UX & interaction design

Intro

This week?

- Two lessons in UX
  - Focus on interaction design
  - Today: Intro
    - Understand what UI and UX are
    - What to think about when designing UI and UX
    - Common pitfalls, best practices
  - Friday: UX/UI at Valiant Game Studio
- Alongside the game project

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
- 2015, started Talecore Studios (indie dev, freelancer, teacher)
- Now: Founder, CEO & Creative Director at Valiant Game Studio
- Also: Organizing gamedev meetups (Link in Park/Link in Bar), etc

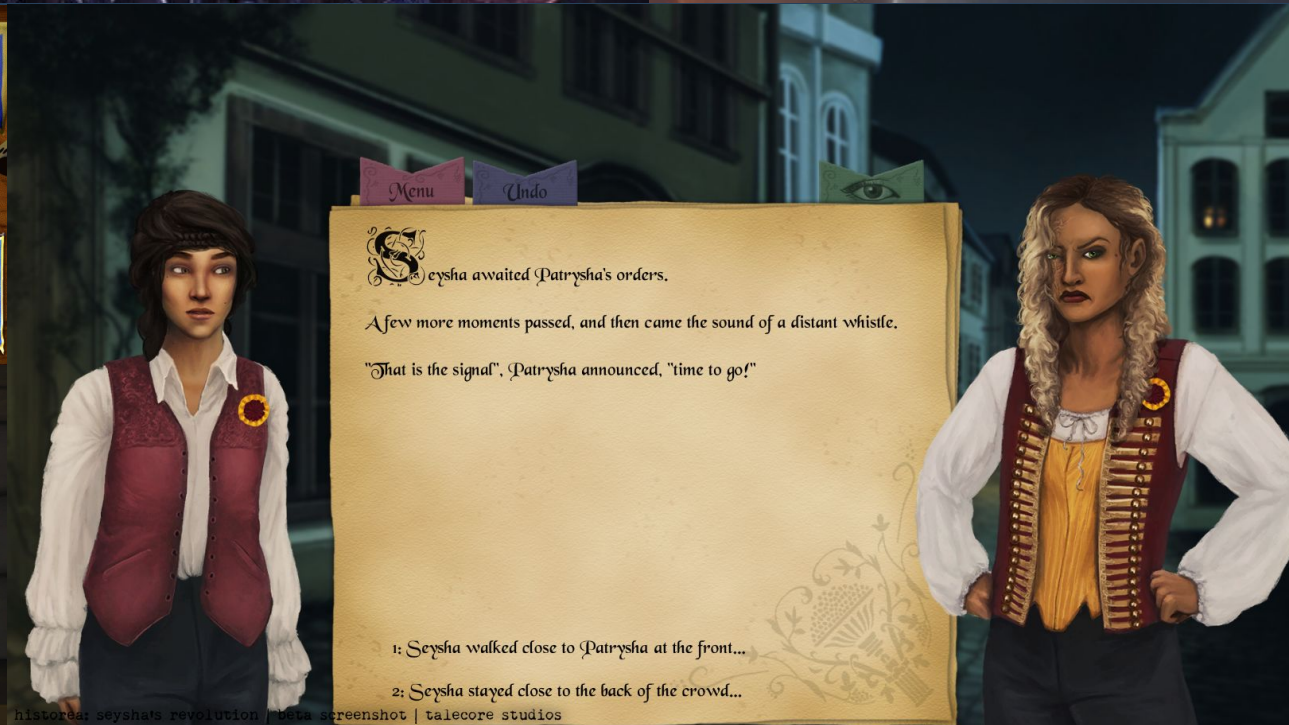

CITIES
SKYLINES


PILLARS
OF
ETERNITY


STELLARIS


Player 1
12
Player 2
5
Menu


Bag

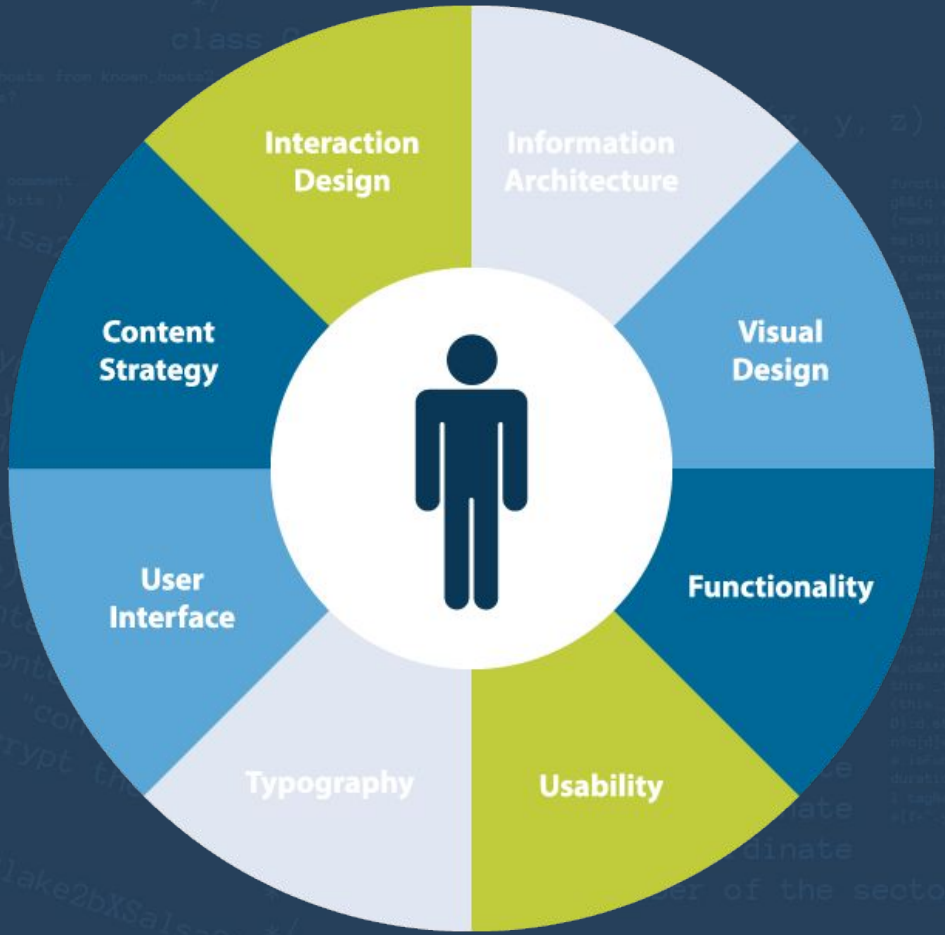

Menu
Undo
Seysha awaited Patrysha's orders.
A few more moments passed, and then came the sound of a distant whistle.
"That is the signal", Patrysha announced, "time to go!"
1: Seysha walked close to Patrysha at the front...
2: Seysha stayed close to the back of the crowd...
historea: seysha's revolution | beta screenshot | talecore studios


PENDULA
SWING

Q: What does UX stand for?

Answer:

User Experience



User Interfaces!

Purpose

- Display information
- Interact with game

What kinds of UIs?

Menus

- Main menu
  - New game
  - Load save/Continue
  - Settings
  - Credits
  - Exit
  - Social buttons

Menus

- Pause menu
  - Save
  - Load save
  - Stats
  - Settings
  - Exit to menu
  - Exit to desktop

