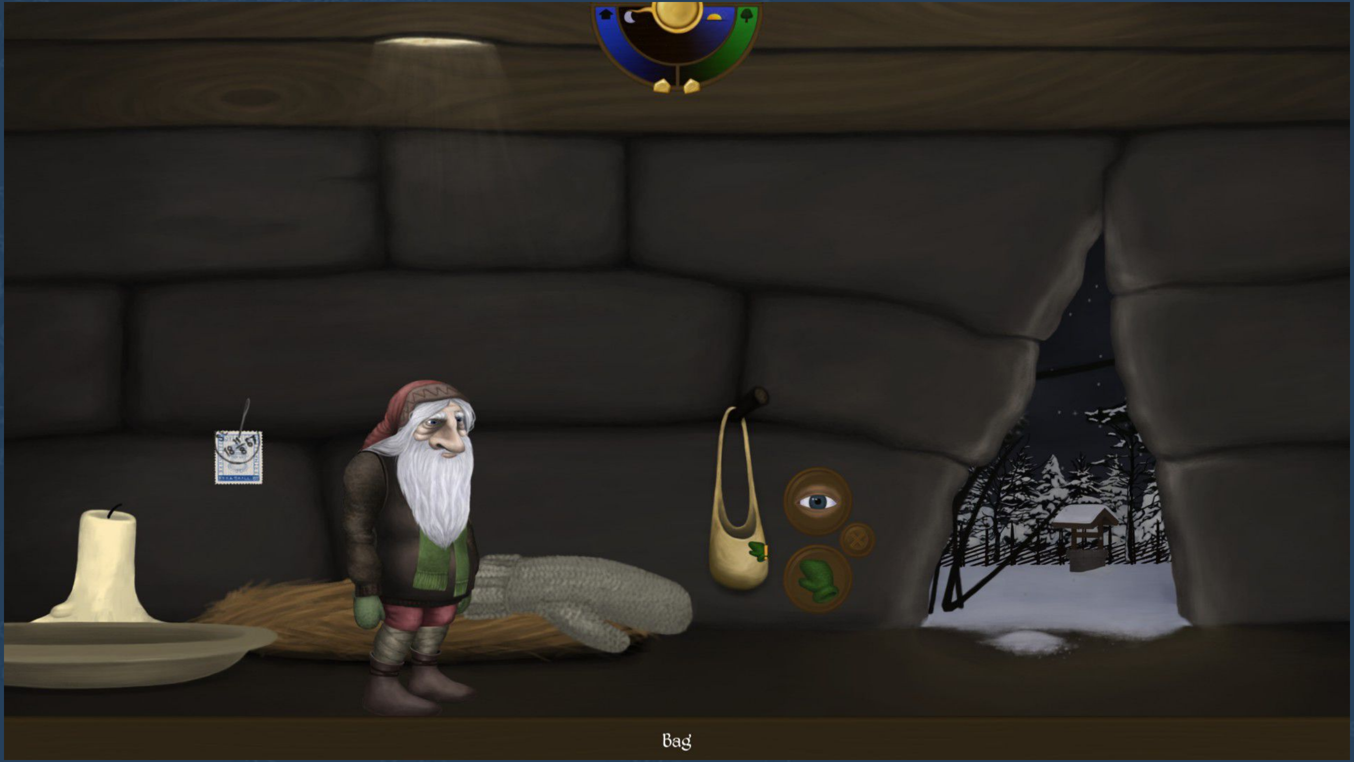
Motion Capture Assistance
Battlefield 3

Animation
The Horror of MS Aurora

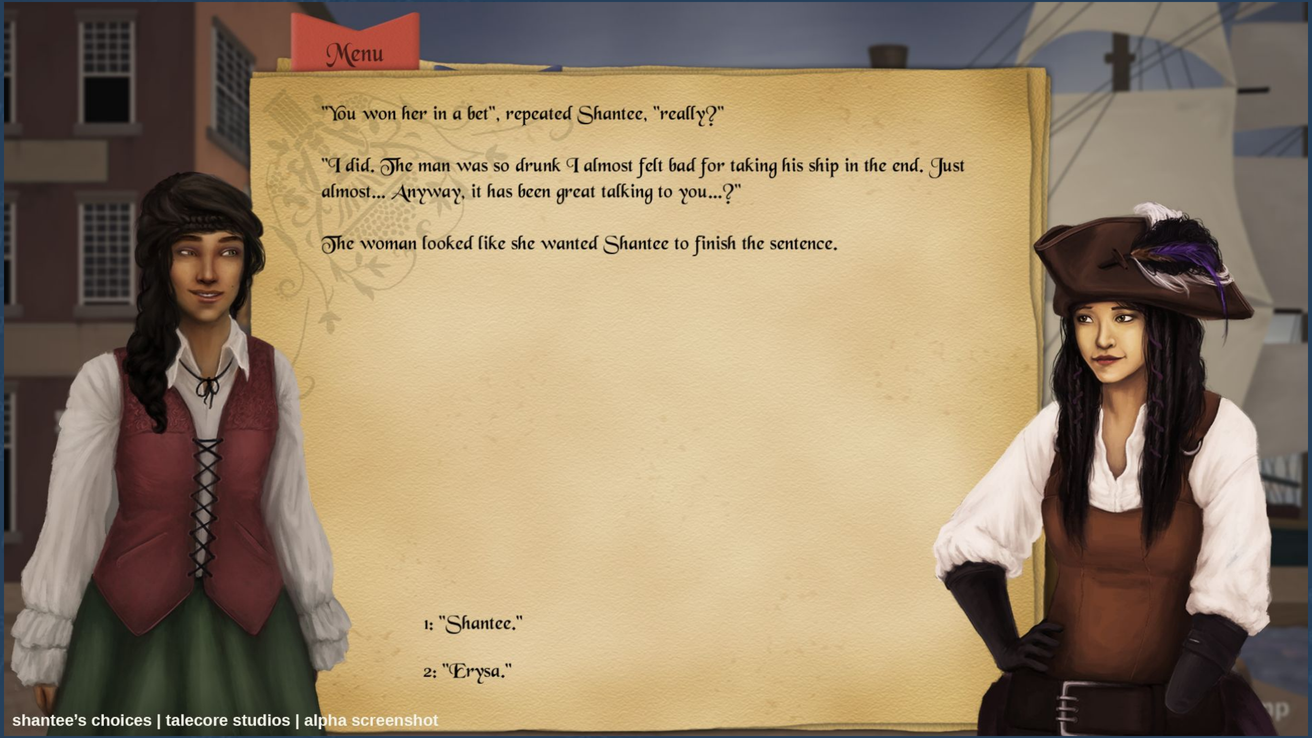
Game Jams
Castle Game Jam
Global Game Jam
International Love Ultimatum Jam

QA
A Game of Dwarves
Ancient Space
Cities in Motion
Cities in Motion 2
Cities: Skylines
Crusader Kings II
Dungeonland
Europa Universalis IV
Hearts of Iron III
Hearts of Iron IV
Hollowpoint
Impire
Knights of Pen and Paper +1 Edition
Knights of Pen and Paper II
Leviathan: Warships
Magicka
Magicka 2
Magicka: Wizards of the Square Tablet
Magicka: Wizard Wars
Pillars of Eternity
Runemaster (Cancelled)
The Showdown Effect
Starvoid
Stellaris
Sword of the Stars II
Teleglitch: Die More Edition
Warlock: Master of the Arcane
Warlock 2: The Exiled
War of the Roses
War of the Vikings

Midvinter



Shantee’s Choices



"You won her in a bet", repeated Shantee, "really?"

"I did. The man was so drunk I almost felt bad for taking his ship in the end. Just almost... Anyway, it has been great talking to you...?"

