

# Please evaluate this talk via the mobile app!



#### Games and Anti-UX

Simon bostock



#### S Morisawa-Bostock @i4\_1

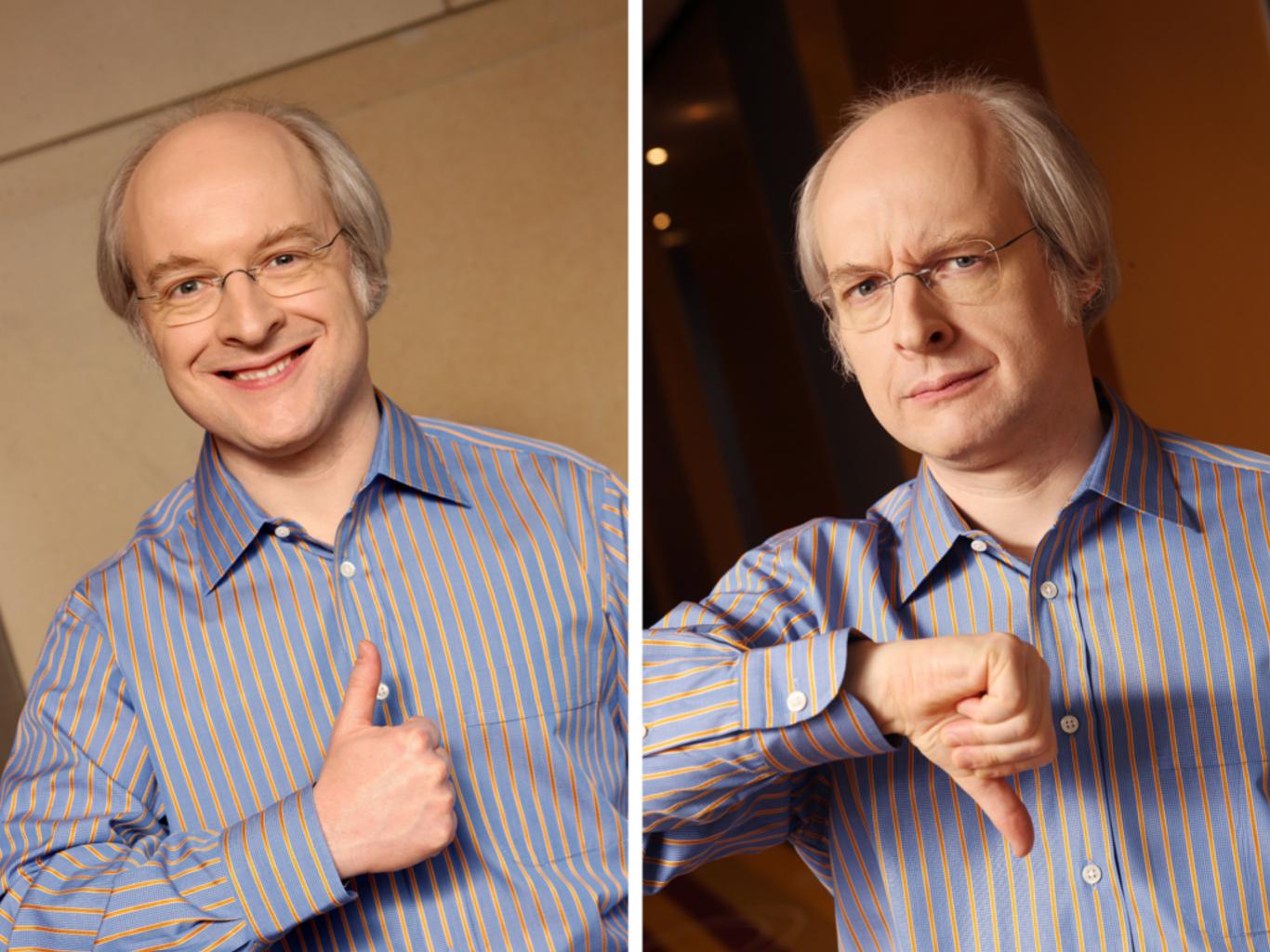


Getting ready for a talk on Anti-UX at #gotams later today in Amsterdam with @GOTOamst. Hello!