HUD

HUD

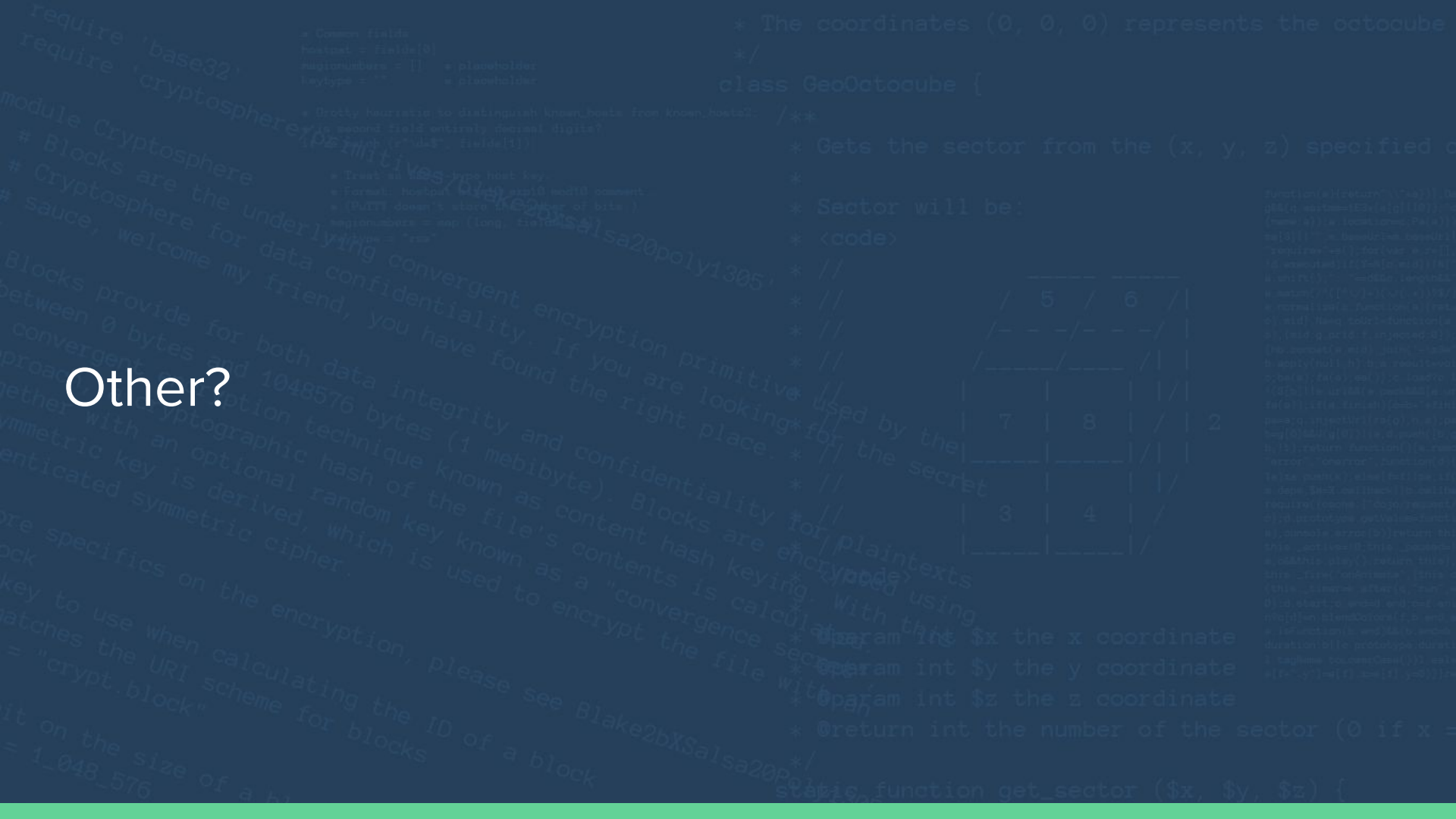
Inventory


INVENTORY
BRYAN
PALADIN
764
QUIVER
QUICK WEAPONS
QUICK ITEMS
GROUND

Codex/logs


L2
R2
Codex
Creatures
Halla
Giant Spider
Wolf
Culture and History
Controls
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."
R
Mark All as Read
Collapse
Close

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


STATS
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.
Status
S.P.E.C.I.A.L.
Skills
Perks
General
STATS
ITEMS
DATA
Pip-Boy
Model 3000
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Diegetic