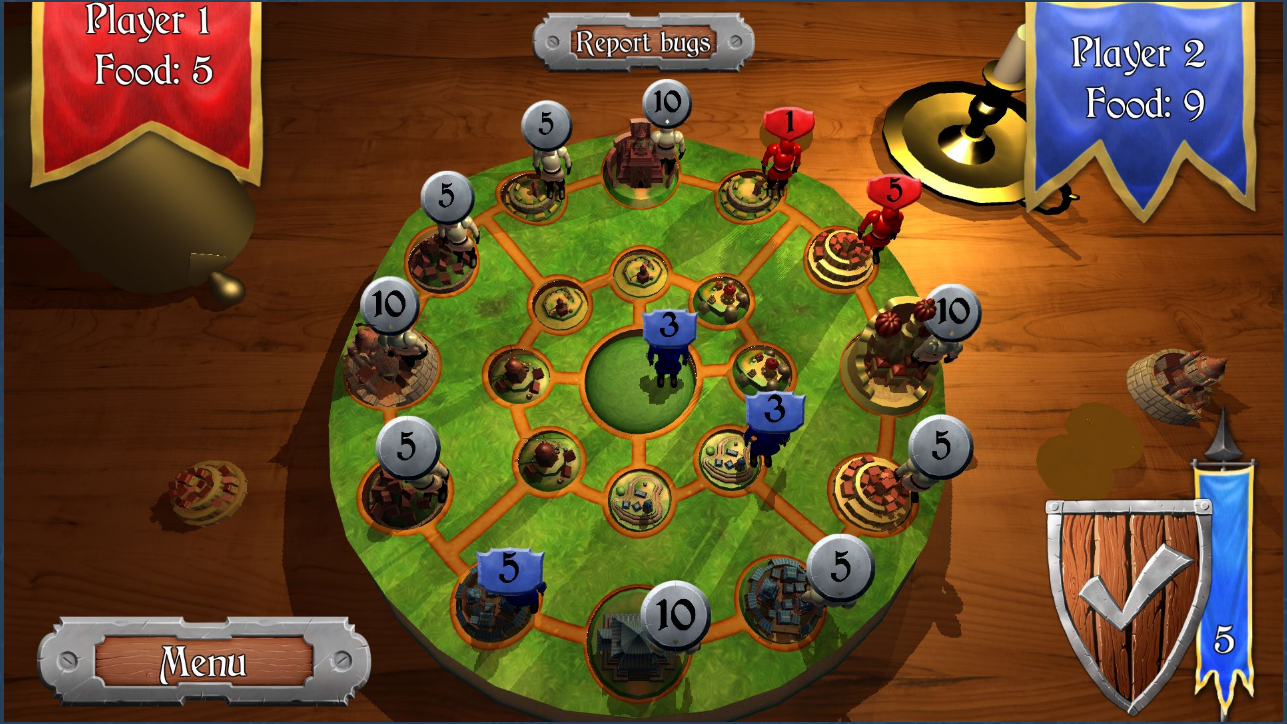
The woman looked like she wanted Shantee to finish the sentence.

1: "Shantee."

2: "Erysa."

shantee’s choices | talecore studios | alpha screenshot

Capitals


Player 1
Food: 5
Report bugs
Player 2
Food: 9
10
5
1
5
5
10
10
3
3
5
5
5
10
5
5
Menu
5

Q: What does UX and UI stand for?

Answer:

User Experience and User Interface

User Interfaces!

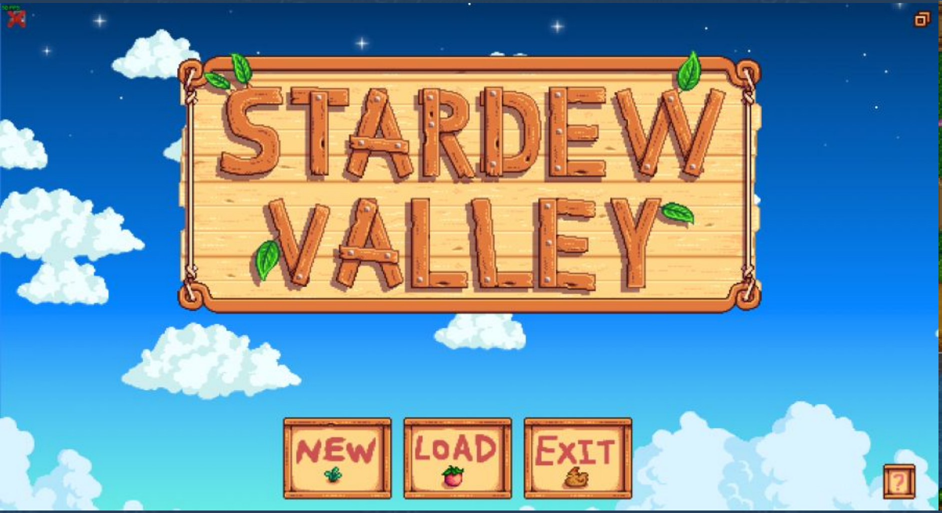
Why do we use UIs?

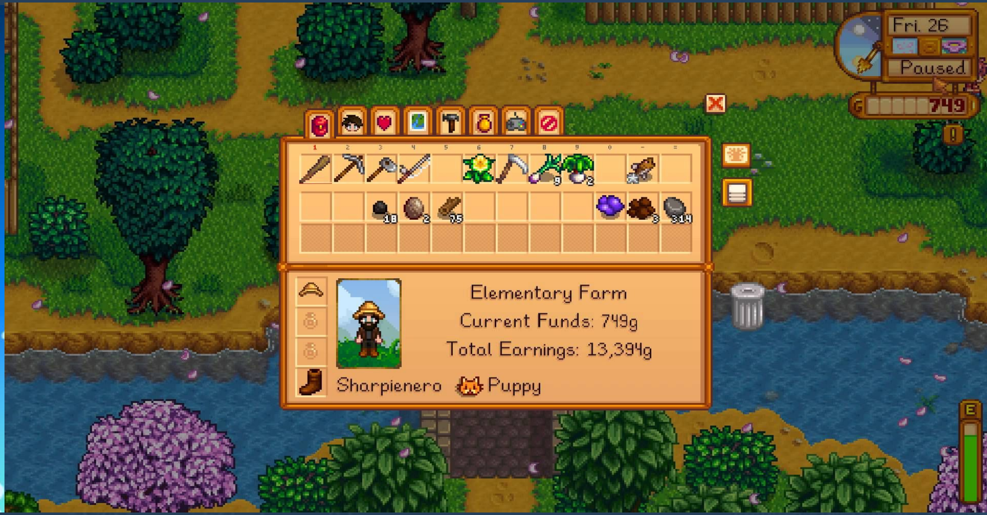
Purpose

- Display information
- Interact with game

What kinds of UIs?

