

The slide features a dark blue background with a pattern of light blue hexagons and vertical stripes. A white rectangular area on the right contains the title and author information. Above this white area is a solid brown rectangular block.

Video Games and HCI

Anna Loparev
Postdoc
Wellesley HCI Lab

The slide features a dark blue background with a pattern of light blue hexagons and vertical stripes. A large white rectangular area in the center contains the word 'Introduction'. A solid brown rectangular block is positioned at the top right of the white area.

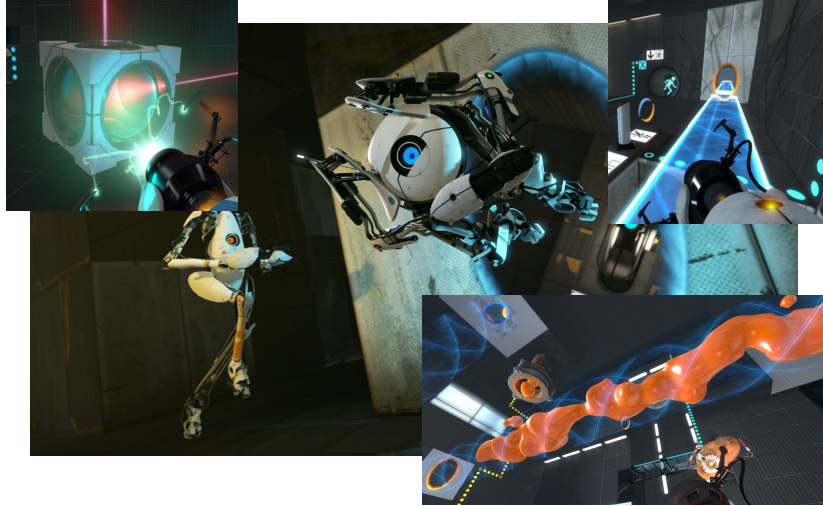
Introduction

What I do

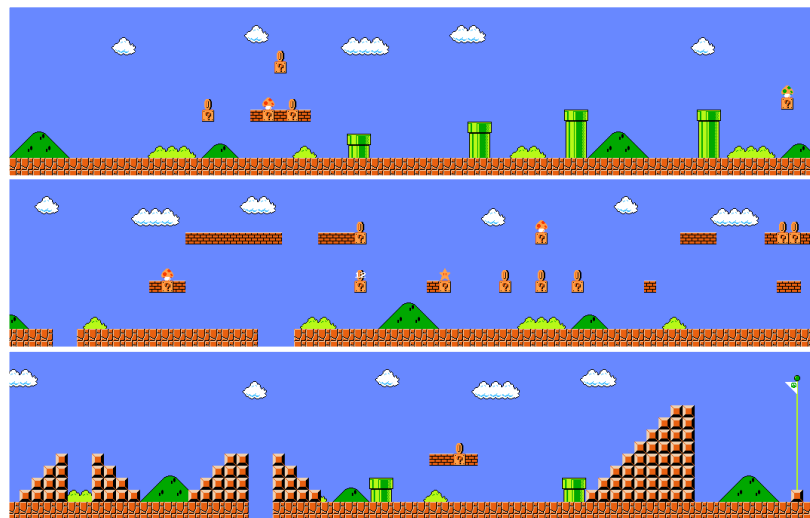


Aspects of Game Design

Mechanics Design



Level Design



Level Design



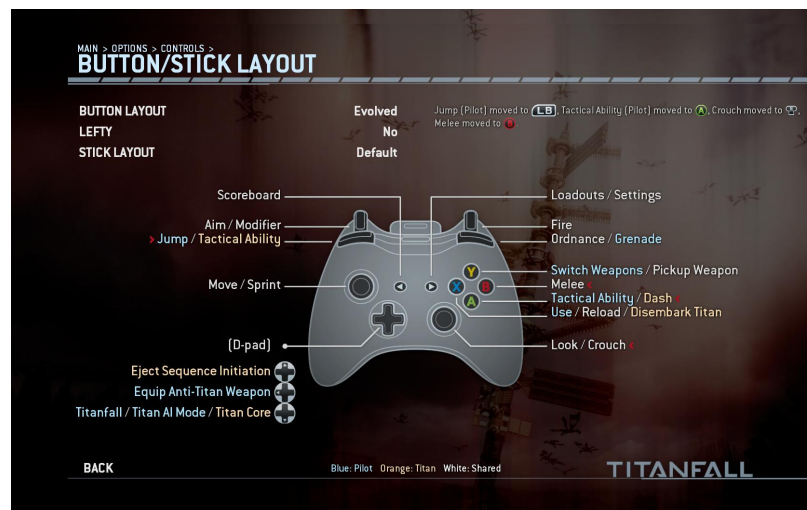
Interface Design



Interface Design



Input Design

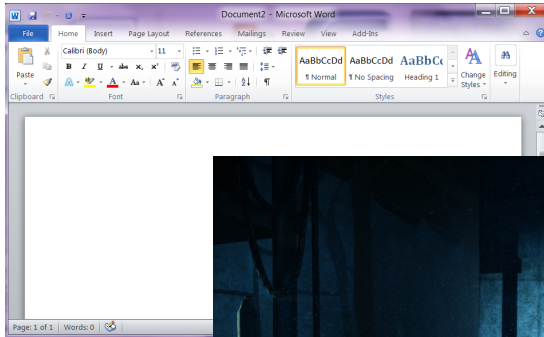


Input Design

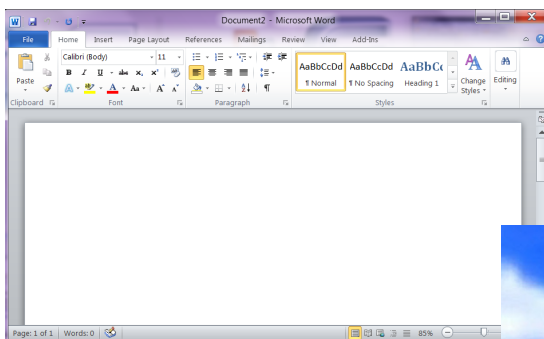


HCI vs Games

Results vs Process



Importing vs Defining Goals



Consistency vs Variety



Constraints



Constraints



Evaluation

“Fun”