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

Non-Diegetic

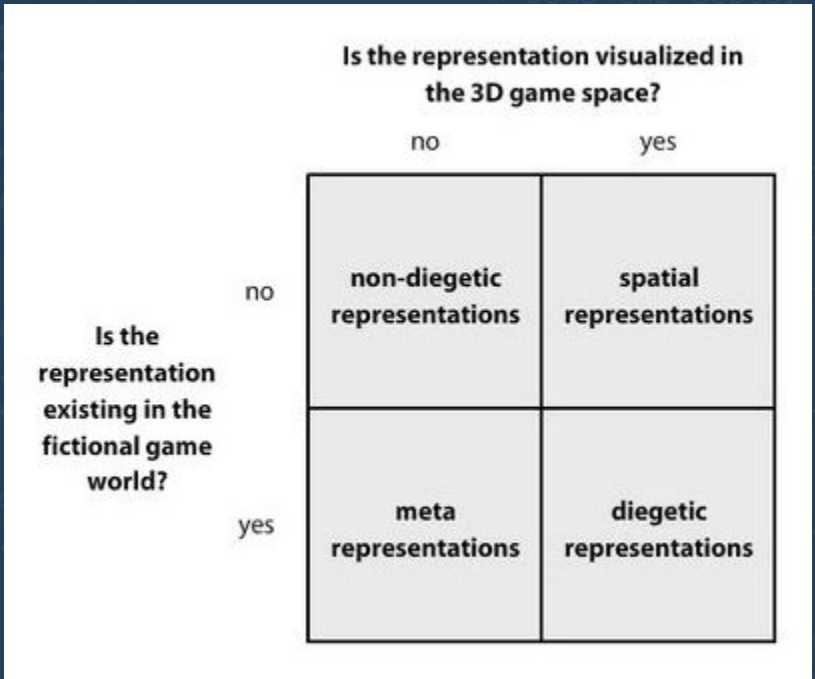
Non-Diegetic

Spatial

Spatial

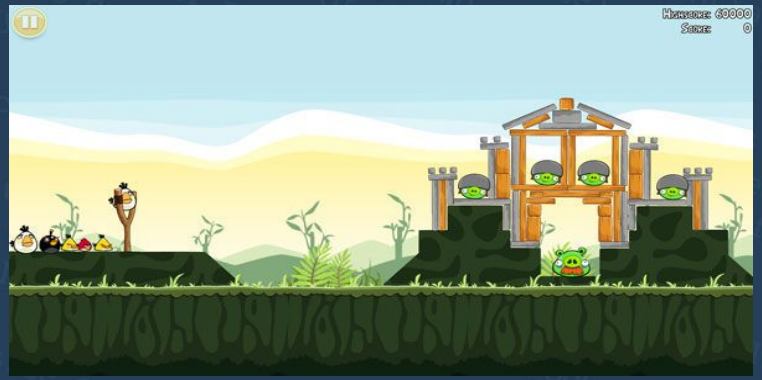
Meta

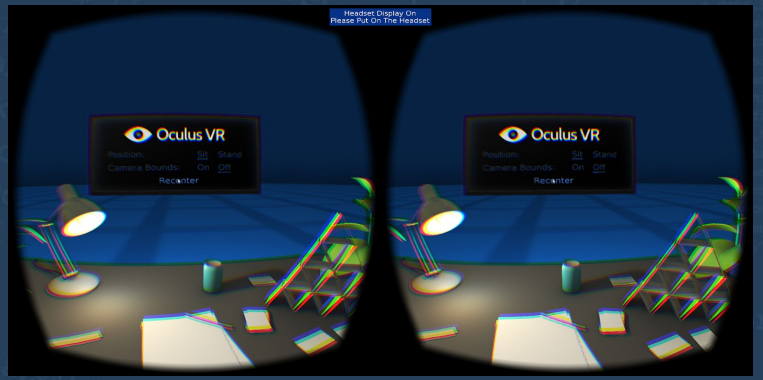
Meta


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

PC vs. console

PC vs. console

Mobile

- Big elements
- No hover
- Consider “handedness” of player

Mobile


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


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

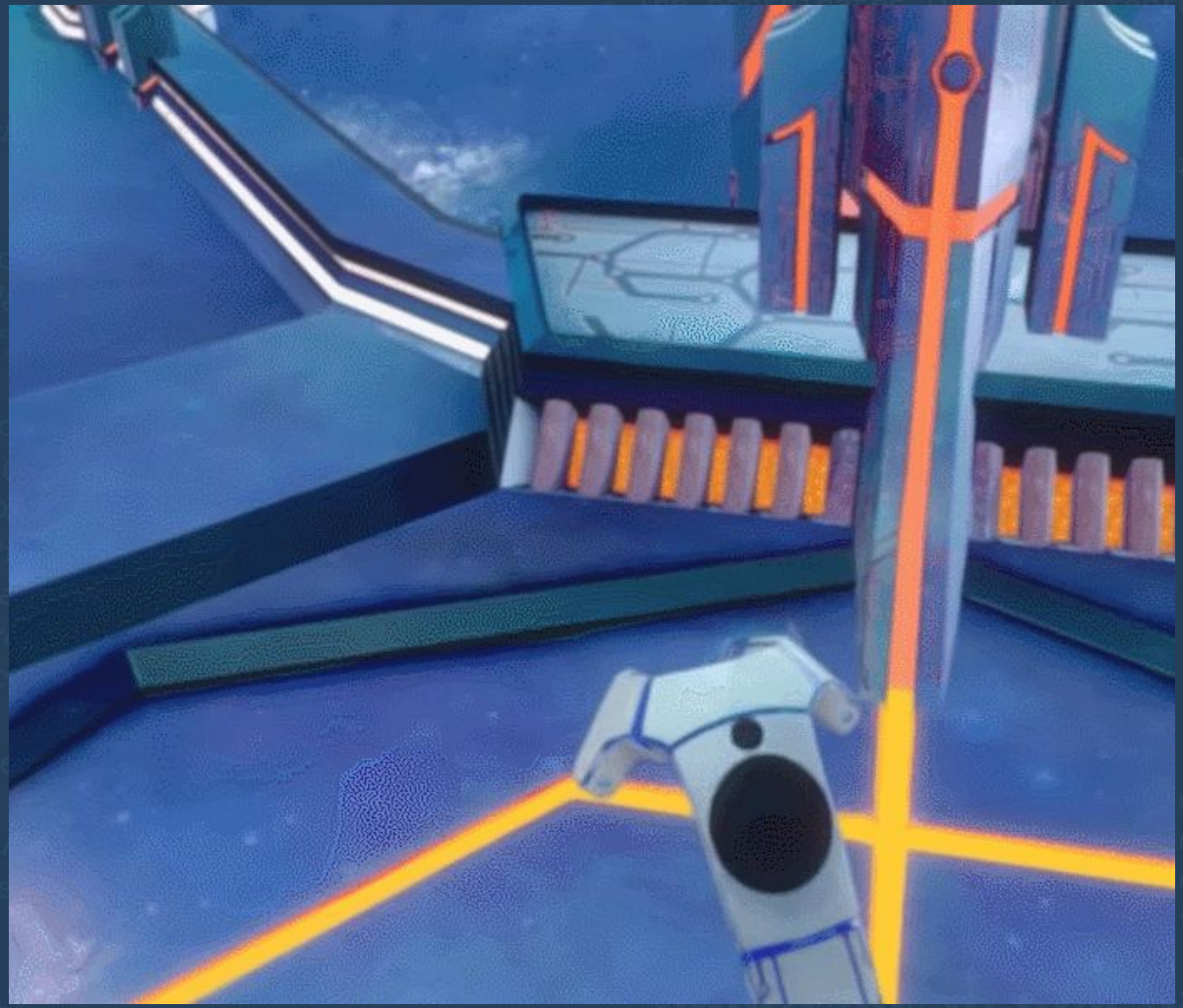
VR

VR

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