Menus





Elementary Farm
Current Funds: 749g
Total Earnings: 13,394g
Sharpienero Puppy

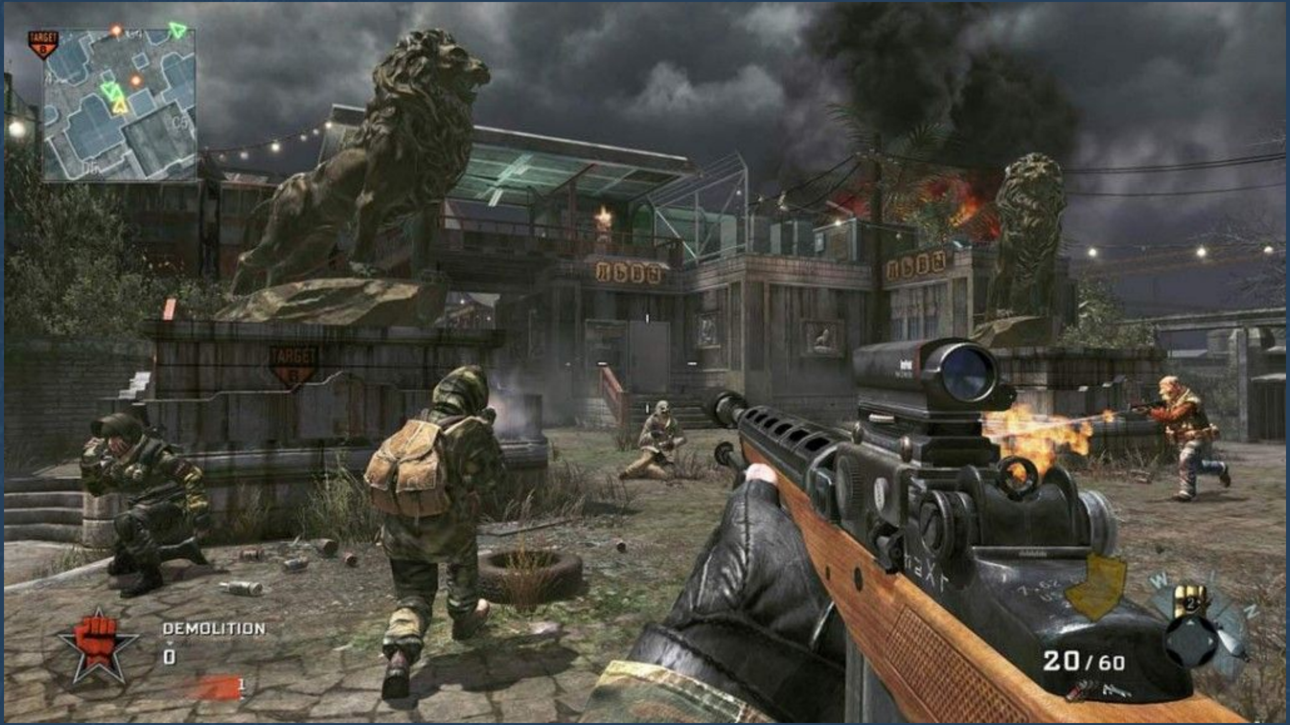
Common menus

- Main menu
  - New game
  - Load save/Continue
  - Settings
  - Credits
  - Exit
  - (Social buttons)
- Pause menu
  - (Save)
  - Load save
  - Settings
  - Exit to menu
  - Exit to desktop

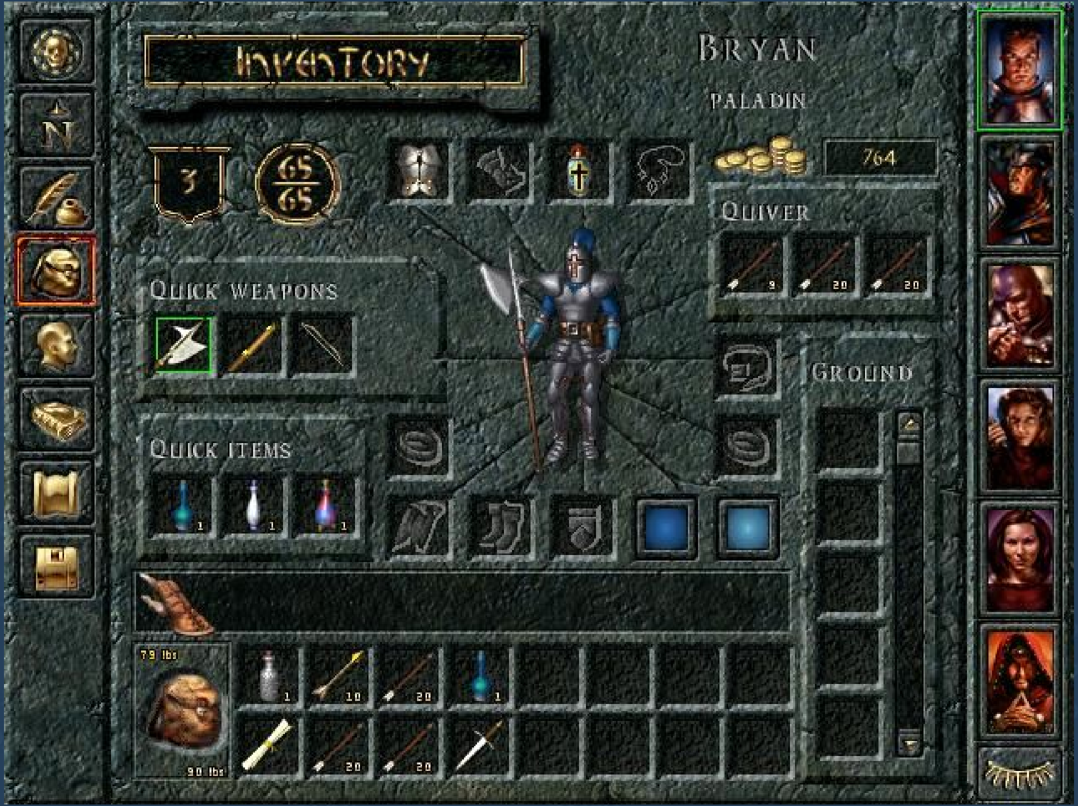
Heads-Up Display (HUD)

Common HUD items?