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DST AM PM

ALARM

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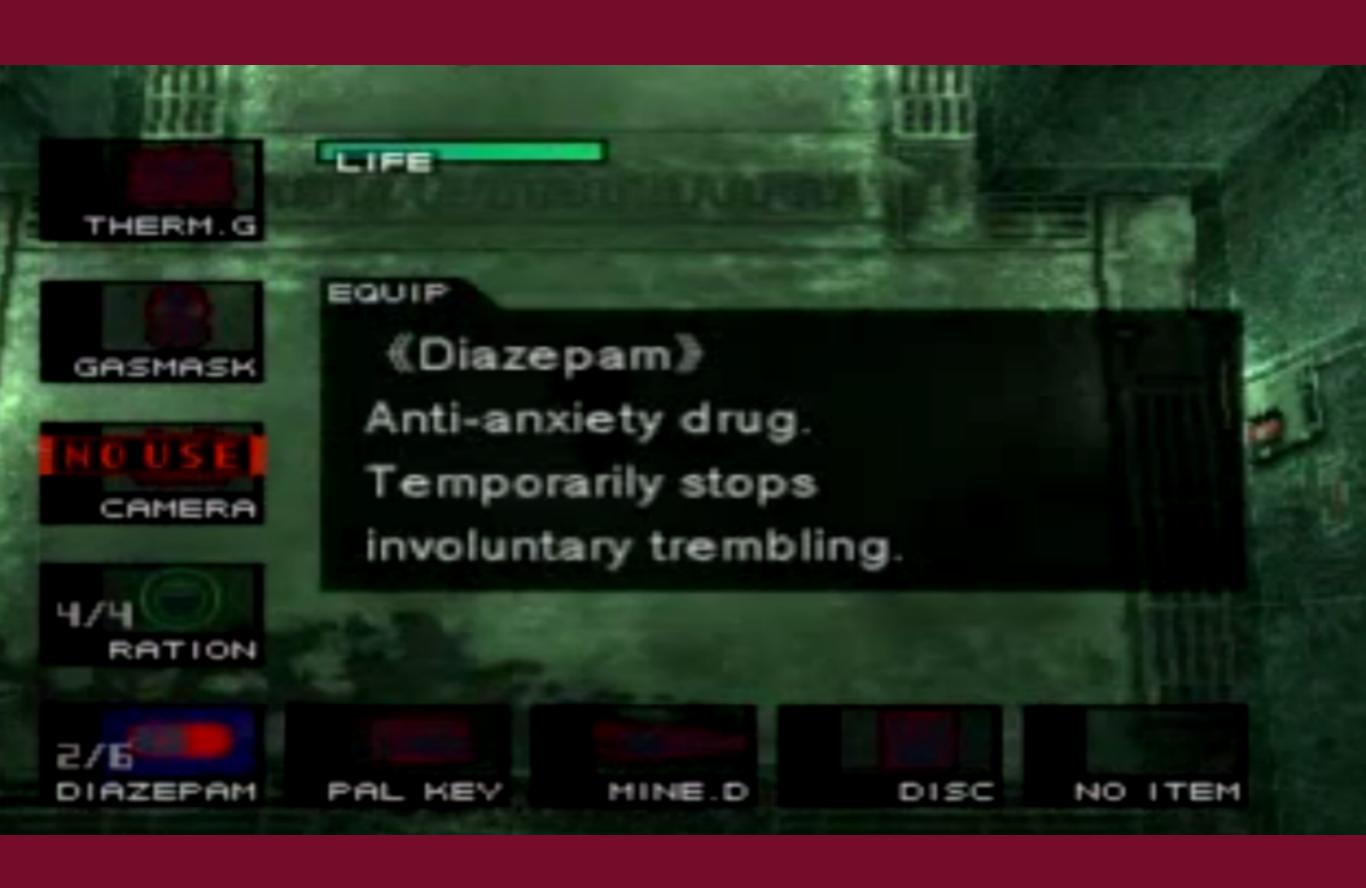
FM 88 92 96 100 104 108 MHz AM 53 60 70 80 100 130 170 x10kHz Part 1

