More Buttons, Less Control

Jon Brown

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Who Am I

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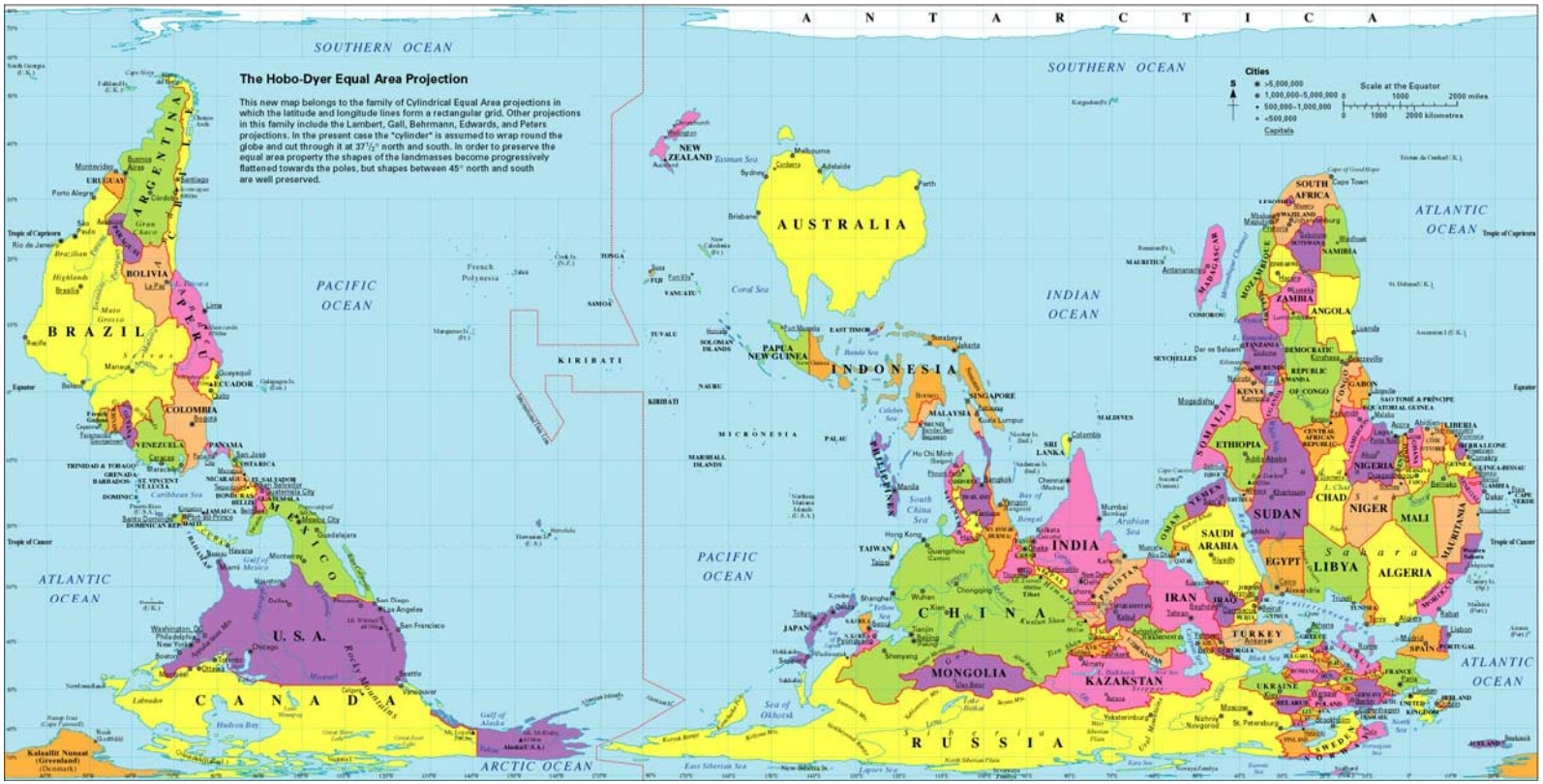
The Hobo-Dyer Equal Area Projection
This new map belongs to the family of Cylindrical Equal Area projections in which the latitude and longitude lines form a rectangular grid. Other projections in this family include the Lambert, Gall, Behrmann, Edwards, and Peters projections. In the present case the "cylinder" is assumed to wrap round the globe and cut through it at 37½° north and south. In order to preserve the equal area property the shapes of the landmasses become progressively flattened towards the poles, but shapes between 45° north and south are well preserved.
Cities
Capitals
Scale at the Equator
ANTARCTICA
SOUTHERN OCEAN
PACIFIC OCEAN
ATLANTIC OCEAN
INDIAN OCEAN
ARCTIC OCEAN
AUSTRALIA
NEW ZEALAND
INDONESIA
PAPUA NEW GUINEA
BRAZIL
ARGENTINA
CHILE
BOLIVIA
PERU
COLOMBIA
VENEZUELA
ECUADOR
PANAMA
MEXICO
U.S.A.
CANADA
CHINA
INDIA
RUSSIA
MONGOLIA
KAZAKSTAN
IRAN
SAUDI ARABIA
TURKEY
EGYPT
LIBYA
ALGERIA
SUDAN
NIGERIA
CHAD
NIGER
MALI
ETHIOPIA
SOUTH AFRICA
NAMIBIA
ANGOLA
ZAMBIA
JAPAN
TAIWAN
PHILIPPINES
MALAYSIA
SINGAPORE
SRI LANKA
PAKISTAN
IRAQ
UKRAINE
FRANCE
SPAIN
PORTUGAL
SWEDEN
UNITED KINGDOM