Hold this touchpad
to open your inventory


JOB SIMULATOR
STORE CLERK



Immersion

Immersion

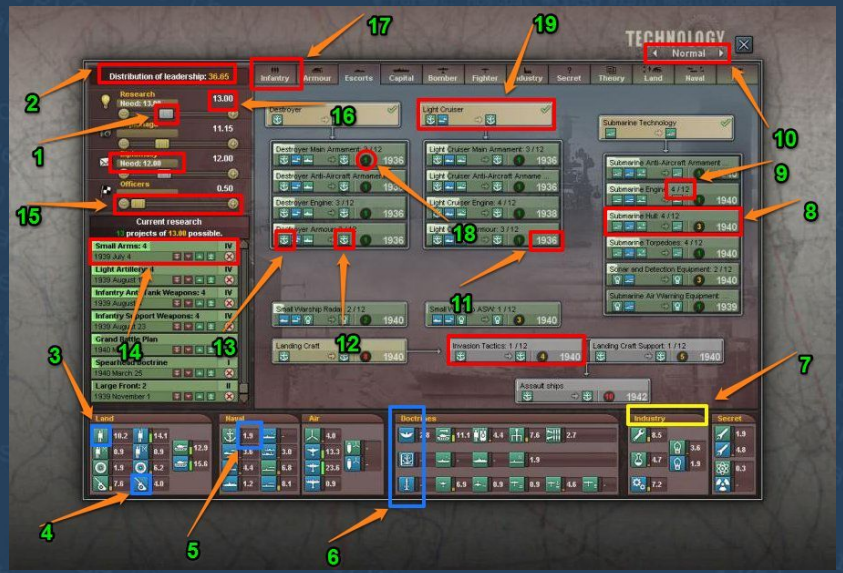
- Give the info
- Don’t take the player “out” of the experience
- Don’t be intrusive

Make important things obvious

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

KISS (Keep It Simple, Stupid)

Layer your interfaces



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
  - Layer your interfaces
  - Visibility of system status

Break

Menu navigation

Buttons

- Form and function
  - Form IS function
  - Beauty is secondary
- Self-explanatory
- In menu - would you know what to press without the text?

Recognition vs. Recall

- Remembering things already in your head vs. picking the right answer
- Being in a store, trying to find the right shelf
  - Without visual aid
  - With clear signs
- Help player see what they are looking for, rather than having to remember which button to press

An example:

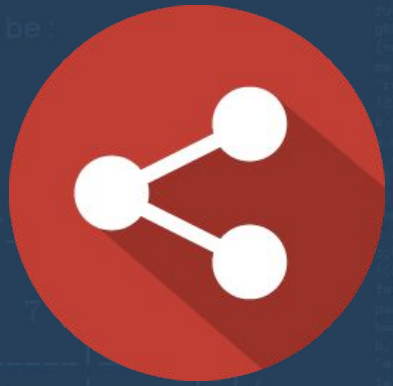
If your little sister changes the language of your phone to Russian, would you find your way back to the right menu and change it back (given you don’t speak Russian?)

Why/Why not?

How can you design a UI that you can navigate without text to help?

