

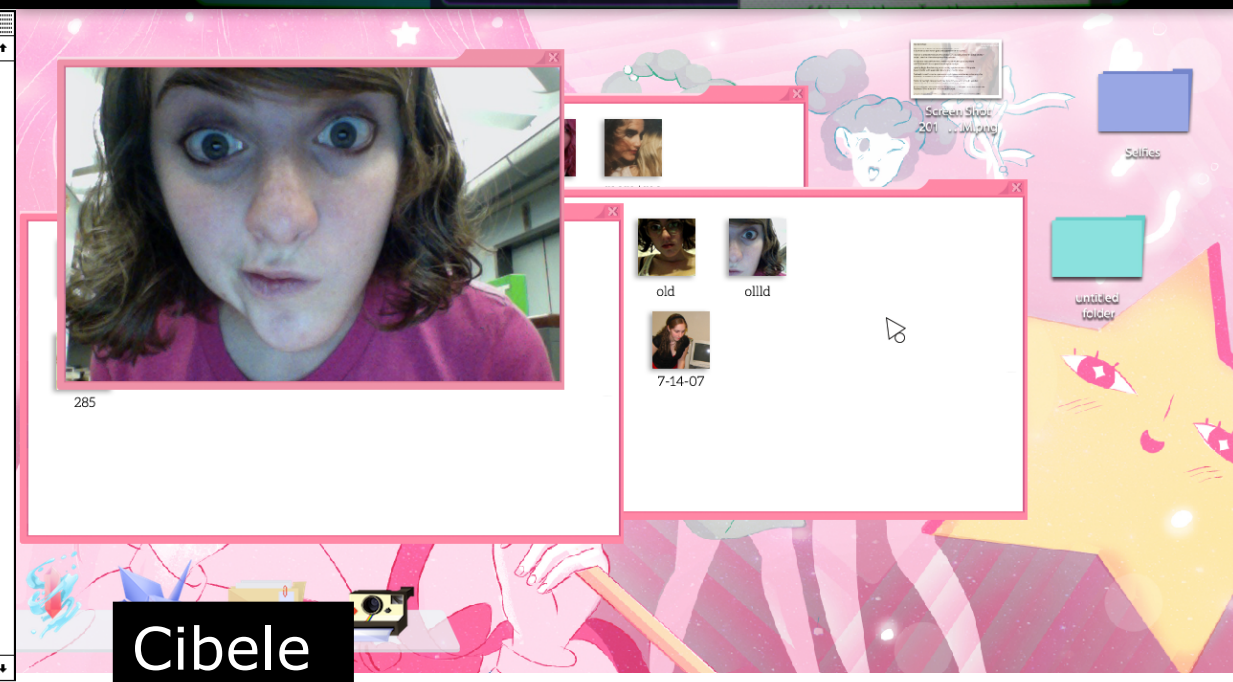
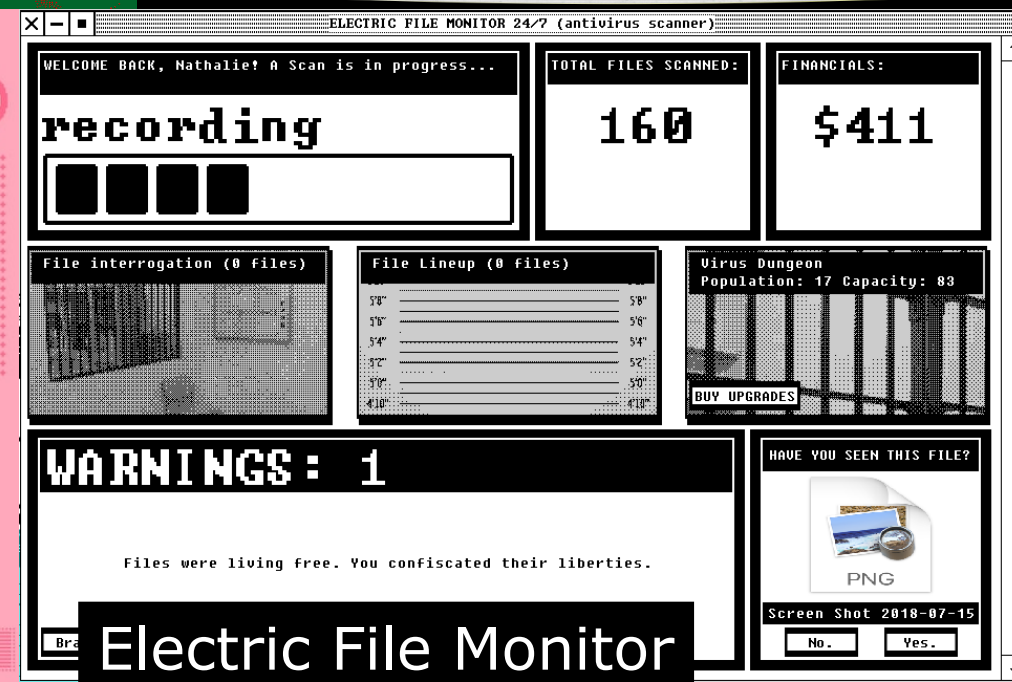