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GripShift
1UP.com
9/10
"One of XBLA's most enjoyable, addicting games yet"
EDITOR'S CHOICE
GameSpark
A
"Well worth the 800 point price tag"
EUROGAMER
8/10
"With each iteration..Sidhe has proven itself a developer worth watching"

Speed Racer is the Most Critically Acclaimed Movie License Wii Game to Date

"The always pleasing motion-assisted racing should succeed in raising both the player's heart rate and the corners of their mouth... ***Don't say it too loud, but Speed Racer: The Videogame... is actually pretty good***"

83%

– Play™

"One of the better arcade-style racing games that have come out in a long time... ***here's a surprise for you: Speed Racer is actually a lot of fun***"

90%

– Gameshark

"***A surprisingly adept and entertaining racing game***. The fundamental gameplay mechanics are strong, the control well done, and the visual presentation more or less perfectly in tune with the film"

– IGN

"A movie license videogame that doesn't suck" – IGN **80%**

9/10 IGN

"It took 23 years, but Arkanold has been bested."

IGN.COM EDITORS' CHOICE AWARD

History

When I Were A Lad…

Games Were Hard!

The Great Brown Family Ghostbusters Story…

But, The Controls Were Easy

ZXspectrum
000
11
1 PLAYER
NOVICE
1000

The Problem

But Things Change

Why Make Them So Complicated?

Everyone Does It

More Options Is More Fun (i.e. you don’t think your core interaction is strong enough)

More Controls = More Control

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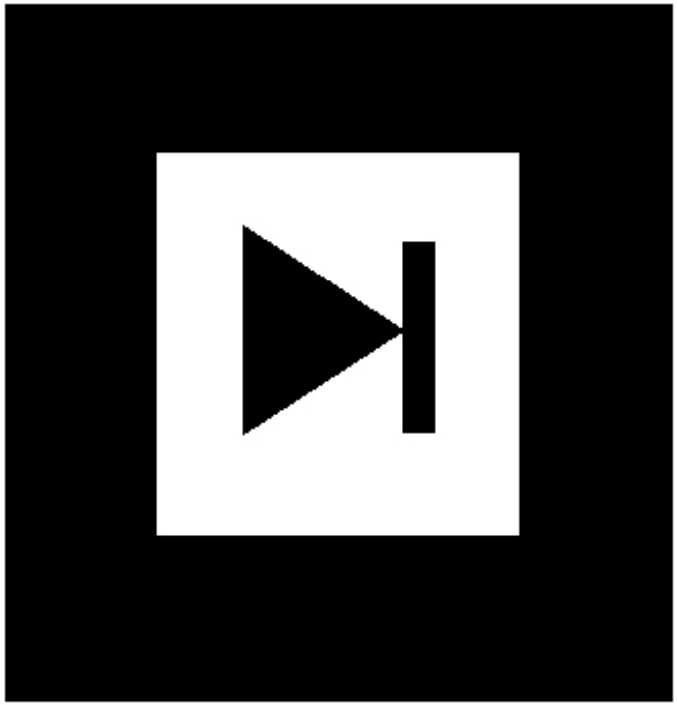
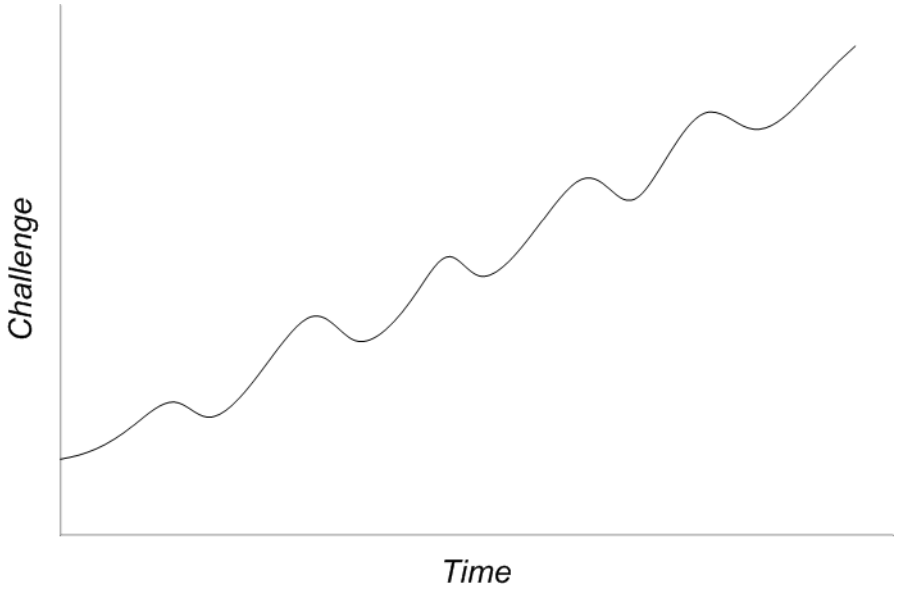
But Really, What is the Cost of One Extra Little Button?