## Fighting against the UI?

## Smiles, magic and games\* that hate you

\* game designers hate you and they're trying to kill you







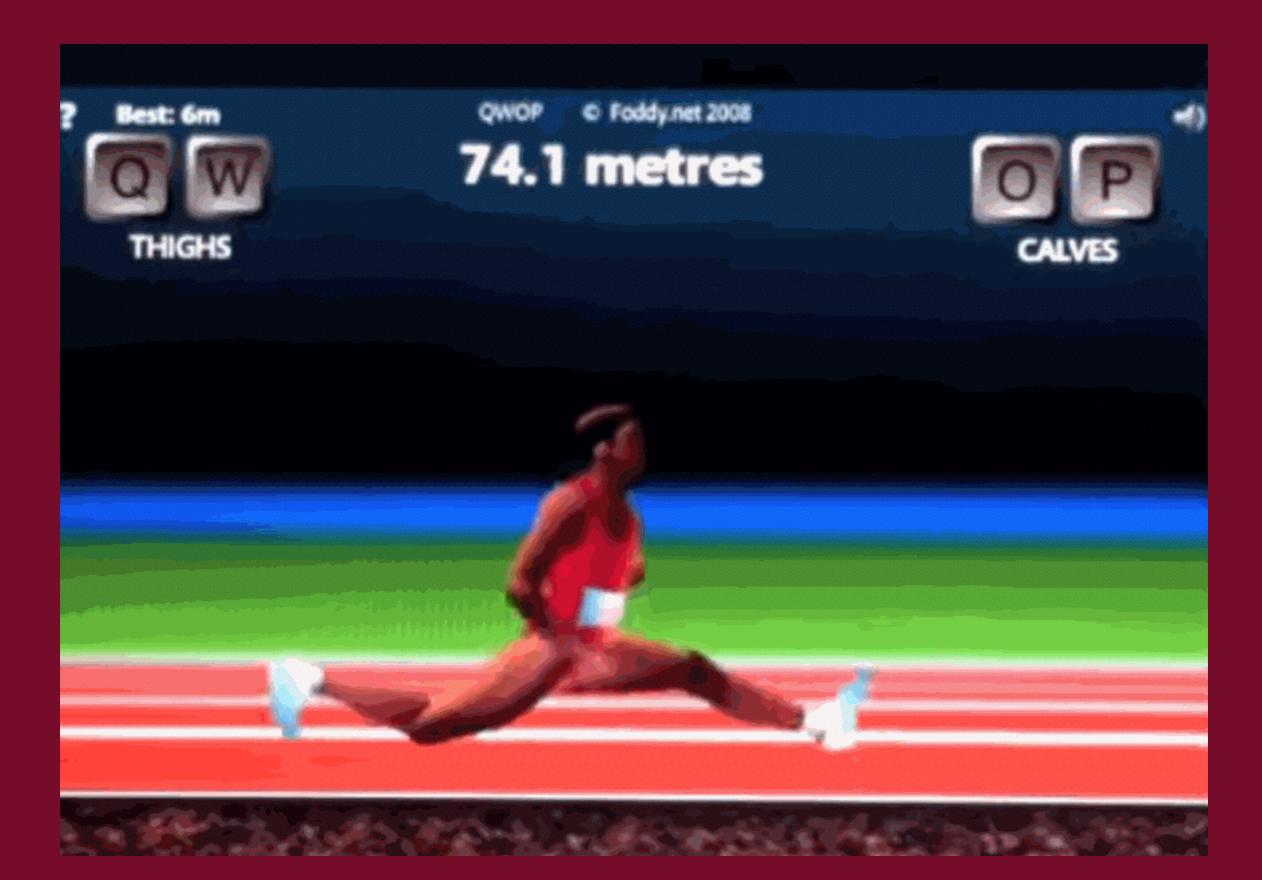


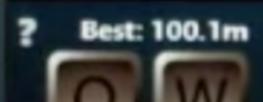


Why couldn't I read your mind?
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## How to Beat QWOP