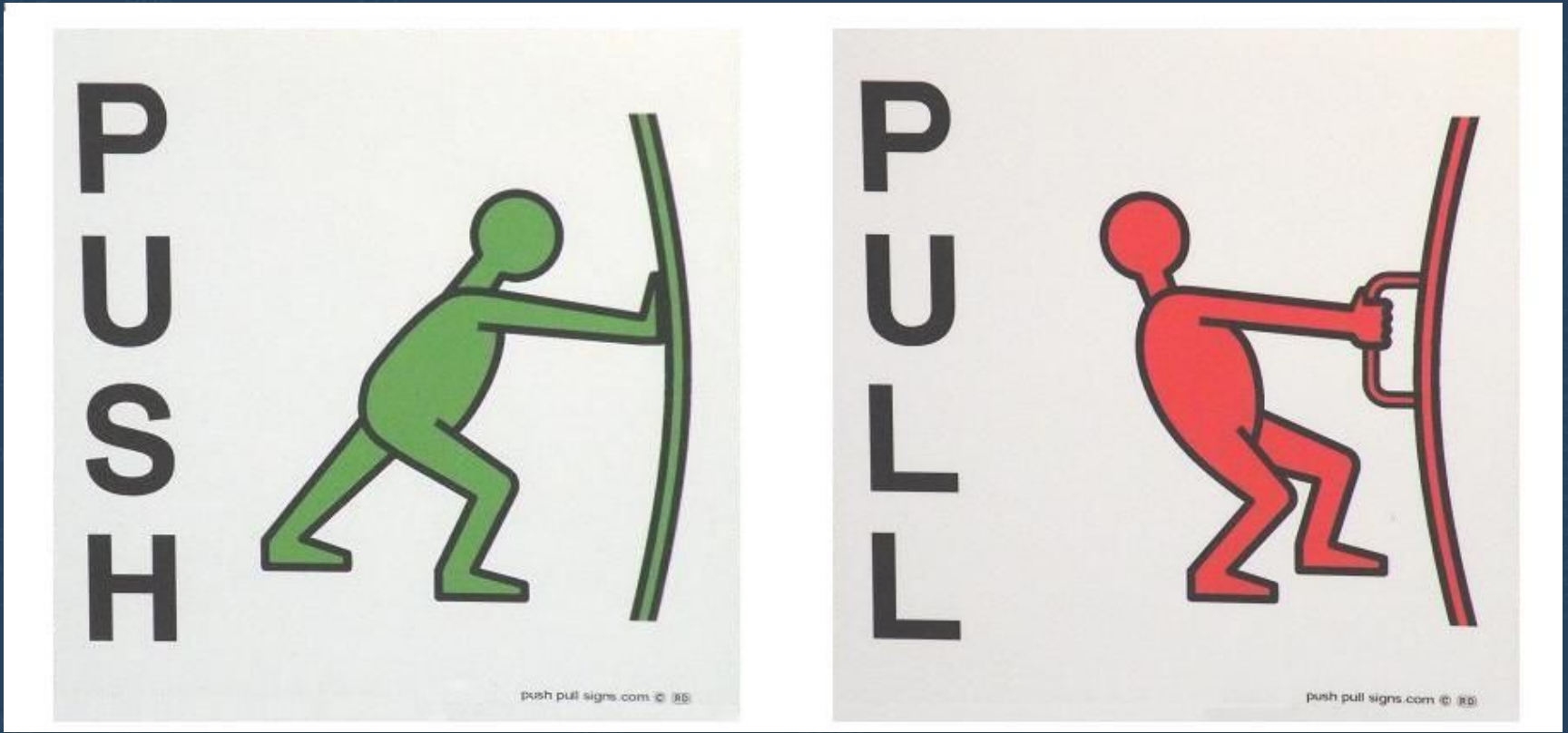

3G
9:42 AM
BBC РУССКАЯ СЛУЖБА
Главные новости
Последние новости
У мэрии Москвы произошла стычка из-за митингов
Сторонники и противники российского премьер-министра Владимира Путина устроили потасовки у...
Медведев встретится с лидерами неразрешенных партий
Уходящий президент России Дмитрий Медведев в понедельник, как ожидается, проведет редкую в...
Новым президентом Германии станет правозащитник из ГДР
Канцлер Германии Ангела Меркель заявила, что поддерживает кандидатуру
Новости
5
Популярное
Разделы
Настройки