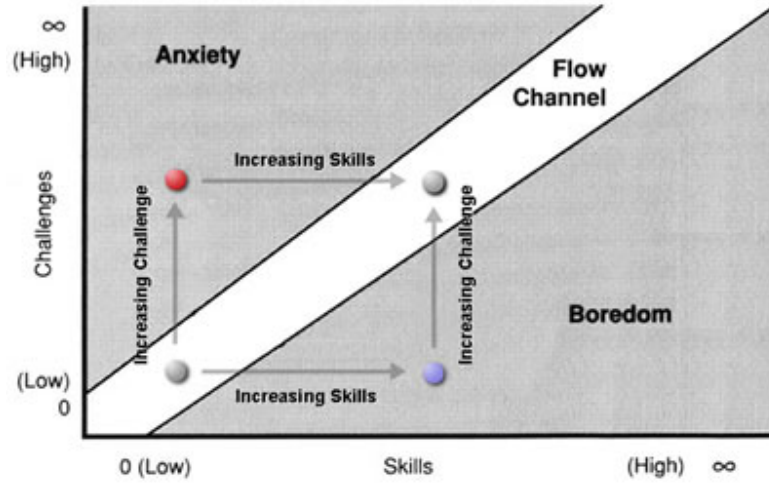
Motivation



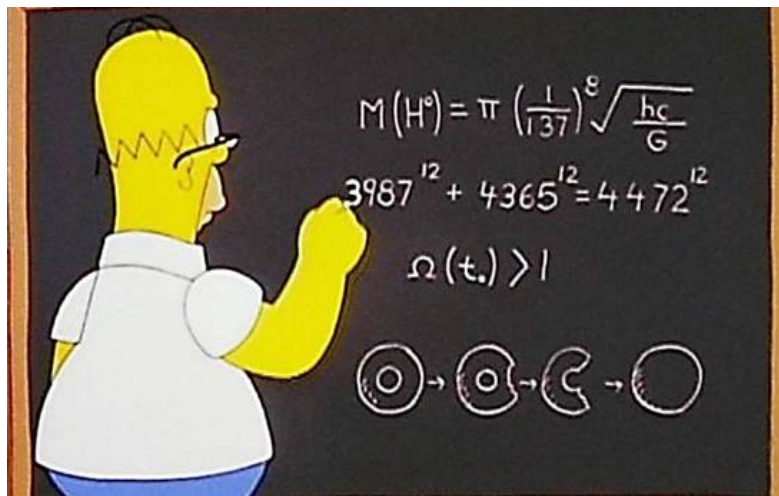
YOU DIED

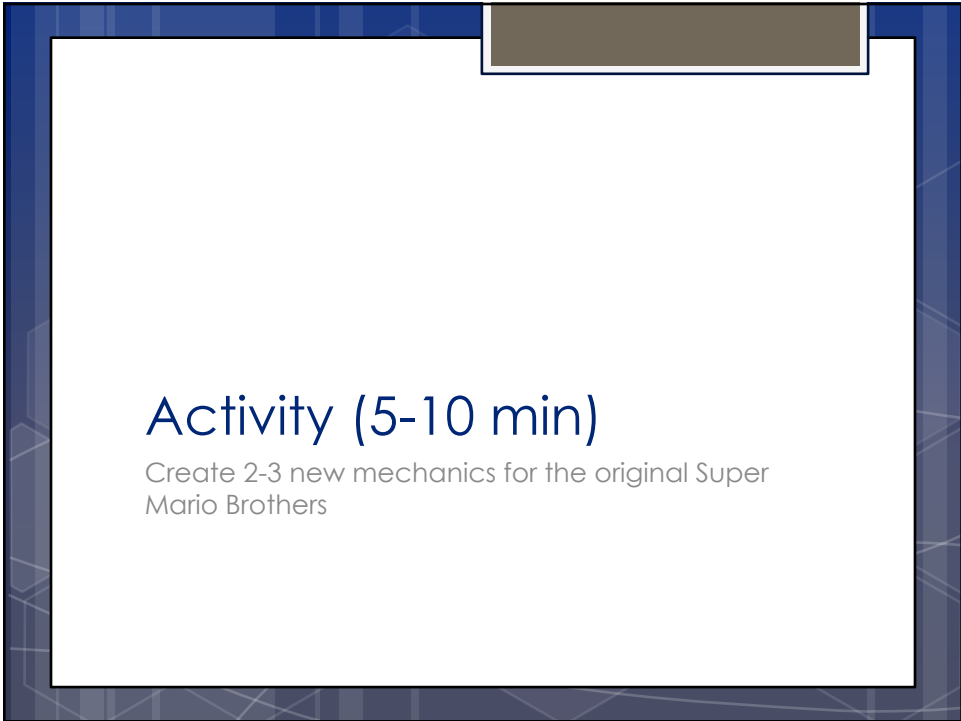


Flow



Learning Objectives





Activity (5-10 min)

Create 2-3 new mechanics for the original Super Mario Brothers



Thank you!

aloparev@wellesley.edu