**THIGHS** 

C Foddy.net 2008

100.1 metres





#### NATIONAL HERO Q



you ran to the end of the track and jumped! In the end, you went:

100.1 metres

press space to restart

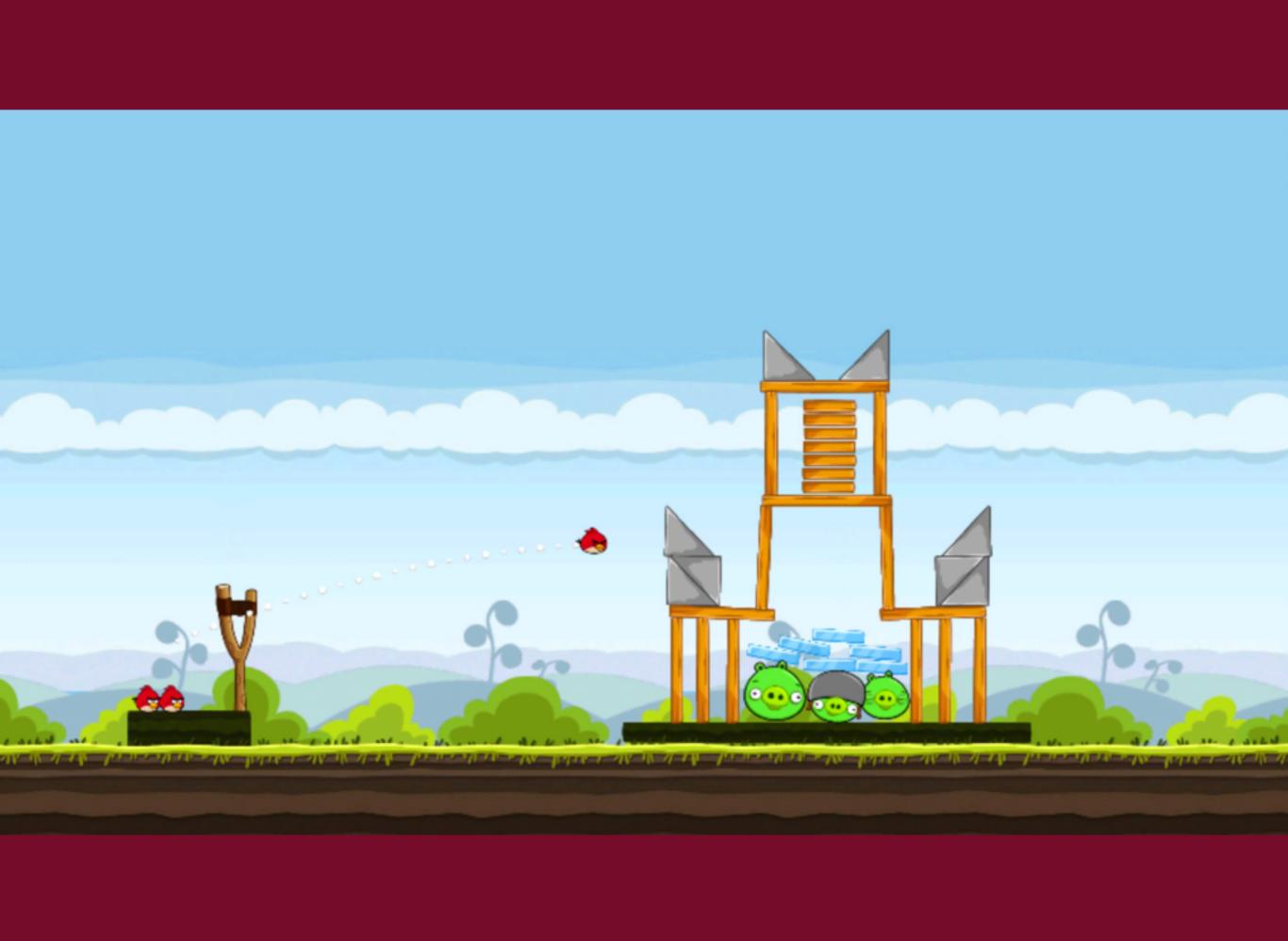


