

Soapbox: UI design is fun!

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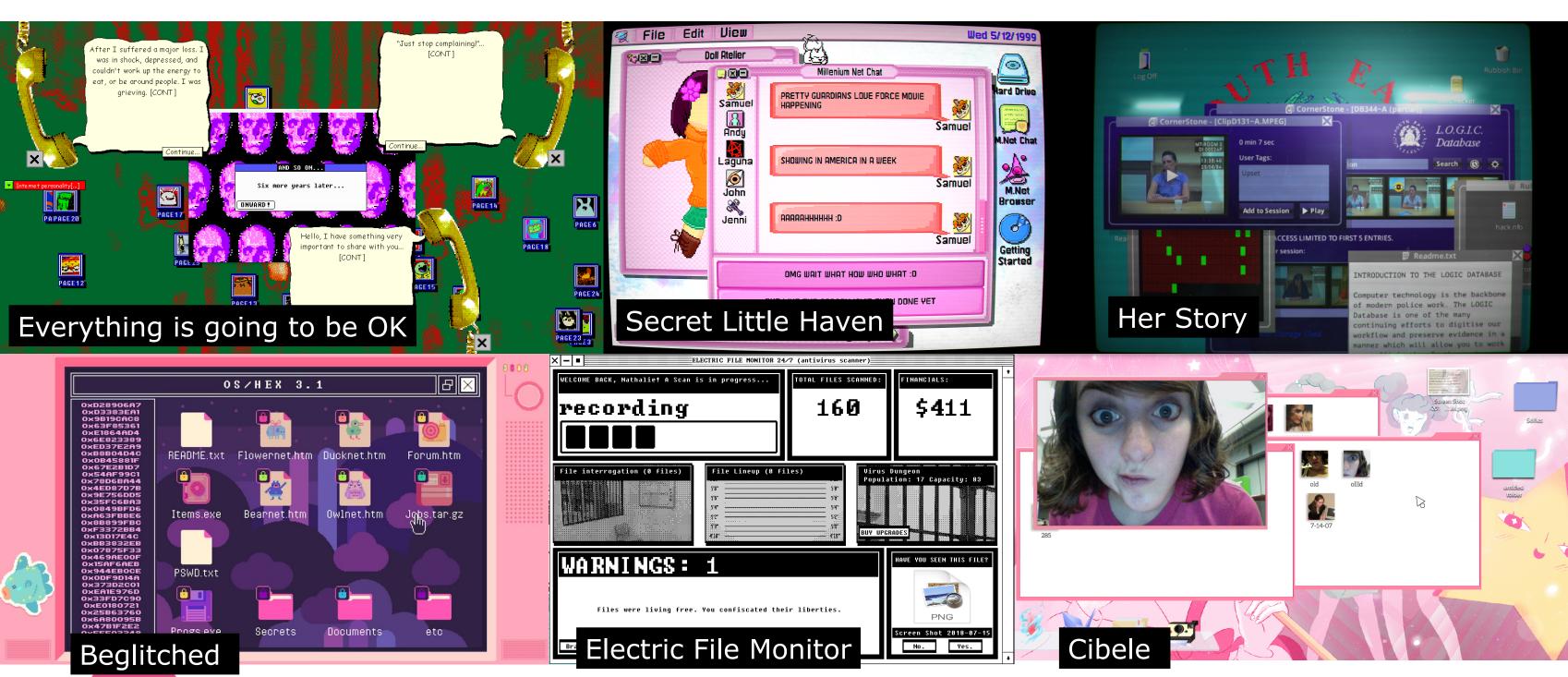
UI thread: https://bit.ly/3bSBBXw Gamasutra post: https://bit.ly/2P5oAjA

GAME DEVELOPERS CONFERENCE
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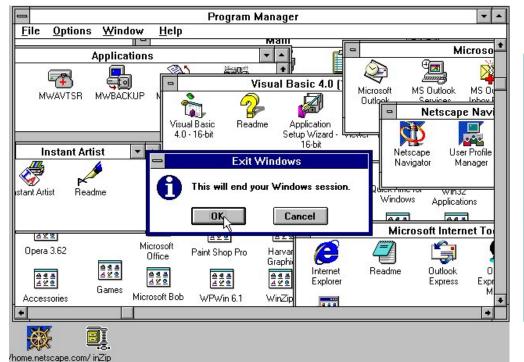
UI is amazing!