Learning is Hard!

Demo Controls of Doom



This Is How We Normally Describe a Difficulty Curve



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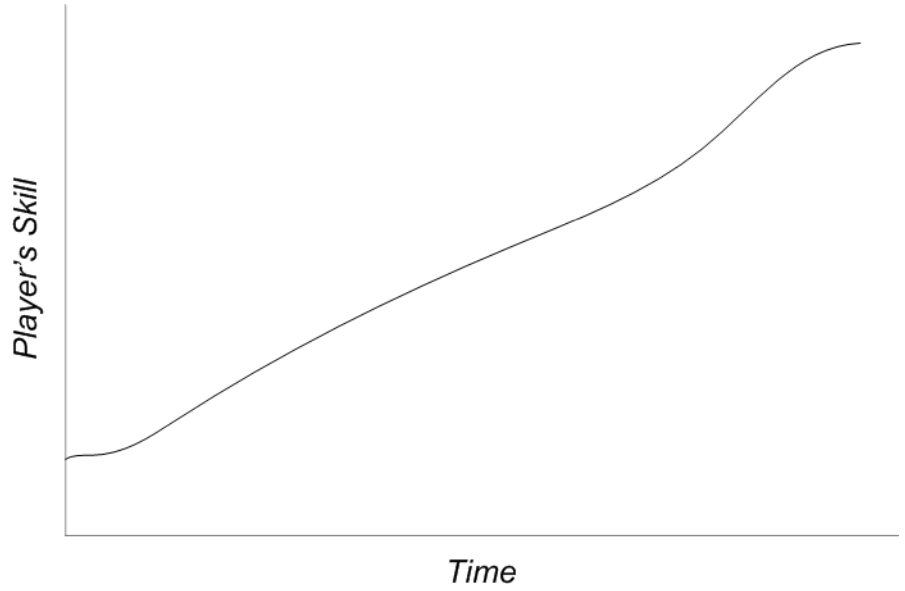
But Players Get Better Over Time