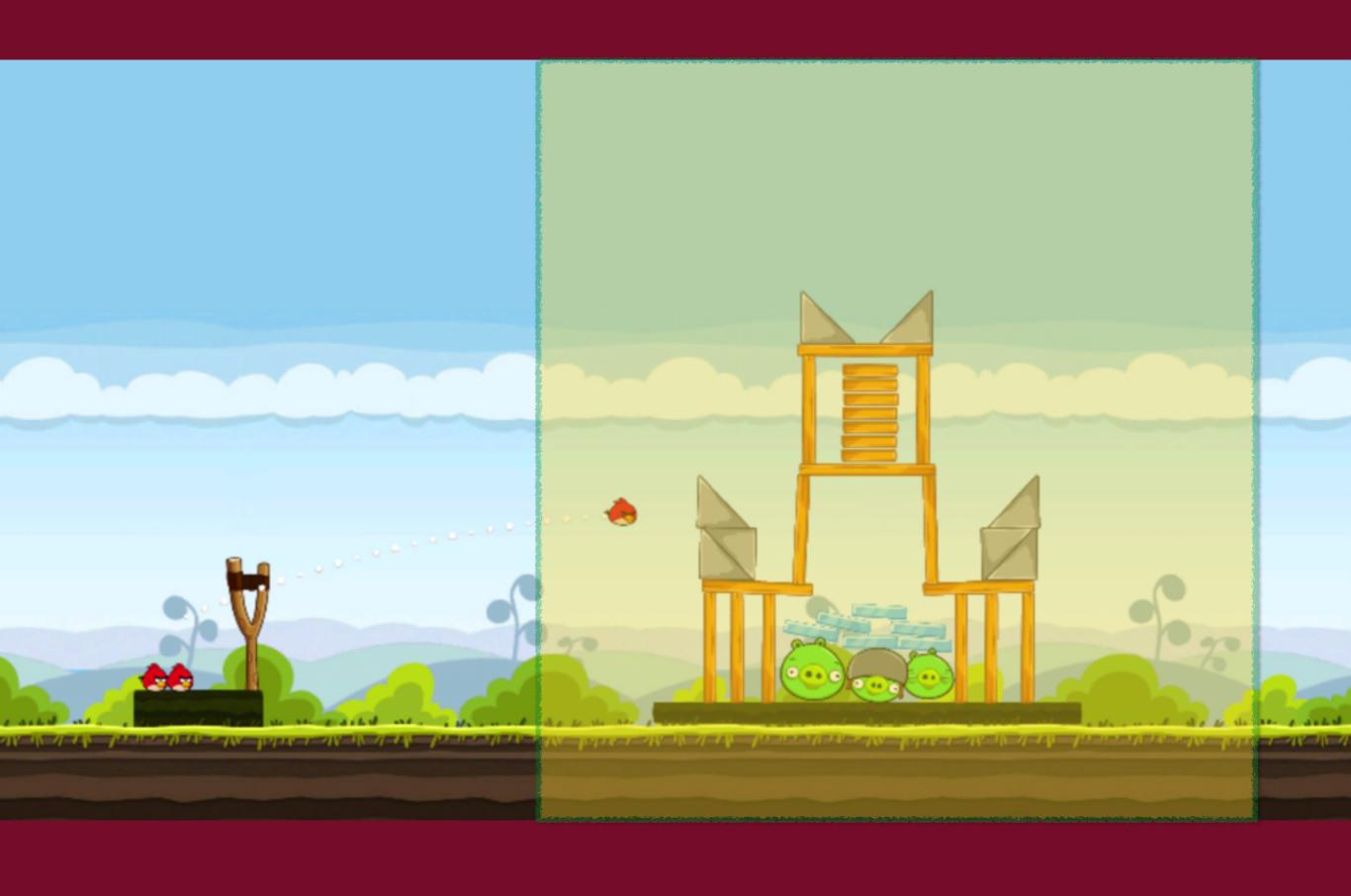


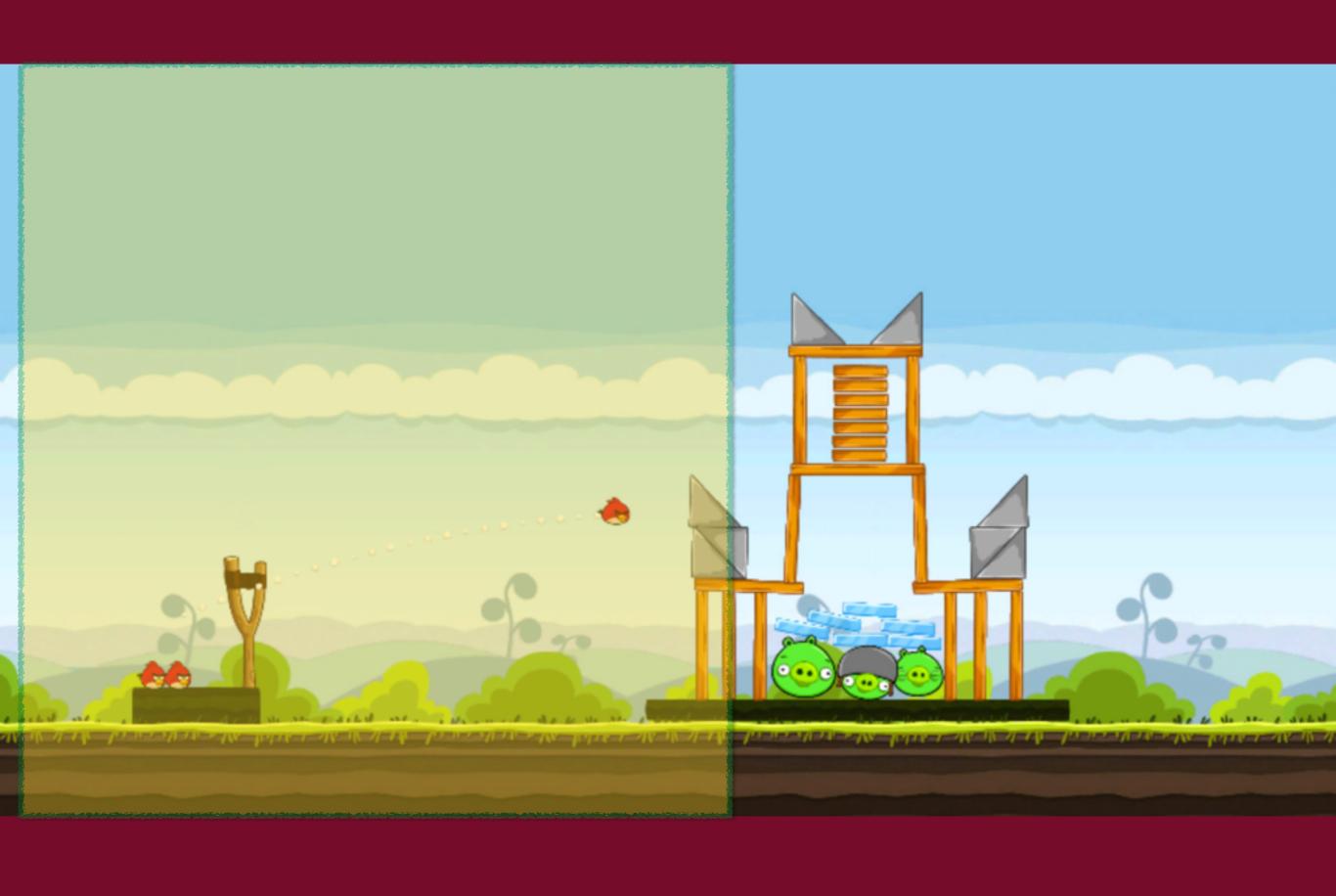
No... CTOH! Augh!











