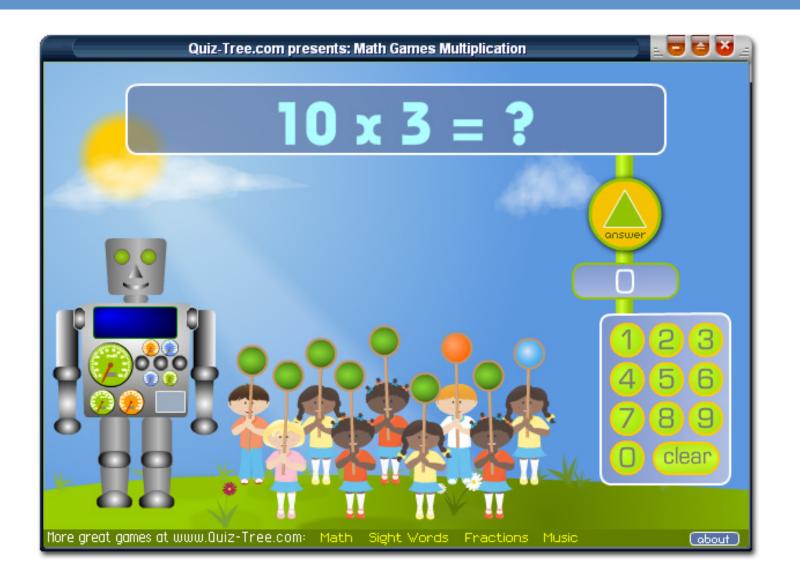# GAME DESIGN,

PLAYERS

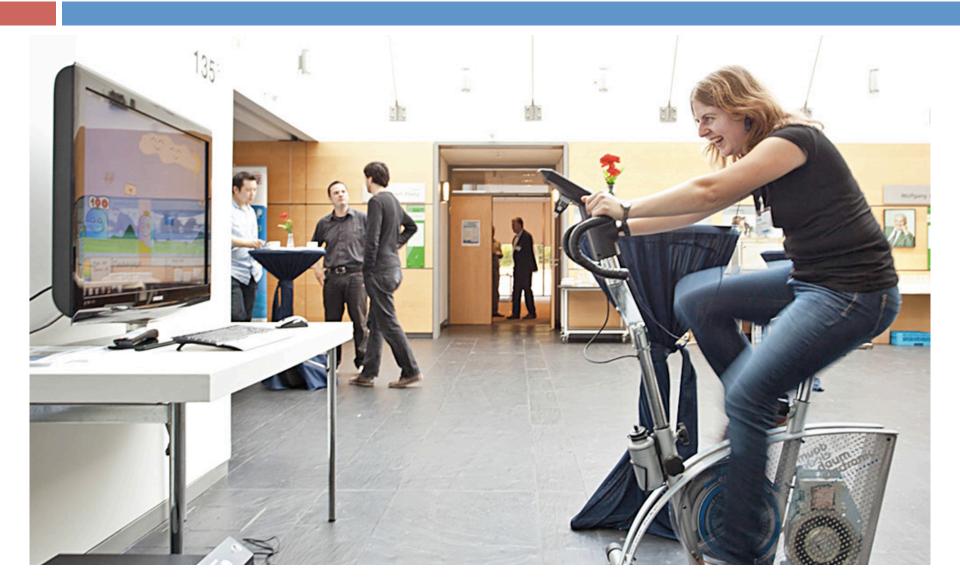# AND HCI

Zeno Menestrina

Project description

- Development of a "videogame for a purpose"

- Going through some of the phases of game design process
  - conceptual design
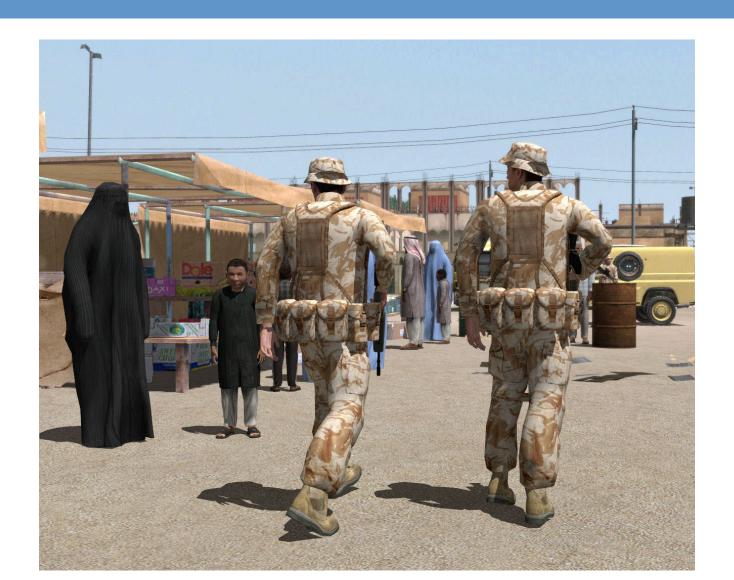 - LoFi prototype
  - HiFi prototype

Education

Exergames

Military Training

Design Space

- Videogame for a purpose
  - player-centered design
  - why should our target-users use this game?

- Hardware constraint (next slide)

Constraint: Radiant^2

http://youtu.be/0Gh0tuTHAXk

Outcomes

IDEA ➡️ **GAME**

your project

- HCI: make a _meaningful_ game
- Game design principles: make a _good_ game

QUESTIONS ?

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    -> Teaching

    -> Human-Computer Interaction (a.a. 2014-2015)