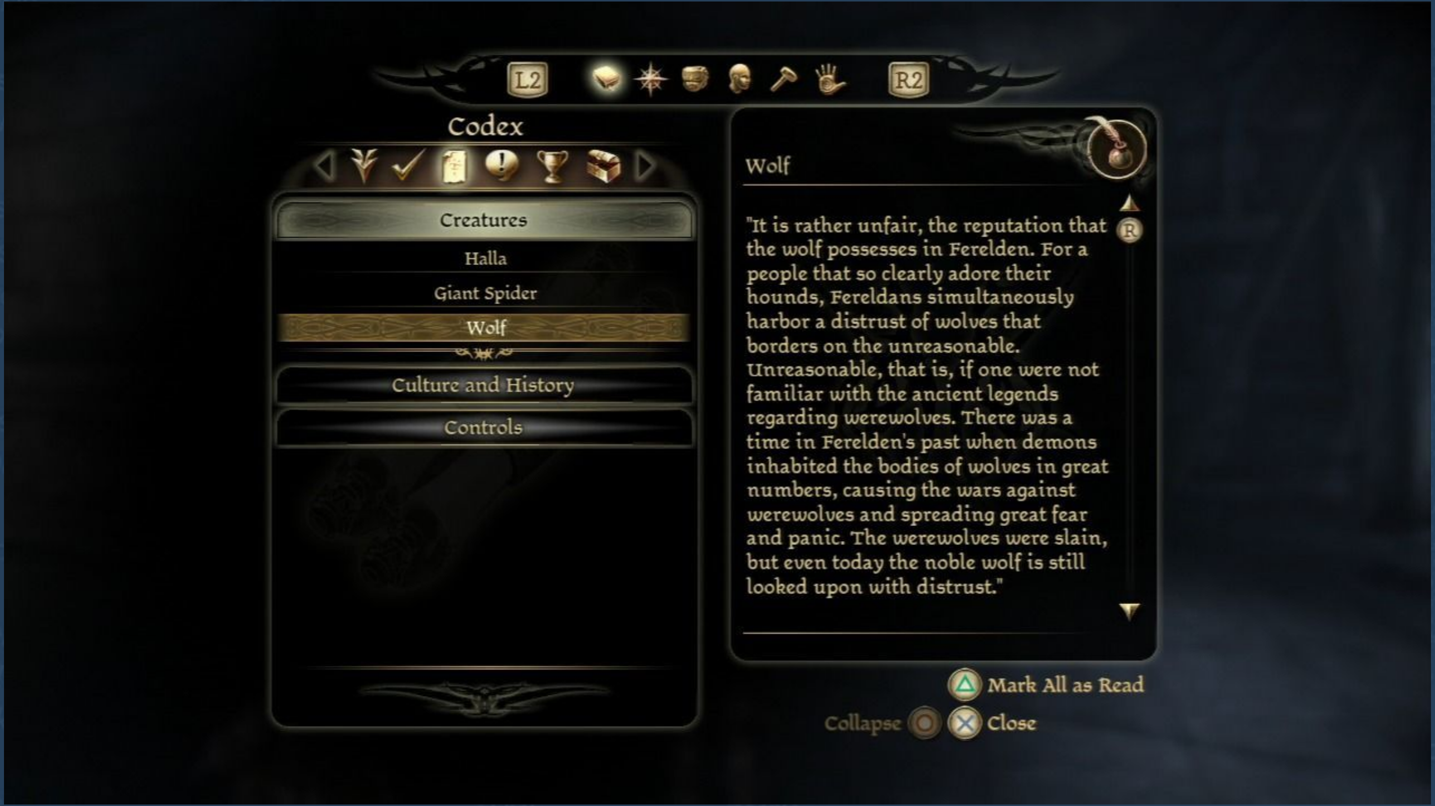
HUD



Inventory


INVENTORY
BRYAN
PALADIN
3
65
65
764
QUIVER
9
20
20
QUICK WEAPONS
GROUND
QUICK ITEMS
1
1
1
79 lbs
90 lbs
1
10
20
1
20
20

Codex/logs



Wolf

"It is rather unfair, the reputation that the wolf possesses in Ferelden. For a people that so clearly adore their hounds, Fereldans simultaneously harbor a distrust of wolves that borders on the unreasonable. Unreasonable, that is, if one were not familiar with the ancient legends regarding werewolves. There was a time in Ferelden's past when demons inhabited the bodies of wolves in great numbers, causing the wars against werewolves and spreading great fear and panic. The werewolves were slain, but even today the noble wolf is still looked upon with distrust."

Other?

Terminology

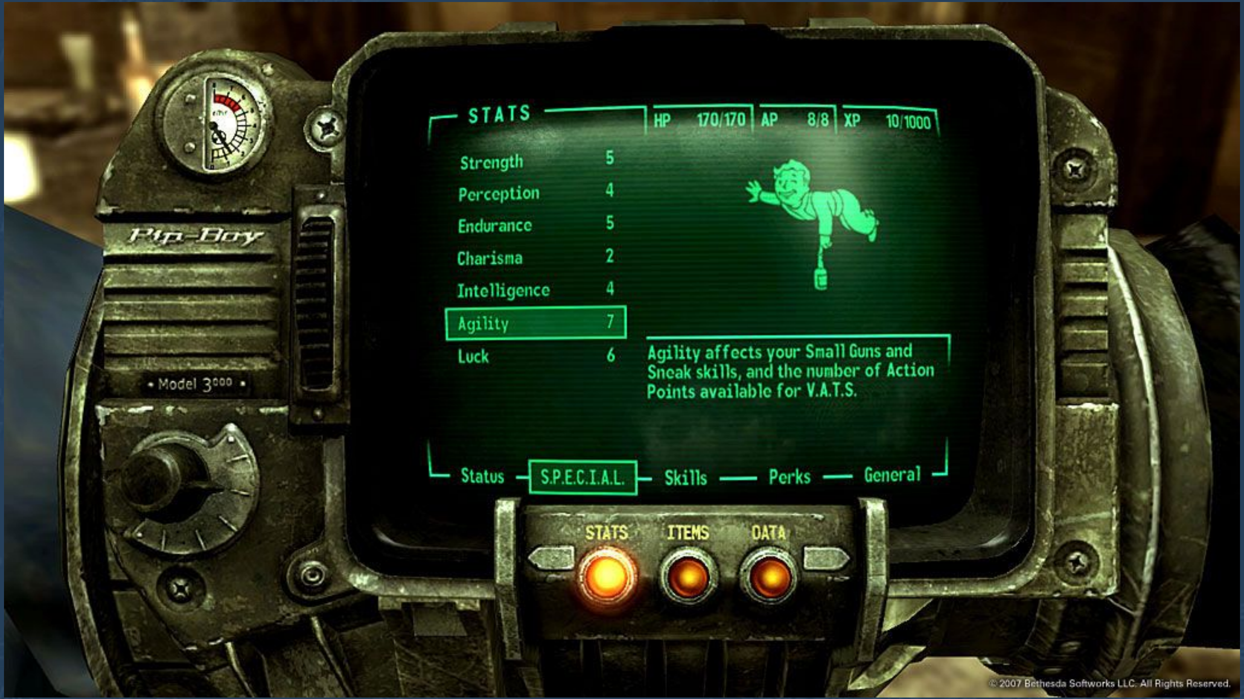
Diegetic*:* Interface that is included in the game world -- i.e., it can be seen and heard by the game characters.

Non-diegetic: Interface that is rendered outside the game world, only visible and audible to the players in the real world.

Spatial: UI elements presented in the game's 3D space with or without being an entity of the actual game world (diegetic or non-diegetic).

Meta: Representations can exist in the game world, but aren't necessarily visualized spatially for the player; these are **meta representations**.

Diegetic



HP	170/170
AP	8/8
XP	10/1000

Strength	5
Perception	4
Endurance	5
Charisma	2
Intelligence	4
Agility	7
Luck	6

Agility affects your Small Guns and Sneak skills, and the number of Action Points available for V.A.T.S.