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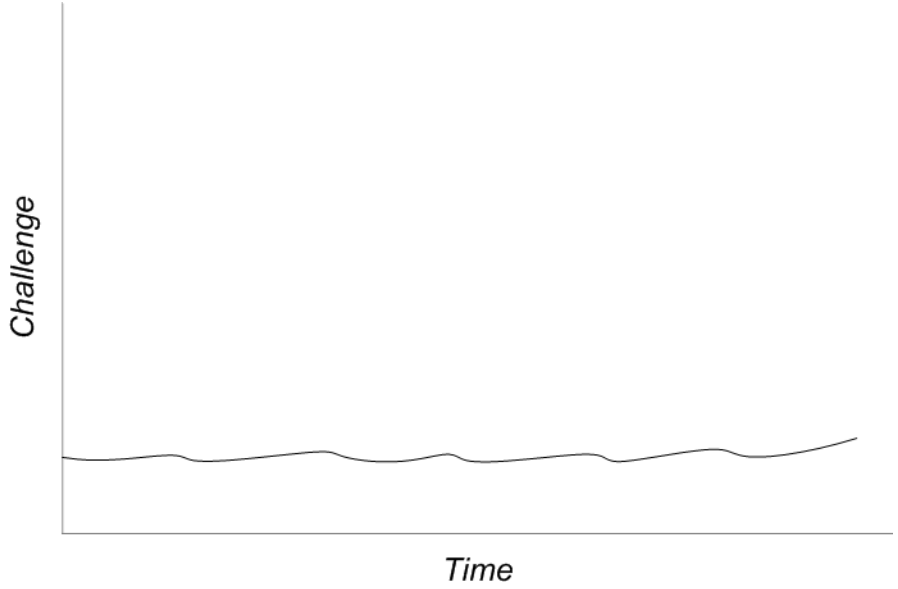
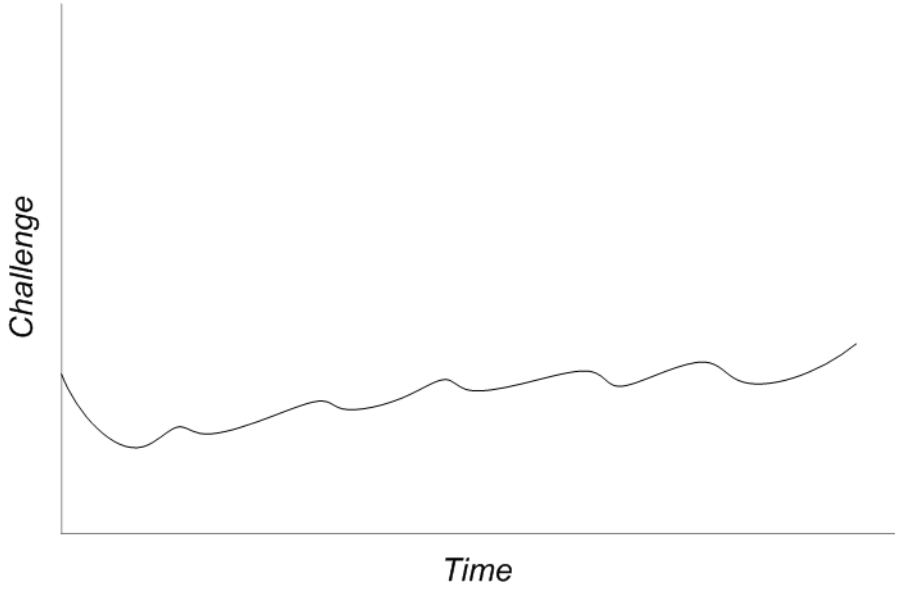
So What We're Really Trying To Do Is



Apart From The Controls



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Social Games are Popular Because

Of Course, Not All Additions Are Created Equal

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The Hinterland of Fail

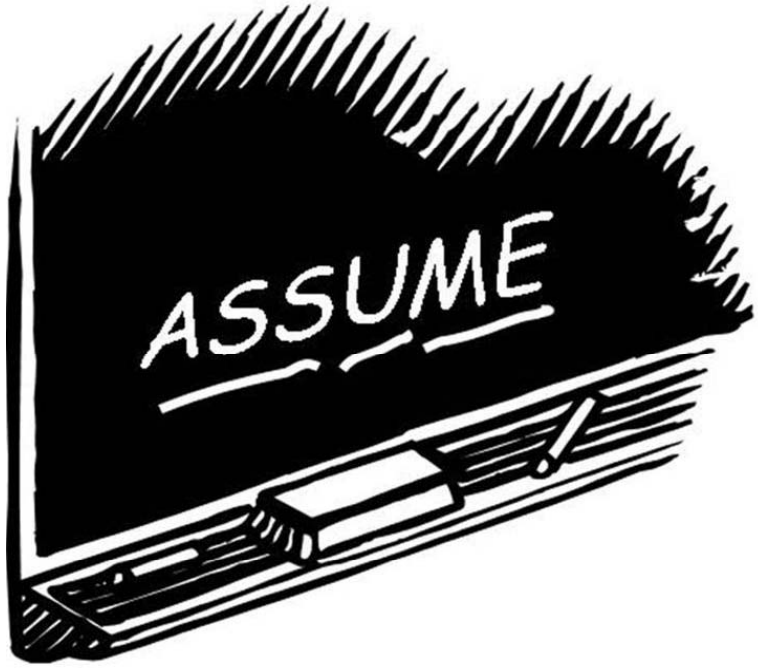
Some Might Not Even Need A Button!

LOOK, MA, no hands! Kellett Aircraft's experimental 'copter uses new gyro stabilizing system.