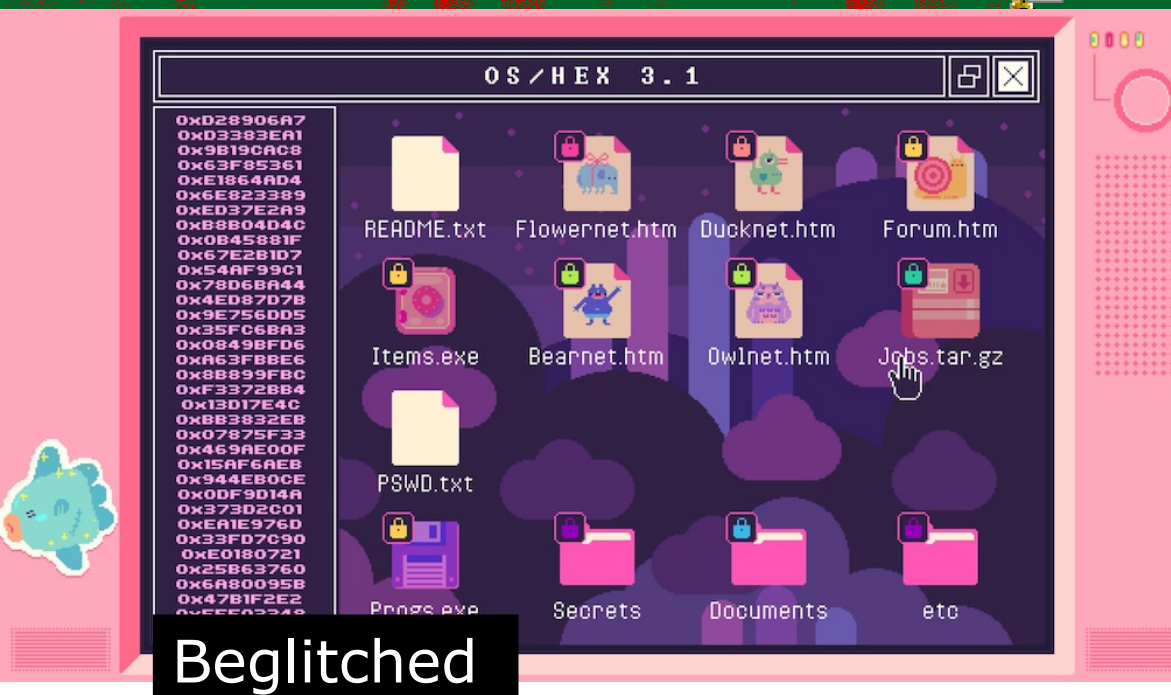
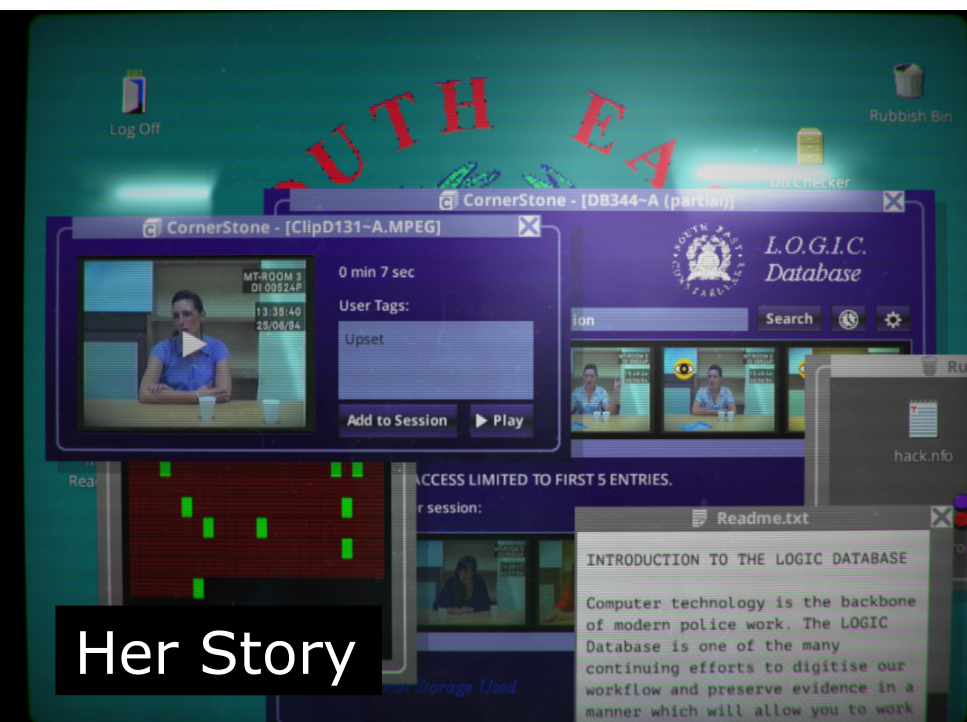
Soapbox: UI design is fun!