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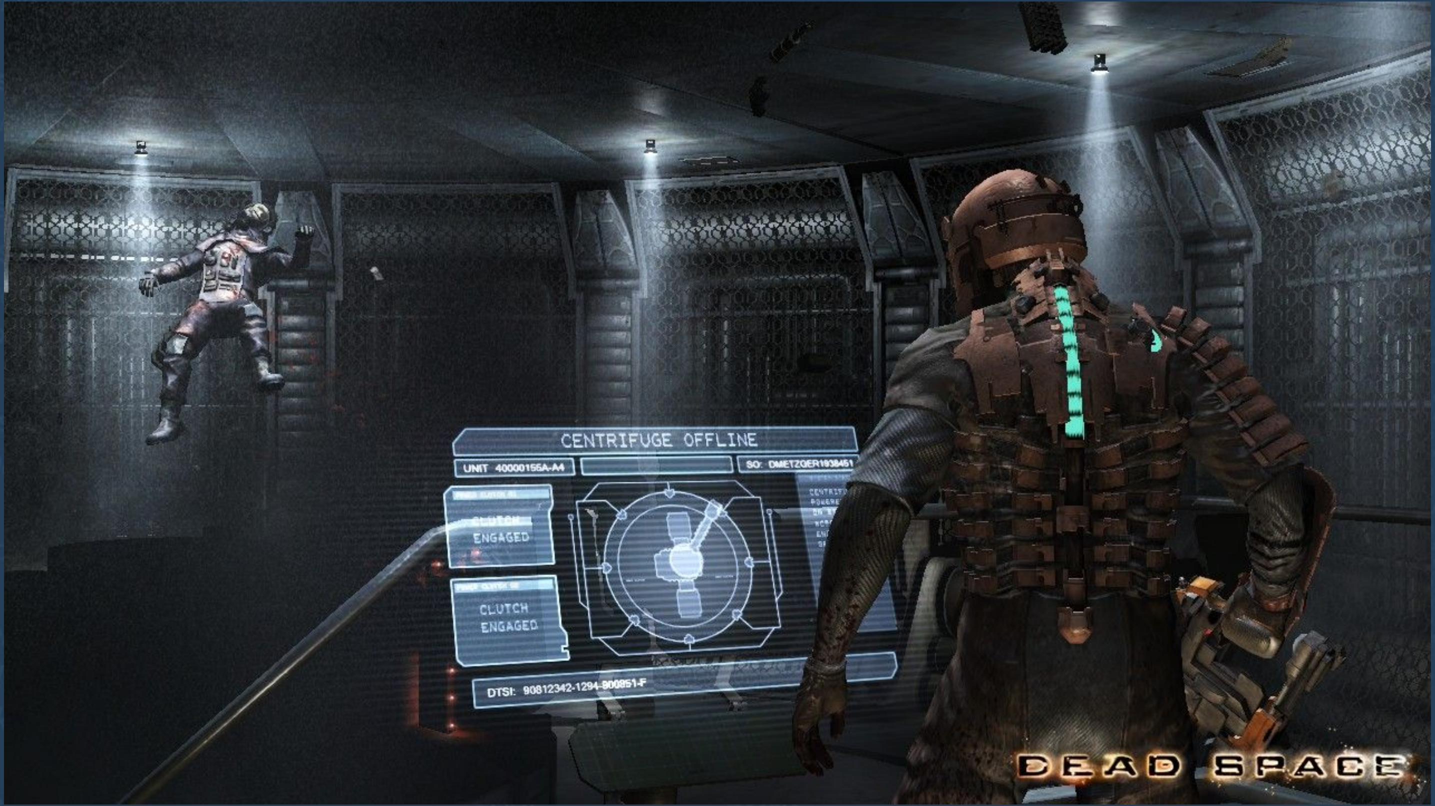
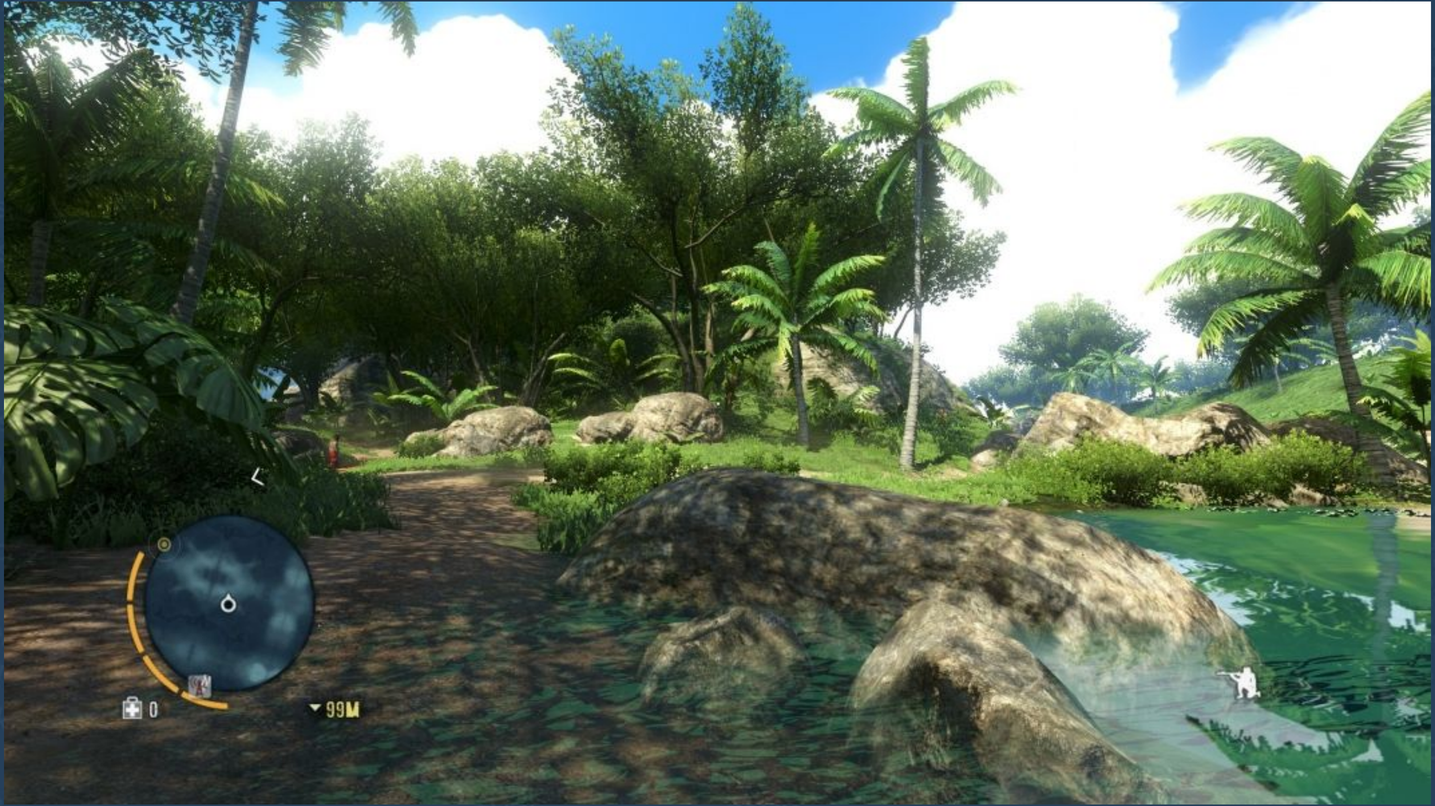
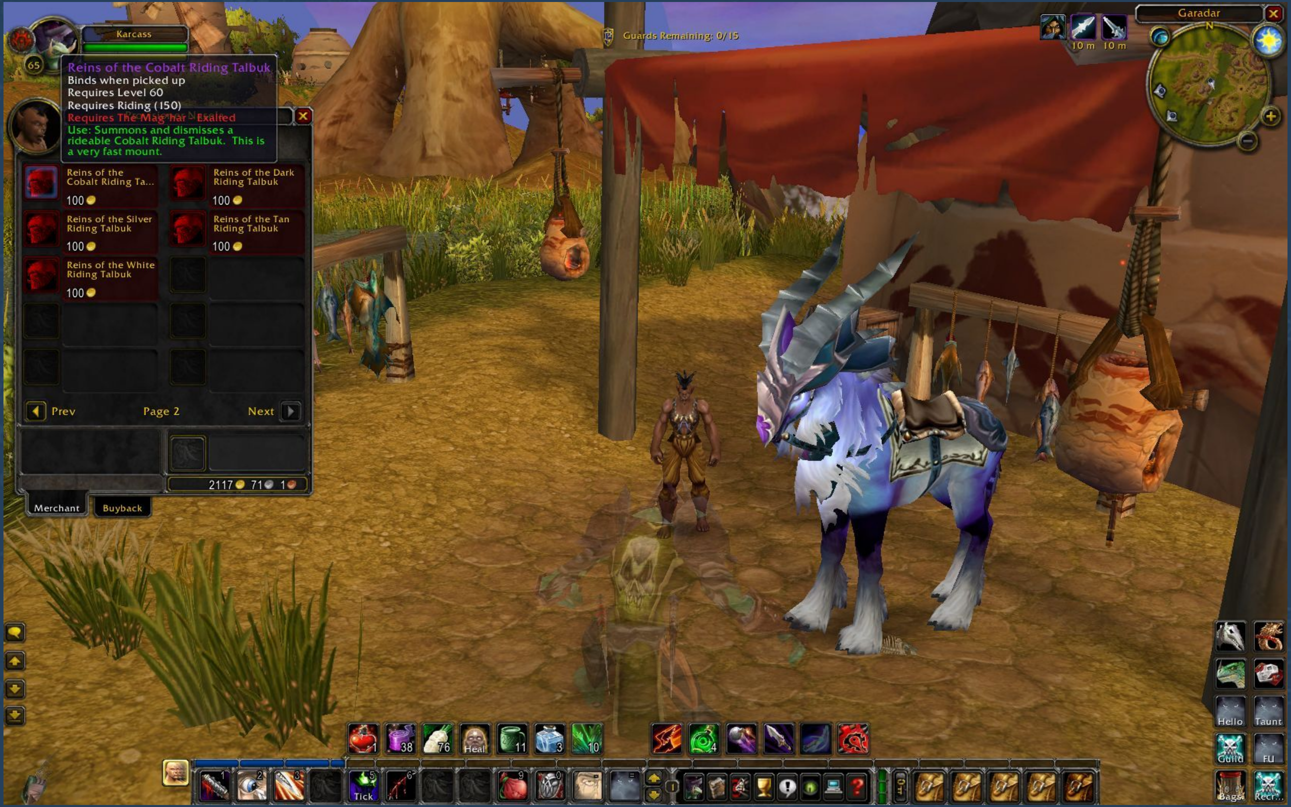
Diegetic


