



ANDREA MEDINA



SAMUEL CLOUSE



HIGHSCORE 2500



RAIN ZEZULA



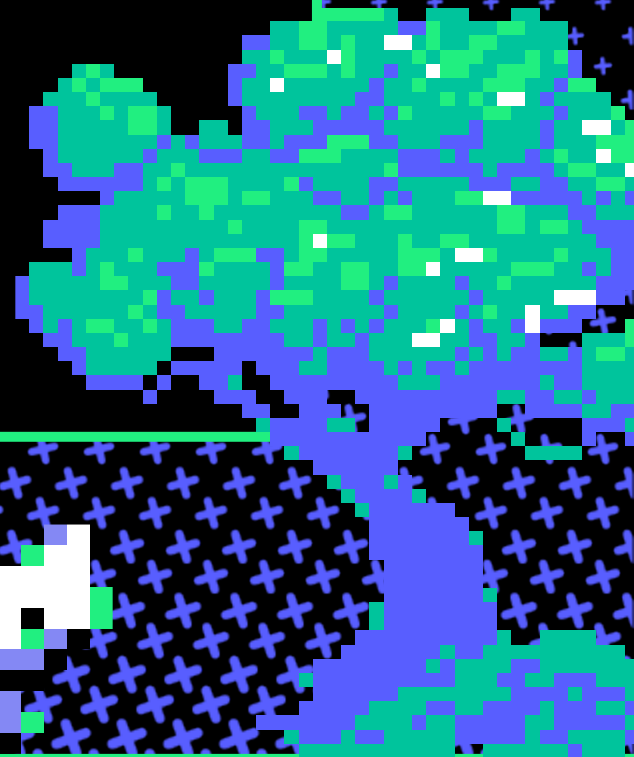
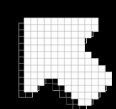
ZACK WANG

# UX TRENDS IN GAME DESIGN

START

MENU

SIGN IN



exercise 1 - team 3

MENU



01



07



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# JOB SEARCH ACTIVITY

- ◀ Briefly elaborate on what you want to discuss.



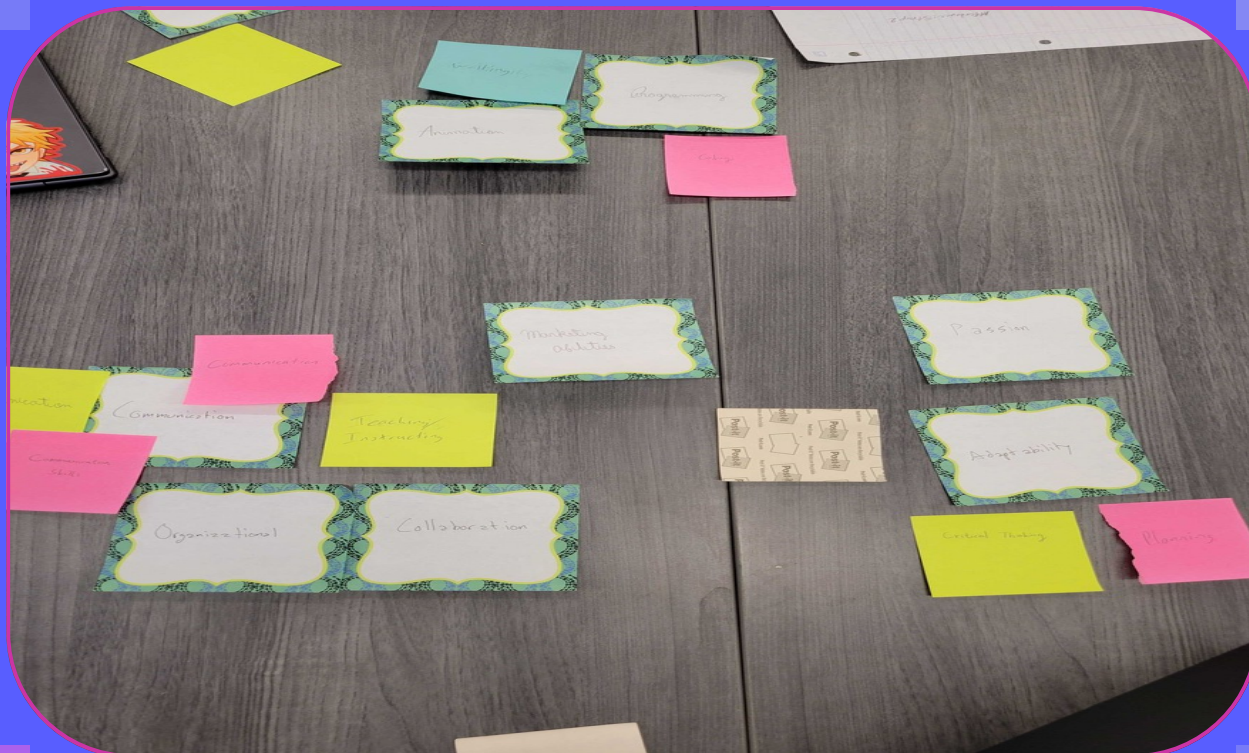
PIVOT



MENU



# SKILLS



PIXL

✦ Technical skills  
Programming, Animation, Writing

✦ interpersonal skills  
Communication, Collaboration, Team  
Management, Organizational

