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[CREATION OF THE VIDEO GAME USER INTERFACE]

LOOKING AT THE USABILITY OF A FIRST-PERSON SHOOTER GAME USER INTERFACE.

A

The External user interface.

Photo of the 'Sony Sharp Shooter' peripheral being used to interact with the gaming console.

INTRODUCTION

Current research within the games community shows a recent rising interest in the design for in-game user interface (UI) displays and heads-up displays (HUD) within video games.

The focus in recent years has seen a change in how in-game graphics and feedback are presented to the players. The lack of focus in this specific discipline in the past has lead to the UI in games being under developed and less thought about, compared to the other disciplines within the video game industry.

INVESTIGATION

My project will investigate the usability and functionality of first-person shooter (FPS) video game user interfaces. The investigation will look at both external and internal user interfaces of video games;

- External: Player interaction via peripherals and controllers. A
- Internal: Output feedback via the visual user interface. B

PURPOSE

I will produce a set of design guidelines focusing on the 'usability' of a video game interface. These will ultimately; provide the UI designers within game development a better set of guidelines to follow.

B

The Internal user interface.

Screenshot of the game 'Brink', showing the on-screen visual feedback.

METHODS

A qualitative study via game community forums and game rating websites was carried out to note the past and current problems with FPS game user interfaces.

Uncovering these past problems provided a starting point for my 'game study'.

FINAL PROJECT OUTCOME

The final outcome should make a small step for improving the way video game UI designers develop and design for the first-person shooter game genre in the future.

THE GAME STUDY

A collection of the most recent FPS game titles were selected for studying. This study allowed me to play and analyse each game one by one, and is currently on-going.

- A criteria list was put together.This helped me to examine and capture every detail of the game UI.
- Reviewing each game allowed me to reflect and further analyse the game user interface in my own thoughts.

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