



DISCUSSION
FGD – CHAPTER 12
CREATING THE USER EXPERIENCE



WHY I HAD US READ THIS CHAPTER?



GIVES OVERVIEW OF MANY ELEMENTS PROGRAMMERS NEED TO BE CONCERNED WITH. DISCUSSES BIG PICTURE IDEAS FOR OUR DISCUSSIONS ON PROGRAMMING FOR THE NEXT 4-5 WEEKS.

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or a network diagram. These lines connect to small white circles, some of which are larger than others. The lines are thin and white, creating a subtle, technical aesthetic.

WHAT WAS THIS CHAPTER ABOUT?

SUMMARY



WHY MIGHT YOU AVOID INNOVATION IN
INTERFACE DESIGN?

WHAT ARE SOME KEY ASPECTS TO UI DESIGN?
HOW DOES THE GENRE INFLUENCE UI DESIGN?

DESIGN RULE: DO NOT INNOVATE UNNECESSARILY IN UI DESIGN

DESIGN RULE: DO NOT TAUNT THE PLAYER



The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines and small circles, resembling electronic components or connections. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

IMPORTANT: IN YOUR DESIGN PROCESS, DEFINE THE GAMEPLAY MODES FIRST. WHAT DESIGN CONSIDERATIONS DO YOU THEN CONSIDER IN RELATION TO USER EXPERIENCE?

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WHAT ADVICE DID YOU LEARN ABOUT UI DESIGN?

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PROS AND CONS OF INTERACTION/CAMERA MODELS?

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WHAT IS THE IMPORTANCE OF SOUND IN GAMES?

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DID YOU GAIN ANY INSIGHTS FROM READING THE
DETAILS OF INPUT MECHANISMS OR NAVIGATION
SCHEMES?

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WHAT ACCESSIBILITY CONCERNS SHOULD BE MOST PREVALENT IN GAMES?

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WHAT DID YOU LEARN FROM THIS CHAPTER THAT
CAN BE MORE GENERALLY APPLIED TO COMPUTER
SCIENCE?

HINT: THINK HUMAN COMPUTER INTERACTION AND USER INTERFACE DESIGN



FREE DISCUSSION TIME

START FINDING TEAM MEMBERS OR START DISCUSSING/SKETCHING GAME CONCEPTS

