

What HCI Designers Can Learn From Video Game Designers: A brief Summary

By Group 3

Alex Gubert, Bradley Bourgeois, Enrico Sacchetti, Kevin Leegsma, Joshua Toczko

This article outlines the advantages of hiring game developers to design Human Computer Interfaces. Some key points this article presents are:

- Developing interfaces must involve the simplest mode of interaction to allow for easily-attainable goals.
- Usability testing is essential for successful interface design.
- Sound may assist greatly in the feedback design of games.

The first point outlines the process of presenting a simple challenge with a simple reward to encourage participation. If the interface is seamless, then the end-user can achieve the game's reward and move on to a more challenging event without unnecessary frustration.

Second, games must attain a well-thought-out level of flow. Usability testing is utilized for this reason. There are three steps: present a goal, provide clear-cut feedback to the user, and constantly adjust the challenges to the current abilities of the player.

The last key point is very self-explanatory since it involves decision-making for when to use sounds proactively for the interface, or aesthetically for pure entertainment.

The advantage of these points addressed by the authors is to utilize game design mechanics and introduce unprecedented design in non-game settings such as arcade payment systems. Many good points were raised. Regarding our work, all precautions of user interface design stated in the article had been addressed. We utilize the XBOX 360 controller for all game inputs, which is a familiar and ergonomic interface; and we utilize blinking (blinking your eyes) as an extra game mechanic, which is mundane and simple. Second, we have implemented a usability testing model in the following questionnaire:

- Did you notice certain sound effects changing as you played the game?
- How did you feel about the visual effects changing at different points in the game?
- Do you feel that the Mindwave enhanced your gaming experience?
- Would you be interested in using the Mindwave for other games?

Lastly, sound in the game is utilized throughout the experience. We understand that sound cues for events such as firing weapons and signalling any sort of change in gameplay is crucial for easy recognition by the end user.

Reference

Pausch, Randy; Gold, Rich; Skelly, Tim; Thiel, David. What HCI Designers Can Learn From Video Game Designers. 24 April 1994. Retrieved online.