Lessons Learned From…

The Basic Requirements

Get a UX Lab


ASSUME

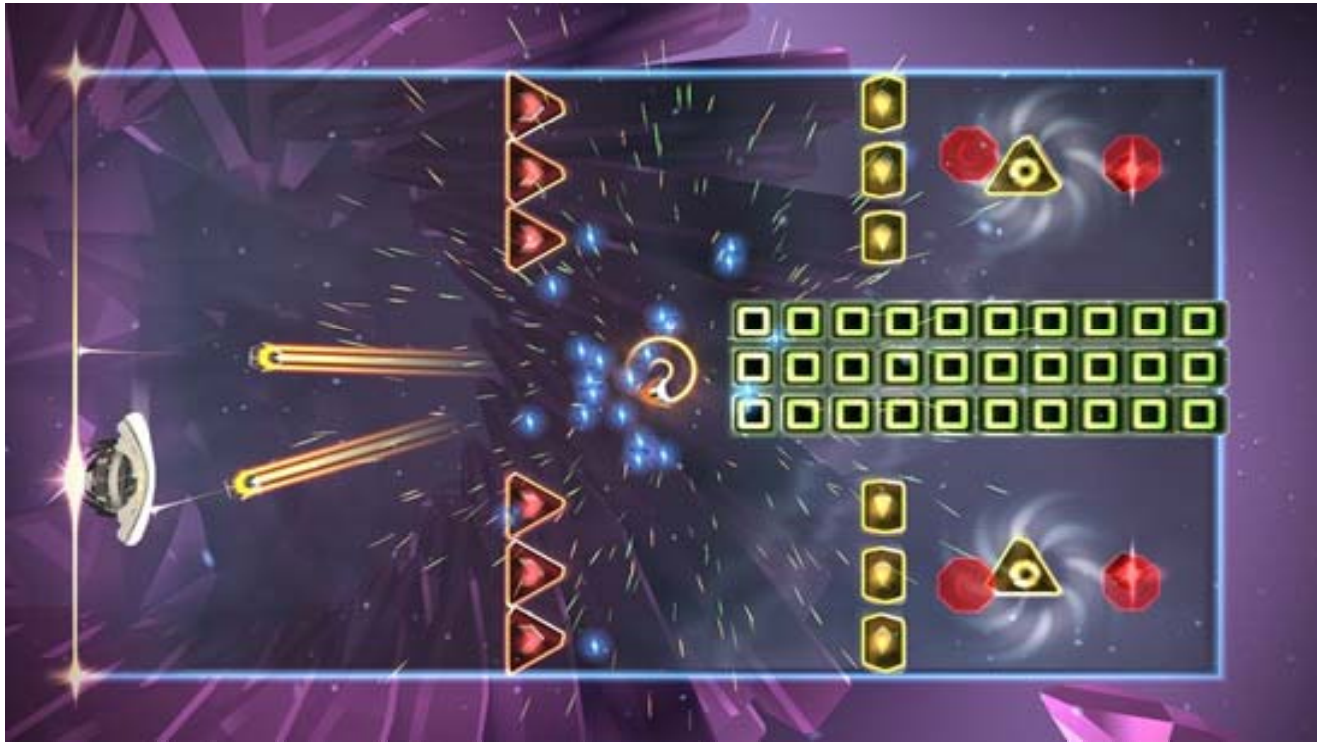
Start Early and Iterate…

The Approach

Buttons Are The Enemy

Do You Need That Function?