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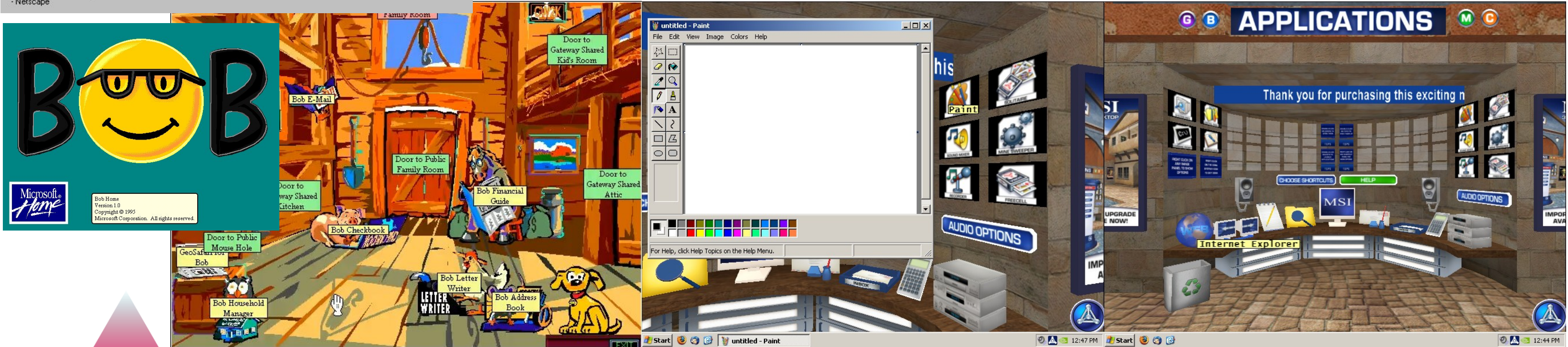
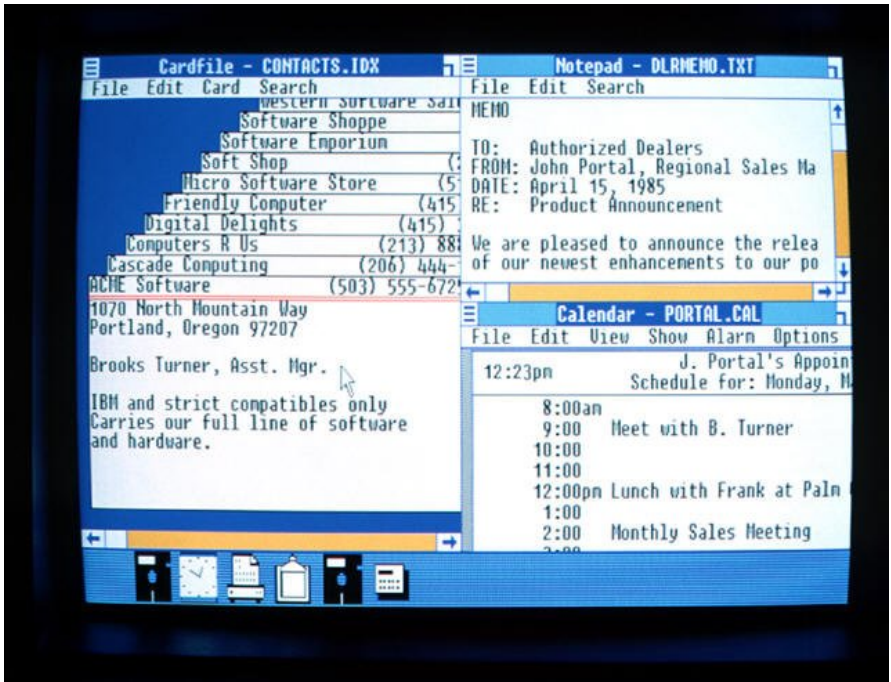
