

User Interfaces on Different Platforms and in  
Different Genres  
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# Overview

- Interface Basics
- Using Different Interfaces in Different Genres
- Using Different Interfaces on Different Platforms
- Interfaces in the future

# Interface Basics

- What is an interface?
- What needs to be included in an interface?
- What makes an interface good or bad?

# What is an interface?

- On-screen information that helps you interact with the game.
  - Character Information: Health, Energy, Score, Targeting Information, Character Status, Character Position, Weapon, Ammo
  - World Information: Map information, Objectives
  - Character Actions: Attack, Move, Use Item, Skills, Interact with Object, Perform Special Action, Menus



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www.ign.com

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HELP Stock a set of commands focused on dealing damage.

Navidon  
370.0% STAGGER

Cure

TARGET  
955  
6446

Tireless Charge  
PARADIGM SHIFT

- COMMANDS
- Auto-battle
- Abilities
- Techniques
- Items

Fang COM HP 3280  
Lightning COM HP 3008  
Hope MED HP 2285



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# What makes an interface good?

- Adds to the users experience with the game(Game Immersion).
- Lets the user interact with the world more smoothly.
- Doesn't take away from the game!!!
  - Too much information/Too little information
  - Blocks user's view
  - Crowd's the screen
  - Information is difficult to read/understand







<http://www.ugotrade.com/wordpress/wp-content/uploads/2007/10/joichiitowowpost.jpg>



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# Interfaces in Genres

- First Person
- Action/Adventure
- Strategy
- Not talking about...
  - RPGs/MMOs
  - Sports
  - Casual

# FPS

- Minimal Interface
- Targeting generally is done through a pointer
- Common other items are Health, Ammo, Weapon, Body Position, Map
- It is common for some elements to be on the screen for a minimal amount of time.
  - Seen in games like Call of Duty where there is no visible health bar. Damage is shown on the screen for a brief time until health is restored



# Action/Adventure

- Medium Interface
- Usually contains all 3 of the main elements in an interface.
- Action/Adventure games in 3<sup>rd</sup> person perspective are often done that way to give a more cinematic feel.
  - Interface adds to what characters can do giving an even further cinematic feel.





# Strategy

- Has large interface.
  - Required for managing large groups at 1 time.
  - Displays information for the overall game, but little for individual characters



# Using Interfaces on Different Platforms

- Traditional Platforms
  - Nintendo
  - Playstation
  - Xbox
  - PC

# Non-Traditional Platforms

- Non-Traditional Platforms
  - Nintendo DS
    - Dual Screen adds possibilities
    - 1 Screen used for game play, other screen can be used to extend game play, view maps or inventory with breaking game play, play other mini games
  - Ipod Touch/IPhone
    - No buttons!?!
      - Tilt Control
      - On Screen Buttons and Interfaces









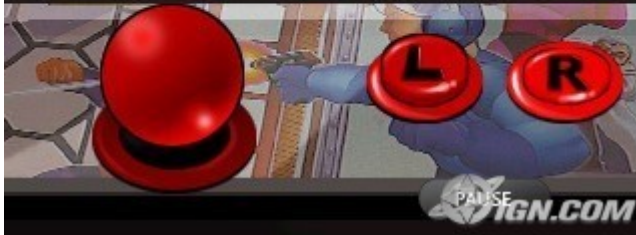
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# MEGA MAN





# The Future of Interfaces

- Customizable Interfaces
  - Already very popular in MMOs
- No Visual Interface?!?
  - Meet Milo
  - <http://www.youtube.com/watch?v=CPIbGnBQcJY>





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# References

- Images taken from [www.ign.com](http://www.ign.com)
- Iphone images taken from <http://appshopper.com/bestsellers/paid>
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