Help Under the Hood



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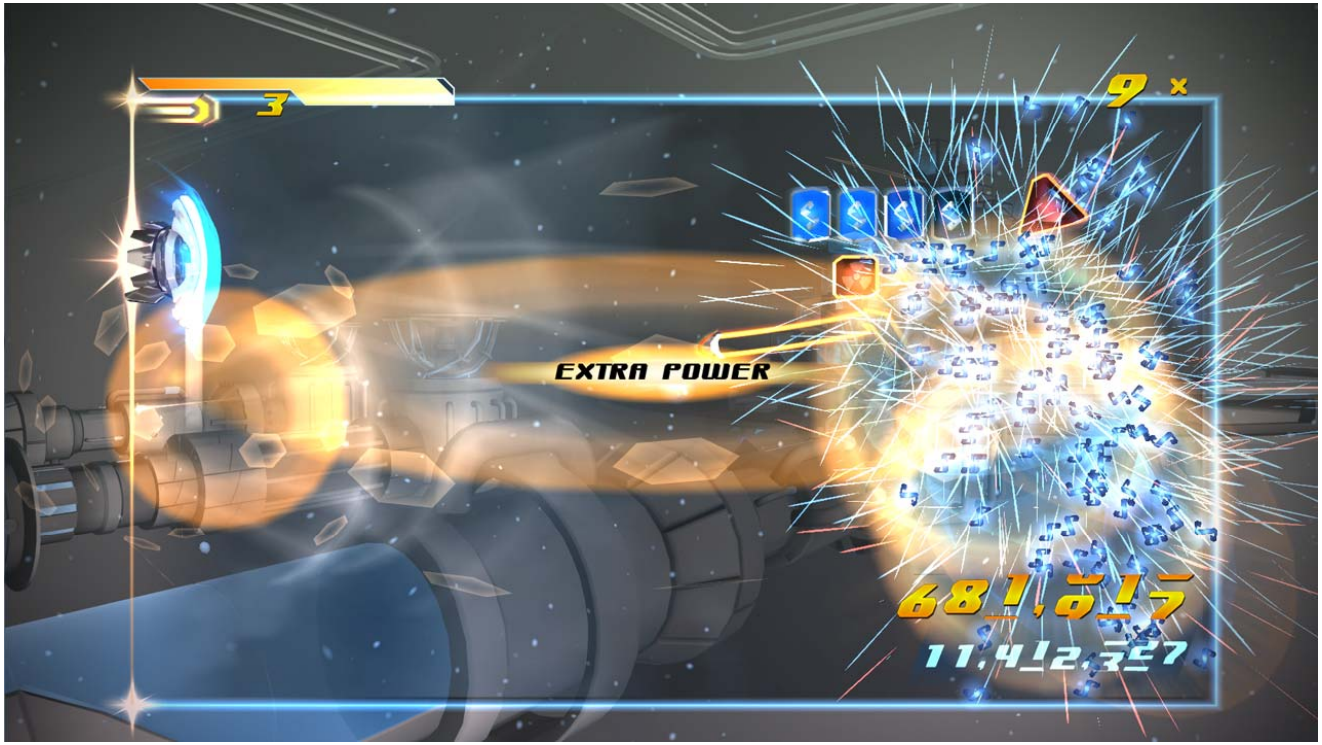