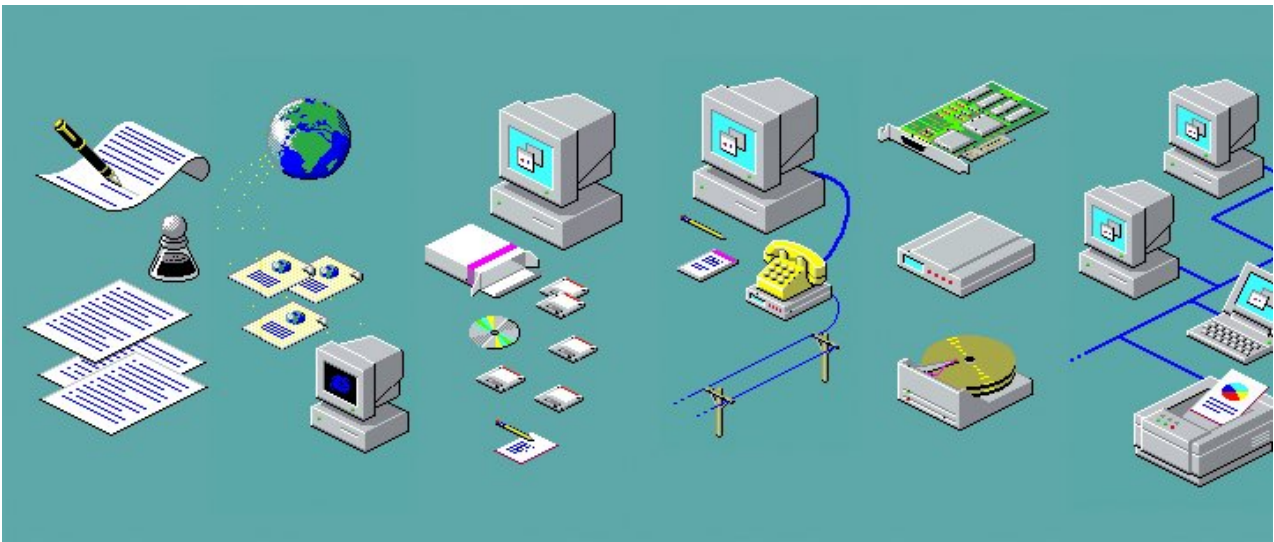
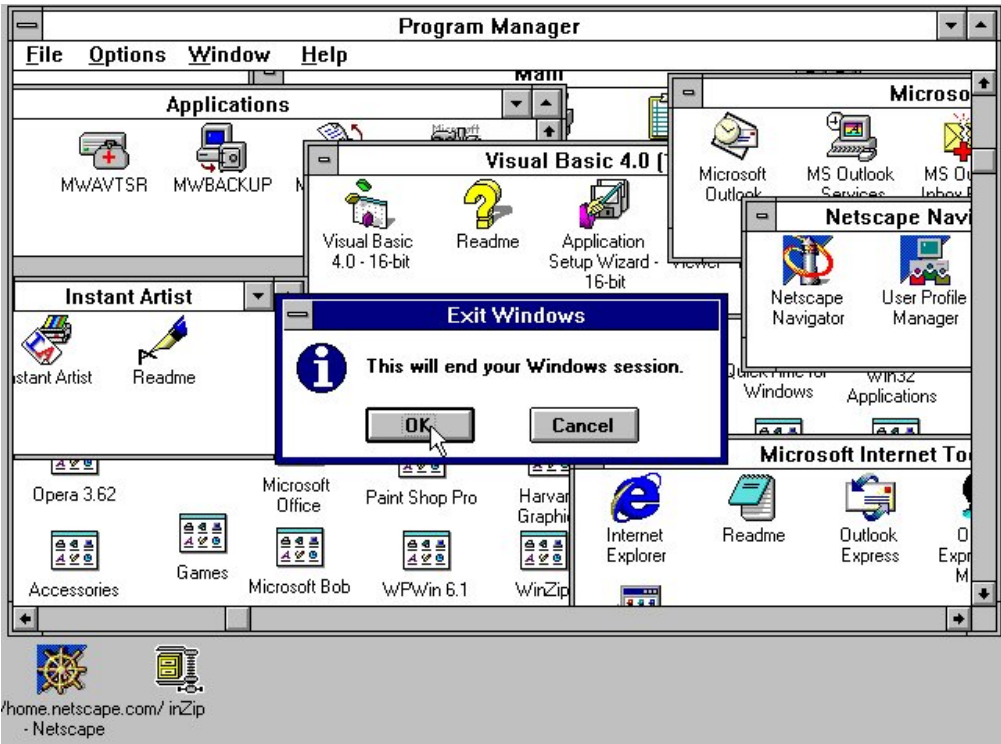
UI thread: <https://bit.ly/3bSBBXw>
Gamasutra post: <https://bit.ly/2P5oAjA>