CENTRIFUGE OFFLINE
UNIT 40000155A-A4
SO: DMETZQER1938451
CLUTCH ENGAGED
CLUTCH ENGAGED
DTSI: 90812342-1294-900851-F
DEAD SPACE

Non-Diegetic



Non-Diegetic



Reins of the Cobalt Riding Talbuk
Binds when picked up
Requires Level 60
Requires Riding (150)
Requires The Mag'har - Exalted
Use: Summons and dismisses a rideable Cobalt Riding Talbuk. This is a very fast mount.

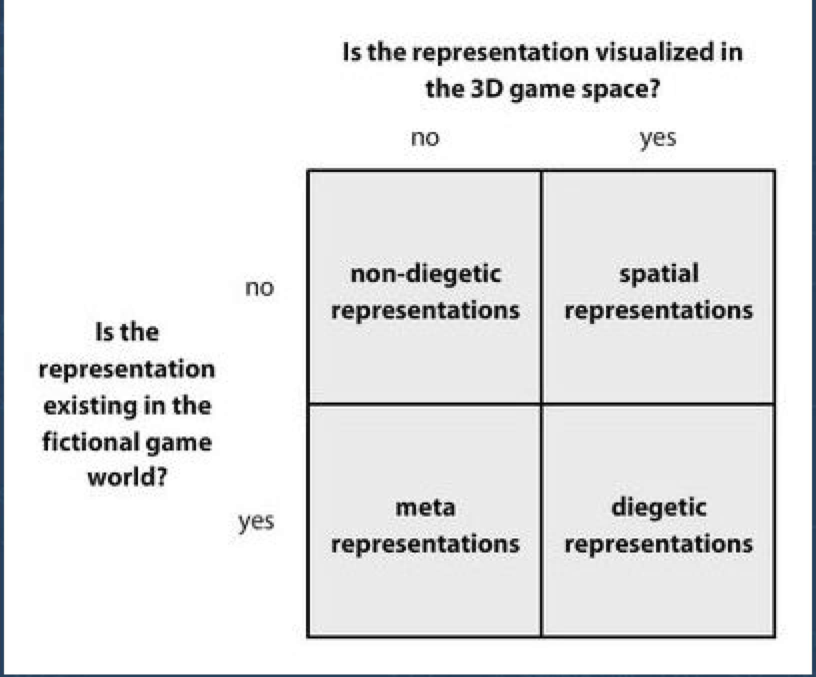
Reins of the Cobalt Riding Ta... 100	Reins of the Dark Riding Talbuk 100
Reins of the Silver Riding Talbuk 100	Reins of the Tan Riding Talbuk 100
Reins of the White Riding Talbuk 100	

Spatial

Spatial

Meta

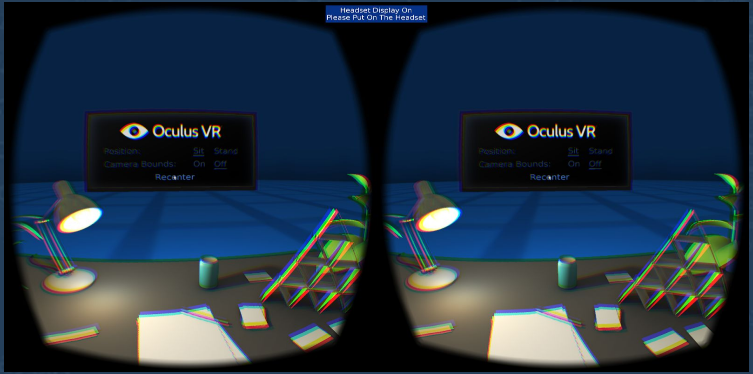
Meta



		Is the representation visualized in the 3D game space?	
		no	yes
Is the representation existing in the fictional game world?	no	non-diegetic representations	spatial representations
	yes	meta representations	diegetic representations

Games with UIs you like?

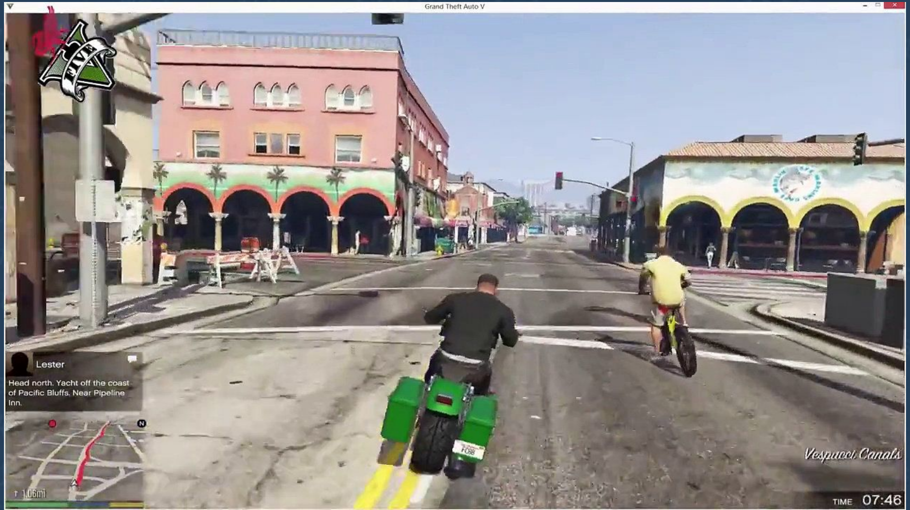
Platform specifics



PC vs. console

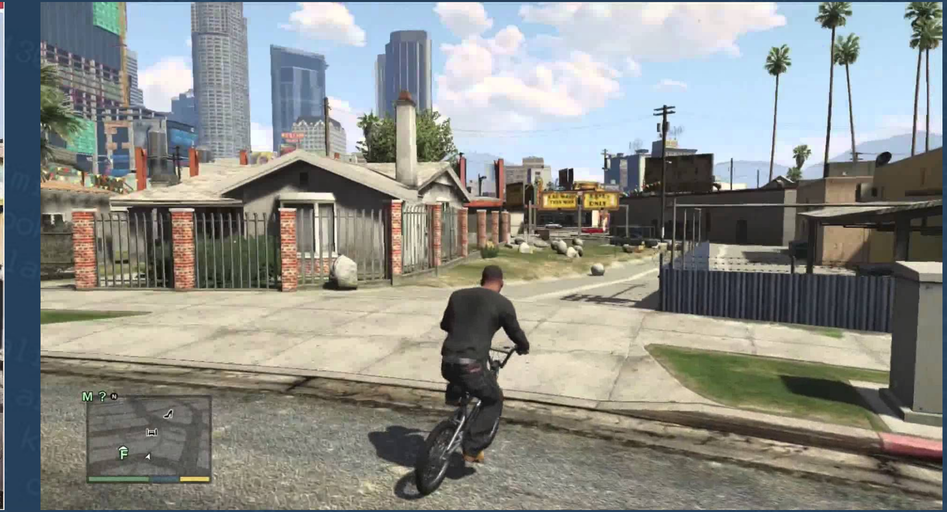
- Elements close to edge
- Input method
- Lists vs. grids

