Chapter 8
Interface
creating the connection
Key Chapter Questions

■ How do game interfaces relate to player-centered design?
■ What are the components of game interfaces?
■ What is the difference between a physical and a visual interface?
■ What is the difference between a passive and an active interface?
■ Why is usability important in game interface design?
Interface & Game Features

Gameplay

Age of Empires III

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Interface & Game Features

Story

Take-Two Interactive

Red Dead Redemption
The Lord of the Rings Online

Character

Turbine, Inc.
Interface & Game Features

Audio

Zuma’s Revenge!

PopCap Games
Interface Types
Physical Interfaces

Samba de Amigo

Dance Dance Revolution
Interface Types
Physical Interfaces
Arcade

Sega

Brave Firefighters
Interface Types
Physical Interfaces
Computer

Keyboard and Mouse
Interface Types

Physical Interfaces

Console

Controllers for Wii (left), PlayStation 3 (center), and Xbox 360 (right)

Nintendo

Sony Computer Entertainment America

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Interface Types
Physical Interfaces
Console

Mad Blaster (left), joystick (center), and Bass Fishing rod (right)

Mad Catz, Inc.  Atari Interactive, Inc.  Sega
Interface Types
Physical Interfaces
Handheld

PS Vita
Sony Computer Entertainment America

3DS
Nintendo
Interface Types
Physical Interfaces
Mobile

iPhone 4
Apple

Galaxy S2
Samsung

iPad 2
Apple

Galaxy Tab 10.1
Samsung
Interface Types
Visual Interfaces
Active

Free Realms
Interface Types
Visual Interfaces
Passive

Street Fighter IV
Evochron Legends
Interface Types
Platform-Specific Features

- Arcade
- Computer
- Console
- Handheld
- Mobile
- Online
Interface Types
Components

Blizzard Entertainment

World of Warcraft
Interface Types
Components
Score

Omniverse Games

Beach Volleyball Online
Interface Types

Components

Lives & Power

Super Smash Bros. Brawl

Tekken 6
Interface Types
Components
Map

**Ben 10 Galactic Racing**

**Ben 10 Omniverse**
Interface Types
Components
Character

EA Gameface

Dungeon Fighter Online
Interface Types
Components
Start Screen

Football Manager Handheld 2010
Interface Types
Genre-Specific Features
Action

Codemasters

Colin McRae: DiRT 2
Interface Types
Genre-Specific Features
Adventure

Heavy Rain

Sony Computer Entertainment America
Interface Types
Genre-Specific Features
Role-Playing

EverQuest II
Interface Types
Genre-Specific Features
Simulation

Gaijin Entertainment

Wings of Prey
Interface Types

Genre-Specific Features

Sports
Interface Types
Genre-Specific Features
Strategy

Medieval II: Total War Kingdoms
Usability
Accessibility
Visual

Bayonetta

PlatinumGames
Usability
Accessibility
Audio

Handigo
Usability
Accessibility
Motor

Psychonauts
Usability
Accessibility
Speech

Sony Computer Entertainment America

**SOCOM: U.S. Navy Seals**
Usability
Accessibility
Cognitive

The Sims 3
Usability
Save-Game Options
Quick-Save

Prey

Take-Two Interactive
Usability
Save-Game Options
Auto-Save

Braid

Hothead Games
Usability

Save-Game Options

Save to Slot or File

Mass Effect 2
Summary

- Player-Centered Design
- Interface & Game Features
- Interface Types
- Usability
- The Player Experience: Interface & Gameplay