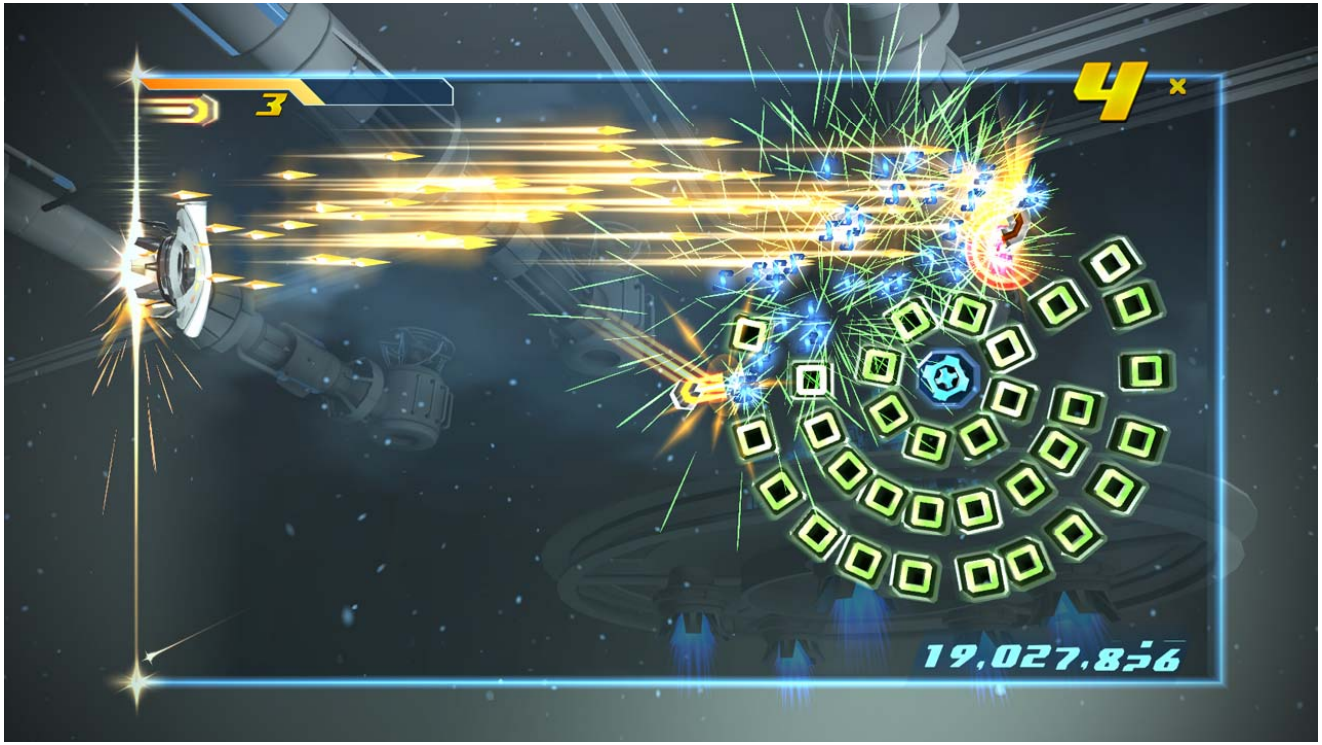
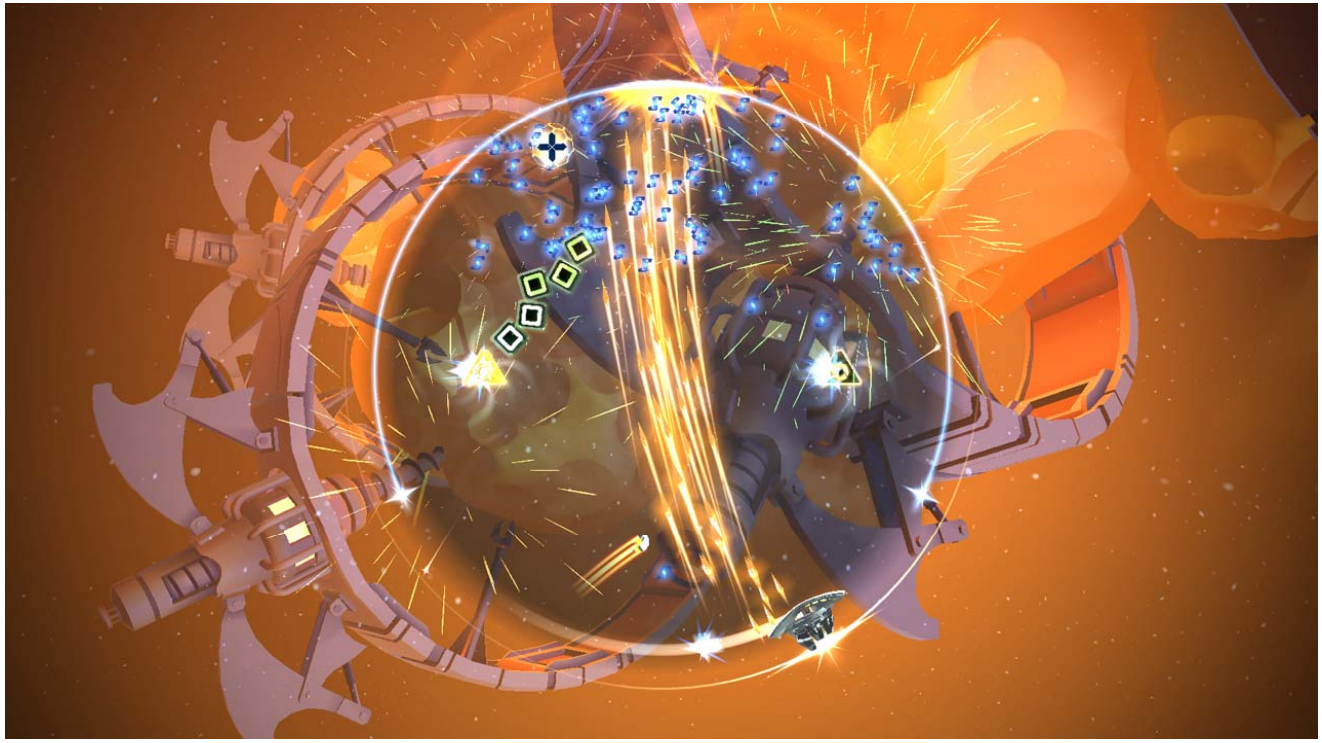
Put the Function In the World