PC vs. console

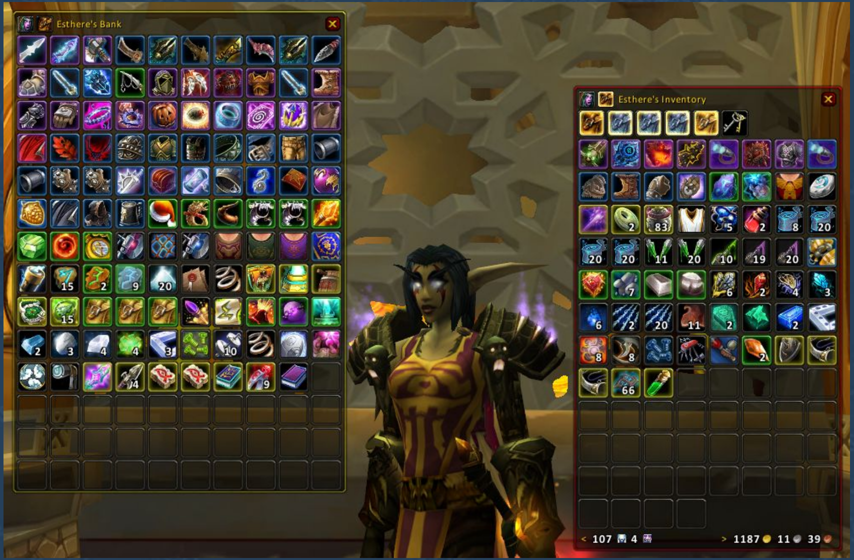


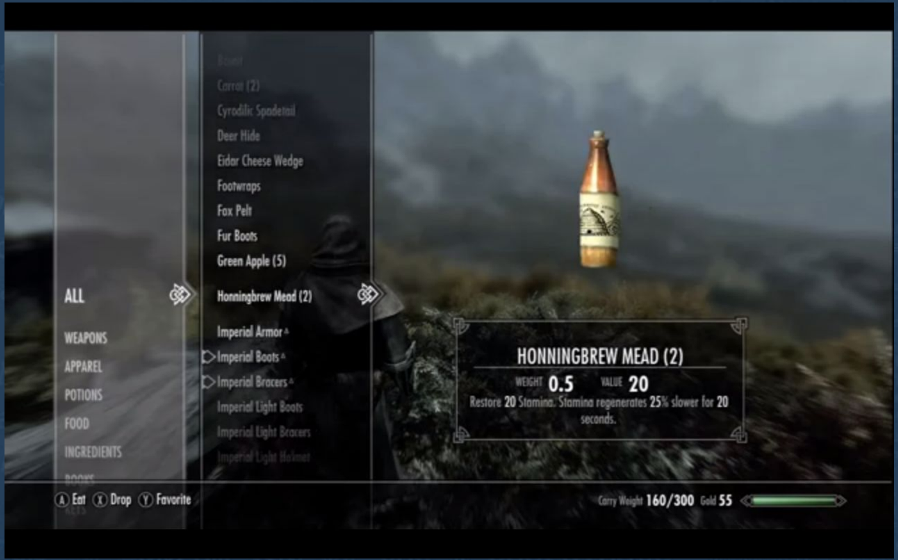
Lester

Head north. Yacht off the coast of Pacific Bluffs. Near Pipeline Inn.

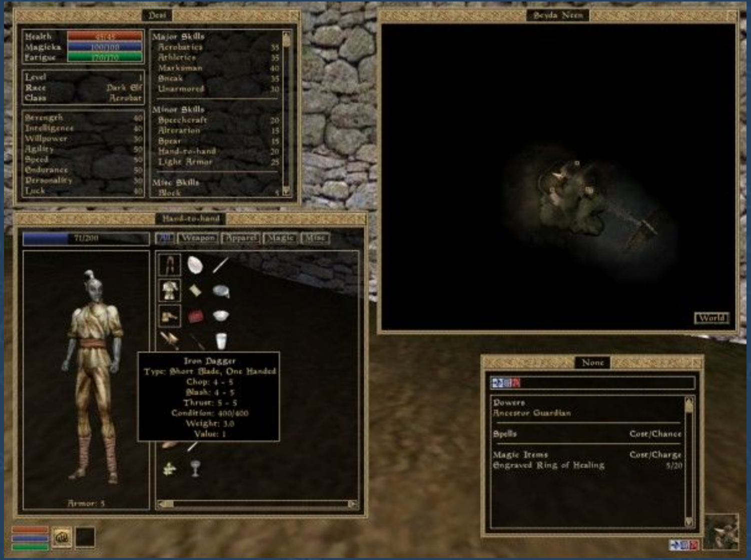


PC vs. console





PC vs. console



Desi

Health 45/45
Magicka 100/100
Fatigue 170/170

Level 1
Race Dark Elf
Class Acrobat

Strength	40
Intelligence	40
Willpower	30
Agility	50
Speed	50
Endurance	50
Personality	30
Luck	40

Major Skills	
Acrobatics	35
Athletics	35
Marksman	40
Sneak	35
Unarmored	30
Minor Skills	
Speechcraft	20
Alteration	15
Spear	15
Hand-to-hand	20
Light Armor	25
Misc Skills	
Block	5

Hand-to-hand

71/200

Iron Dagger
Type: Short Blade, One Handed
Chop: 4 - 5
Slash: 4 - 5
Thrust: 5 - 5
Condition: 400/400
Weight: 3.0
Value: 1