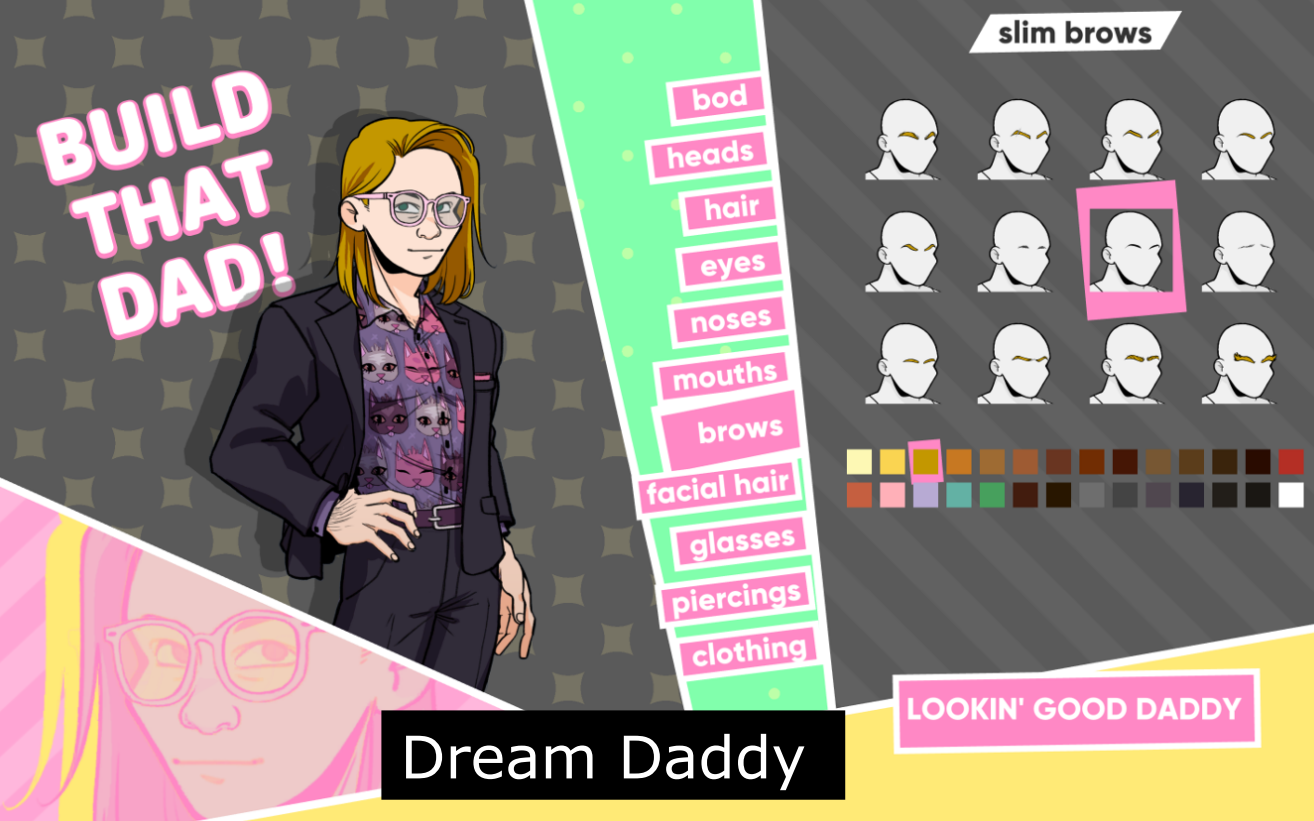
UI is amazing!