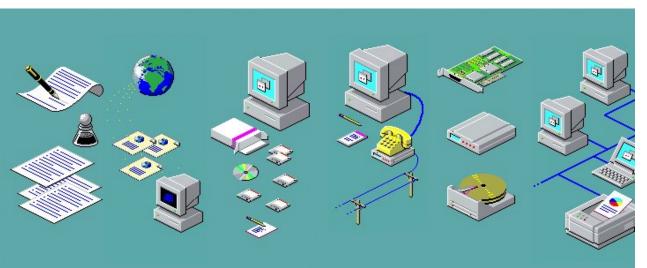
(examples of games that you play through UI... there are so many!)

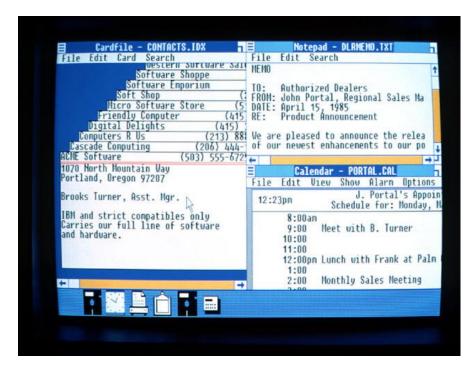


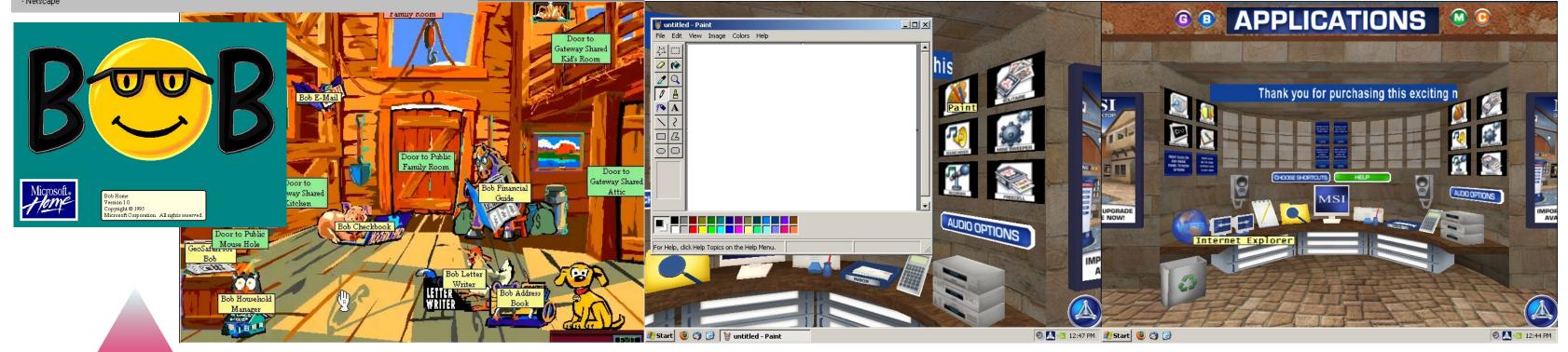


UI evolved out of a need to make computers accessible to people through more natural interfaces (that didn't involve using just a keyboard)







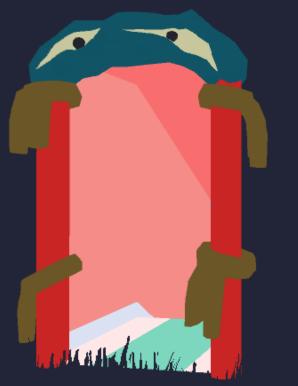






Make UI part of your game world





press ESC to open the menu

If you go through here, you'll exit the game, but you'll exit the game but don't worry, your progress will be saved.

The Endless Express



iously. This'll quit the



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