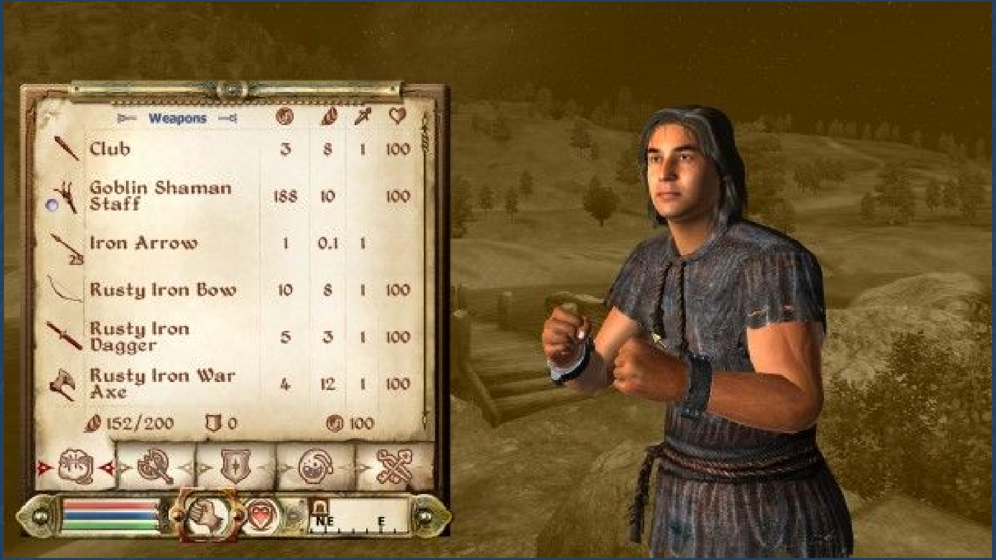
Armor: 5

None

Powers
Ancestor Guardian

Spells Cost/Chance

Magic Items Cost/Charge
Engraved Ring of Healing 5/20



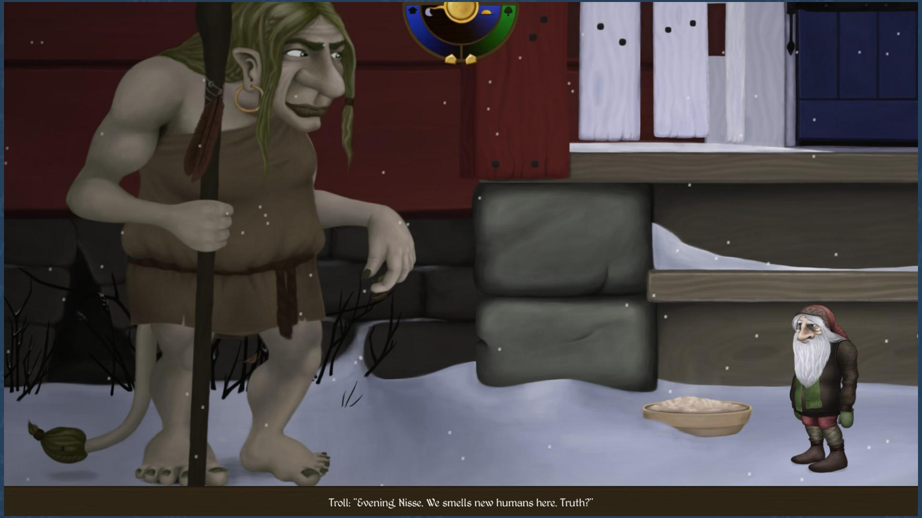
Club	3	8	1	100
Goblin Shaman Staff	188	10		100
Iron Arrow	1	0.1	1	
Rusty Iron Bow	10	8	1	100
Rusty Iron Dagger	5	3	1	100
Rusty Iron War Axe	4	12	1	100

152/200 0 100

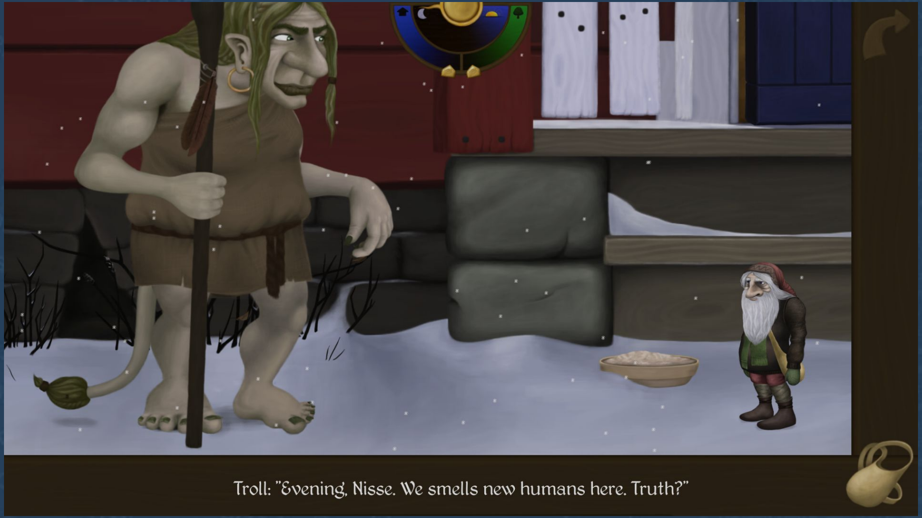
Mobile

- Big elements
- No hover

Mobile



Troll: "Evening, Nisse. We smells new humans here. Truth?"



Troll: "Evening, Nisse. We smells new humans here. Truth?"

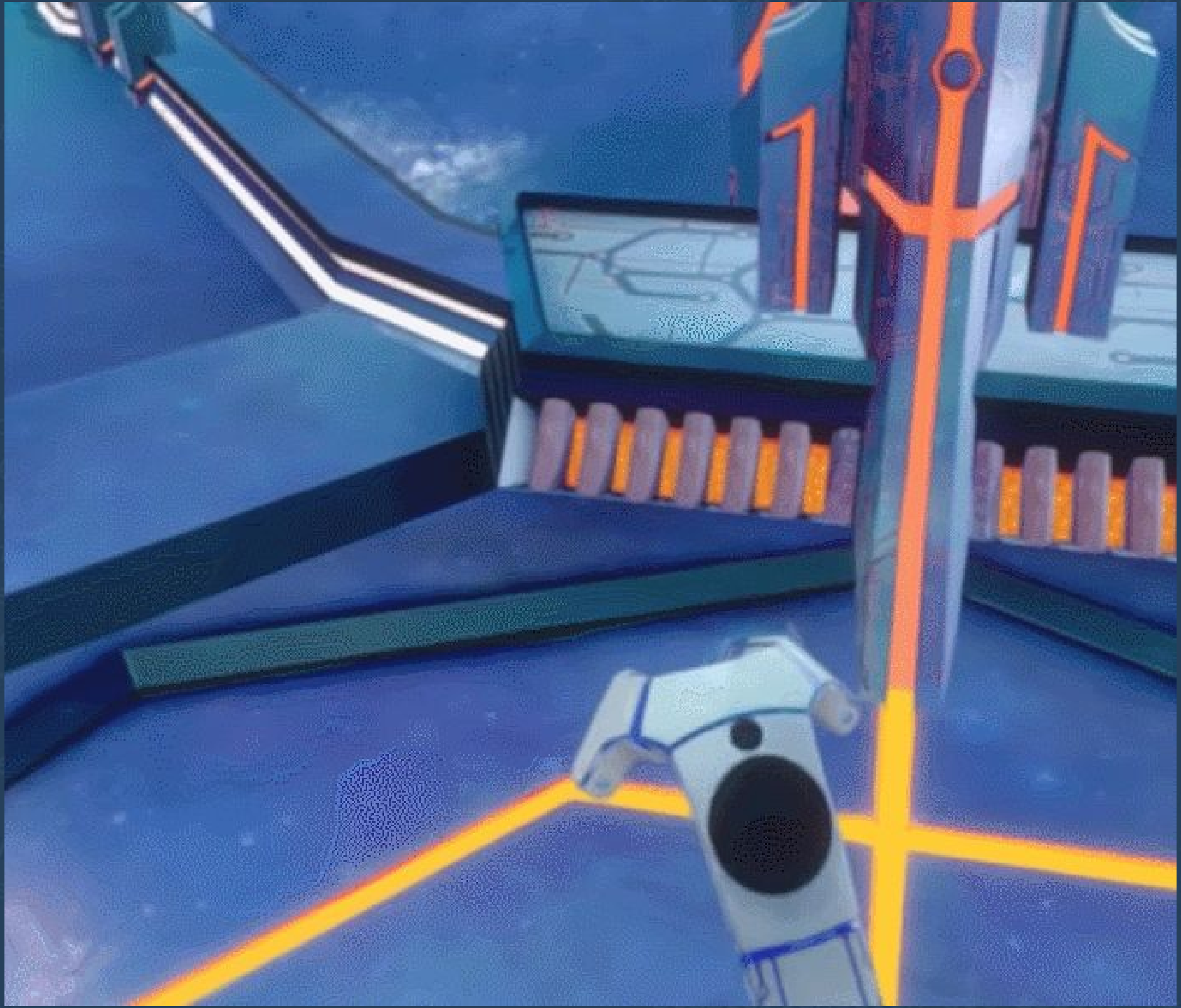
VR

VR

- Hard having things stuck to camera
- Text can easily become pixelated
- Diegetic UI works well

CONVENIENT
Hold this touchpad
to open your inventory

JOB SIMULATOR
STORE CLERK



Immersion

Immersion

- Give the info
- Don’t take the player “out” of the experience
- Don’t be intrusive

Make important things obvious

- Don’t have to see to “get”
  - Damage - red edges
  - Velocity in car game

Visibility of System Status

“The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.”

- Nielsen, 1995

Recap

- UI = User Interface
- There are several different kinds, different purposes
  - In/outside the game world
  - Visible/Invisible to the characters
- Different platforms have different pros and cons
- Basic design practices
  - Keeping immersion
  - Don’t intrude
  - Visibility of system status

More questions?

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