(examples of games that you play through UI... there are so many!)



UI evolved out of a need to make computers accessible to people through more natural interfaces (that didn't involve using just a keyboard)





Make UI part of
your game world

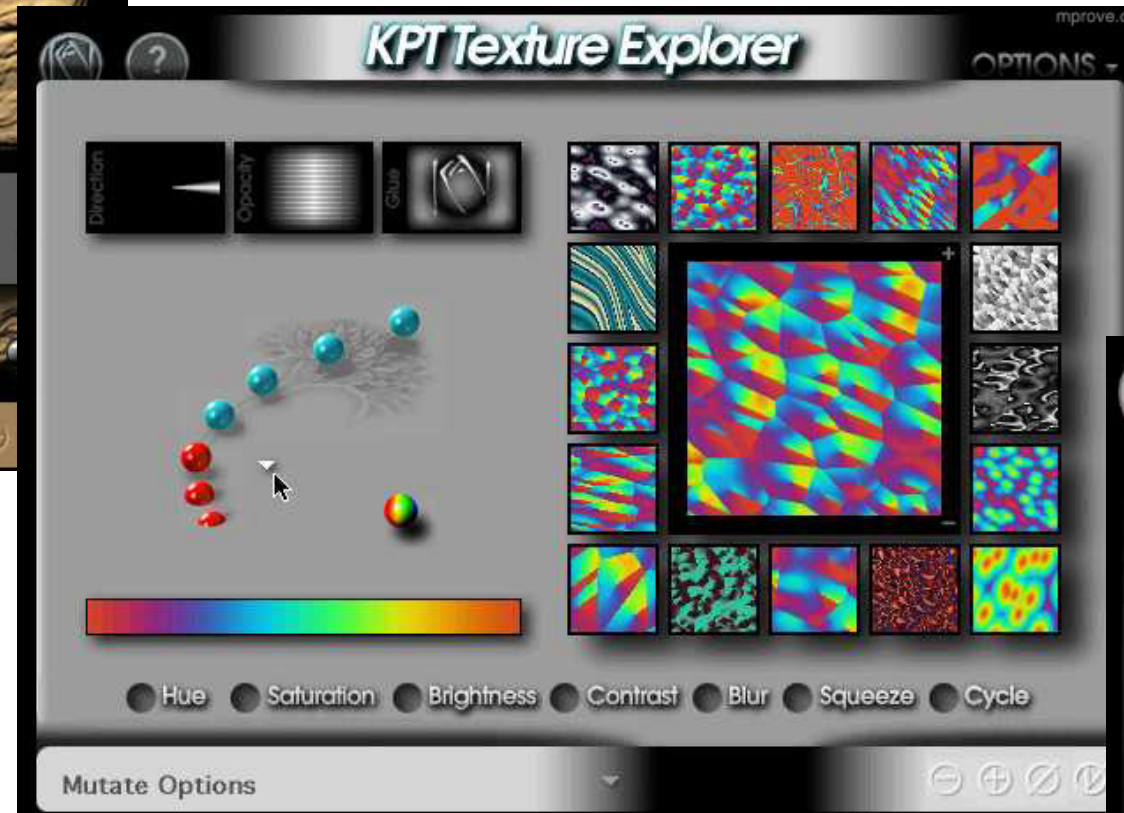


Experimentation vs. Accessibility

- Does accessibility hold experimentation back?
- If so, do we really understand what accessibility is?

Conclusion...

UI design is exciting!



The Interface of Kai Krause's Software

<https://mprove.de/script/99/kai/index.html>