Communicate With the Player

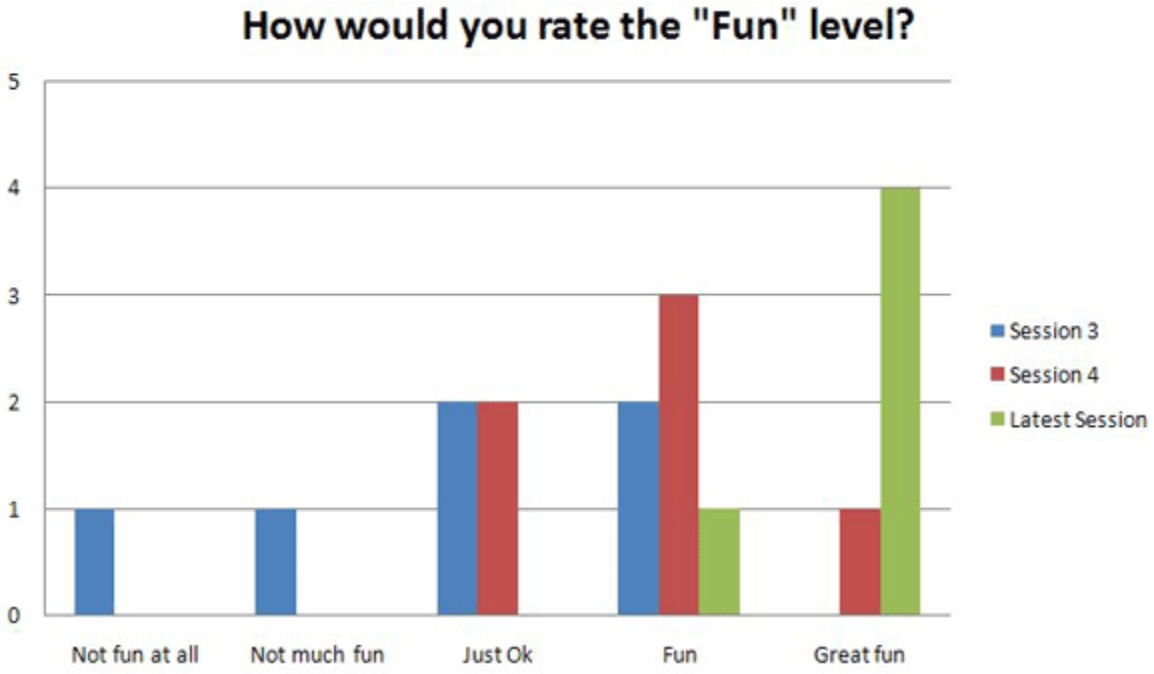


Change the World

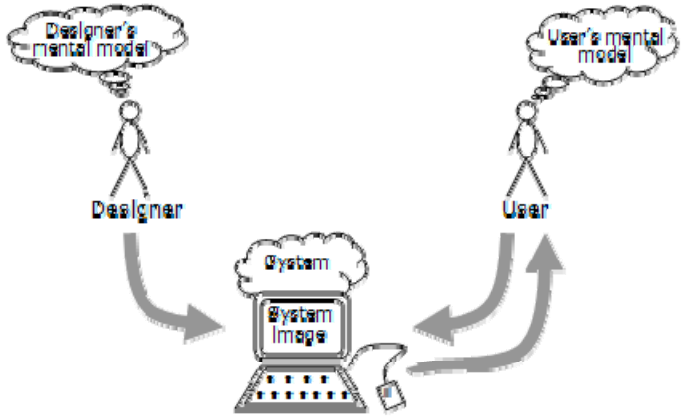


The Warning

Usability Makes You Angry


How would you rate the "Fun" level?
5
4
3
2
1
0
Not fun at all
Not much fun
Just Ok
Fun
Great fun
Session 3
Session 4
Latest Session

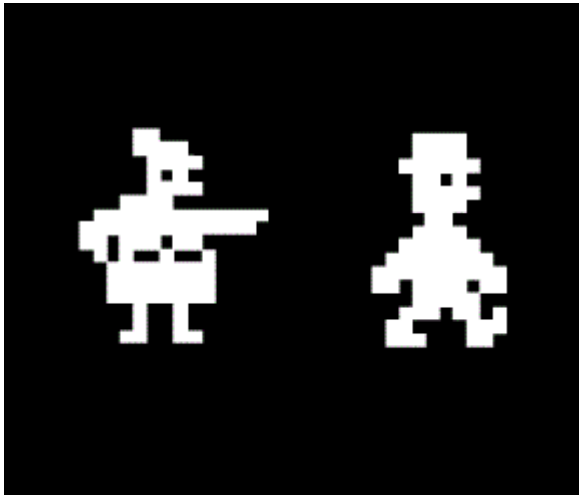
Erroneous Mental Models



Love Maps

GULF OF MEXICO
CARIBBEAN SEA
MEDITERRANEAN SEA
ALGERIA
LIBYA
EGYPT
MALI
NIGER
SUDAN

It’s Tough



Did We Follow Our Own Advice?

THINK
Do it Right
The First
Time!
Plan Ahea
d

We Wanted Lasers

For a Good Reason Though

The Jump Button

GDC Europe
UBM TechWeb

The Shield

Universal Acclaim

Review Graph

NOMINEE FOR MOST INNOVATIVE GAME
BEST OF E3 2009
1up.com

BEST OF 2009
IGN

IGN.COM EDITORS' CHOICE award

GAME DEVELOPERS ASSOCIATION OF AUSTRALIA

SHATTER™

One Final Note…

More Buttons, Less Control

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