✦ Thinking skills  
Planning, Sketching Adaptability

MENU



# IMPROVING OLD TRENDS



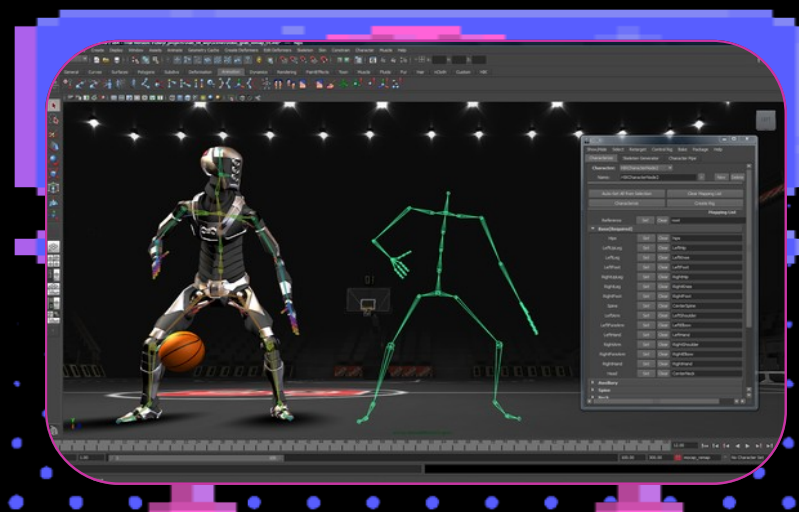
## ✦ User interface

Briefly elaborate on what you want to discuss.



## ✦ graphics

Briefly elaborate on what you want to discuss.



## ✦ animations

Briefly elaborate on what you want to discuss.



MENU



# NEW STEPS FORWARD



## ➤ virtual reality

Briefly elaborate on what you want to discuss.



## ➤ artificial intelligence

Briefly elaborate on what you want to discuss.



## ➤ Cross platform

Briefly elaborate on what you want to discuss.

MENU

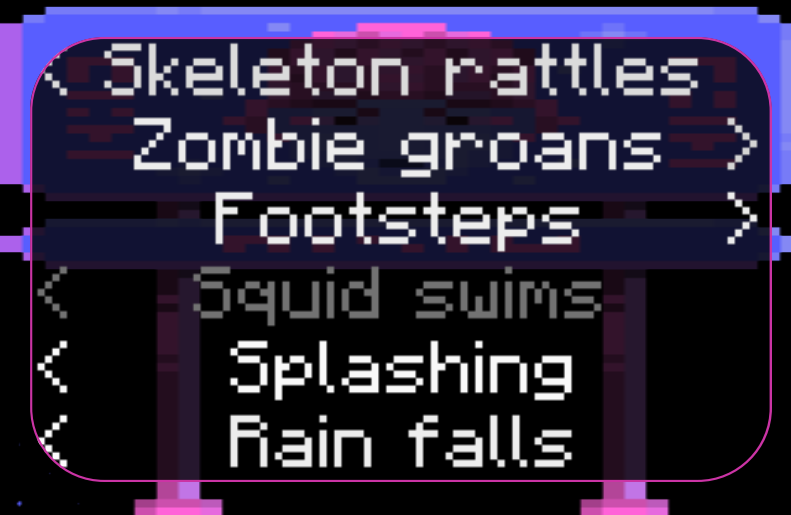


# TREND – ACCESSIBILITY OF GAMES



◀ colorblind mode/visual aid filter

Briefly elaborate on what you want to discuss.



◀ SUBTITLES & captions

Briefly elaborate on what you want to discuss.



◀ controllers & alternative input devices

Briefly elaborate on what you want to discuss.



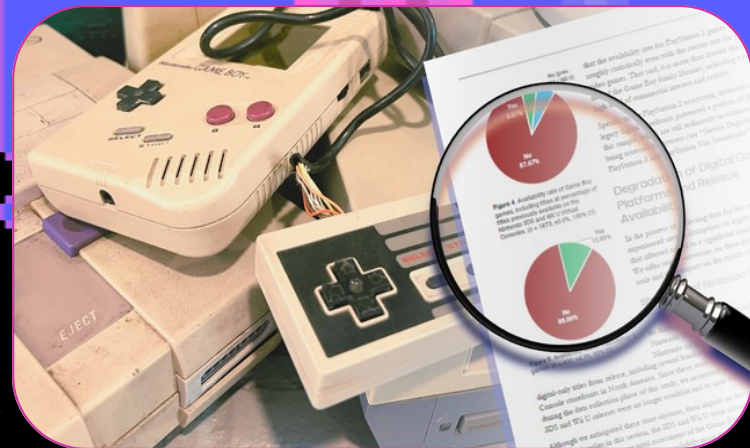


# BRIDGING THE GAP



✦ Remakes vs remasters

Briefly elaborate on what you want to discuss.



✦ Availability of old games

Briefly elaborate on what you want to discuss.



✦ Cross platform compability

Briefly elaborate on what you want to discuss.

MENU



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07



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# CONCLUSIONS & REFLECTION

- ◀ Briefly elaborate on what you want to discuss.

CONCLUSION

PIRE





MENU

THANK YOU!