Common Imagery



Affordance

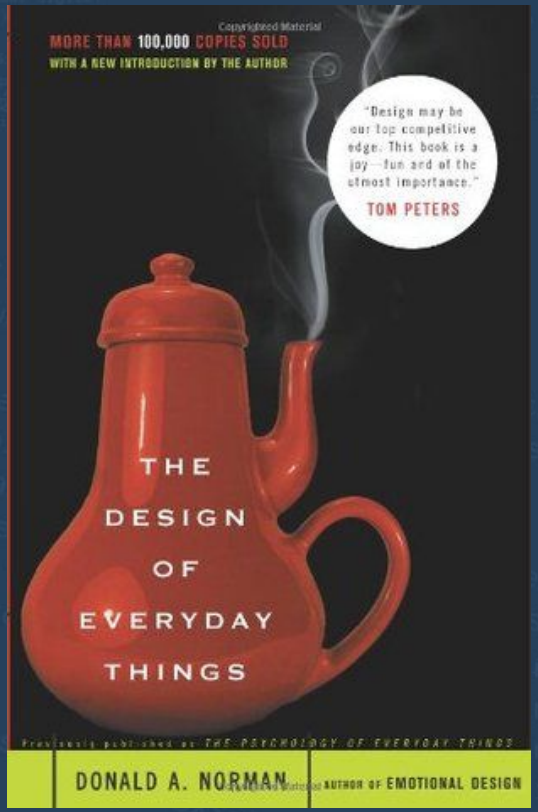
How to interact with an object



Mimic physical items


Podcasts
Music
TV Shows
Books

Reading tip: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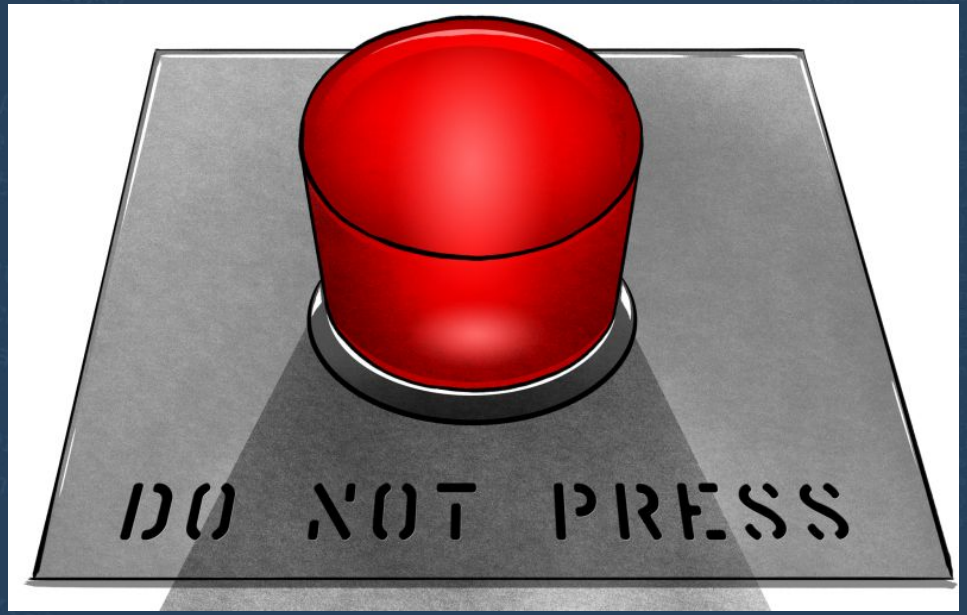
WITH A NEW INTRODUCTION BY THE AUTHOR
"Design may be our top competitive edge. This book is a joy—fun and of the utmost importance."
TOM PETERS
THE DESIGN OF EVERYDAY THINGS
DONALD A. NORMAN
AUTHOR OF EMOTIONAL DESIGN

Buttons

Buttons

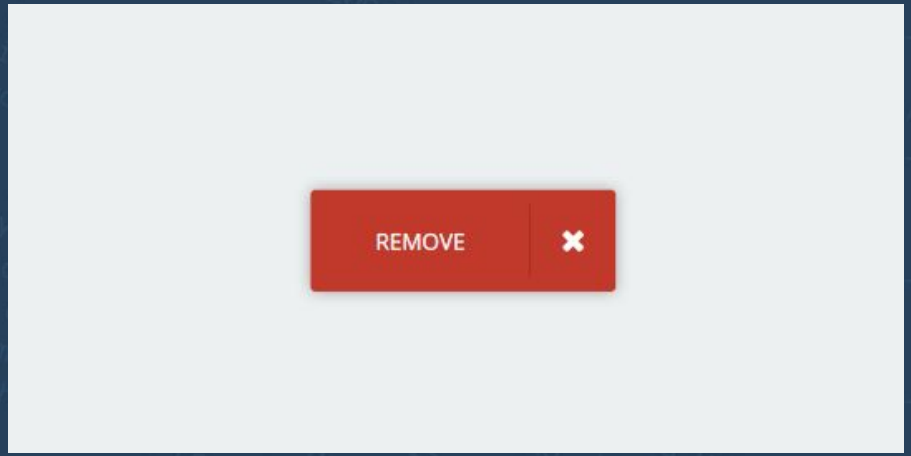
- Protrude from surroundings
- Are pushed
- Binary (ON/OFF)



For buttons...

- Make them “3D”
  - Shadows
  - Highlights
  - Bevel
- Effect when is pushed
- Possibly highlight effect
- Show current status (ON/OFF)
- Gray out when disabled

On PC: Hover



Juiciness

https://www.youtube.com/watch?v=Fy0aCDmgnxg

Recap

- Recognition vs. recall
- Common imagery
- Affordance
- Mimic physical objects
- Juiciness

One last thing...

Handledning

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