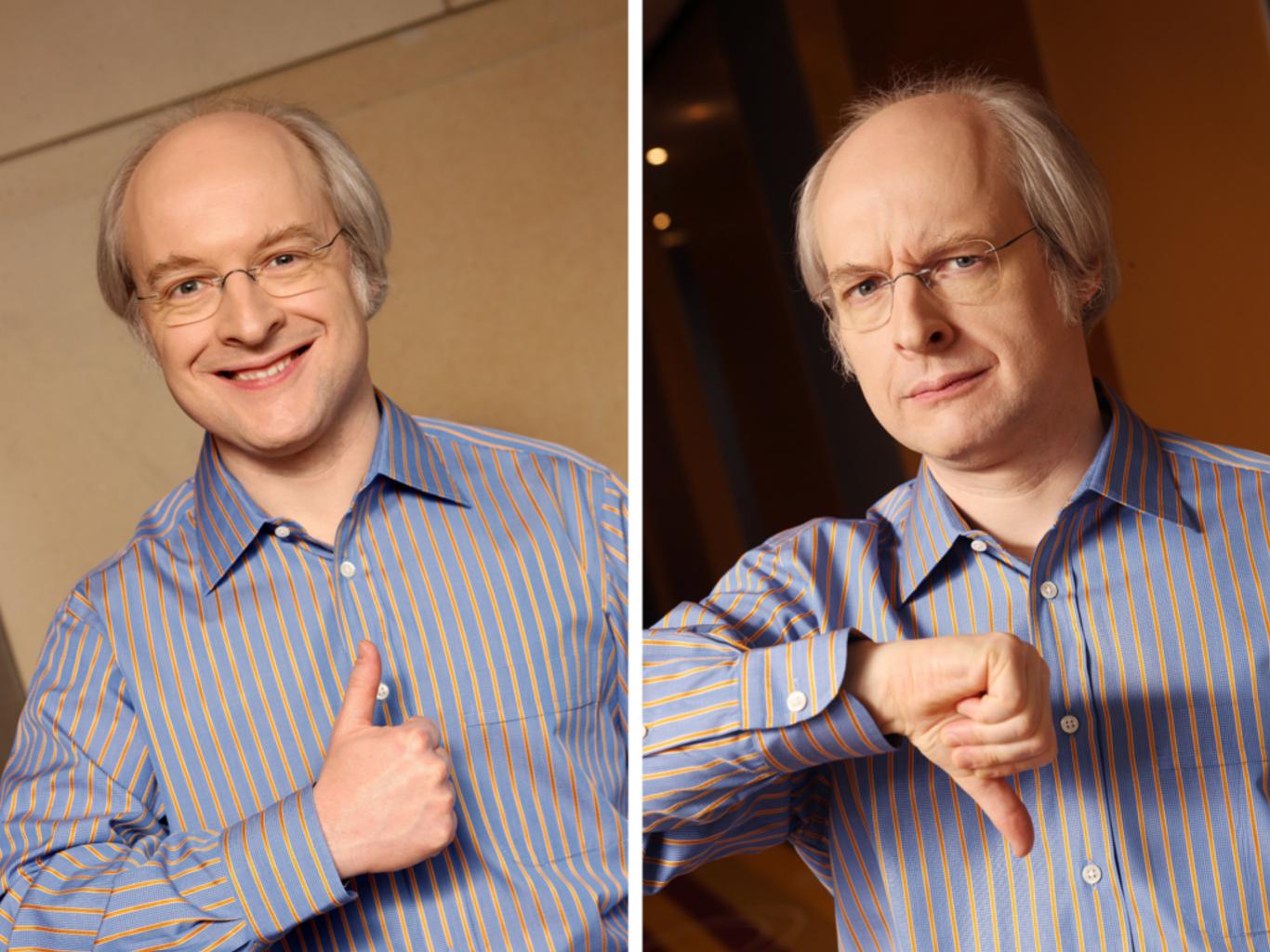
#### Usability heuristics

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- 1. Visibility of system status
- 2. Match between system and the real world
- 3. User control and freedom
- 4. Consistency and standards
- 5. Error prevention

#### Usability heuristics

- 6. Recognition rather than recall
- 7. Flexibility and efficiency of use
- 8. Aesthetic and minimalist design
- 9. Help users recognize and recover from errors
- 10. Help and documentation



## 1. Visibility of system status



# 2. Match between system and the real world



#### Intuitive vs Arbitrary

## 3. User control and freedom





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## 4. Consistency and standards

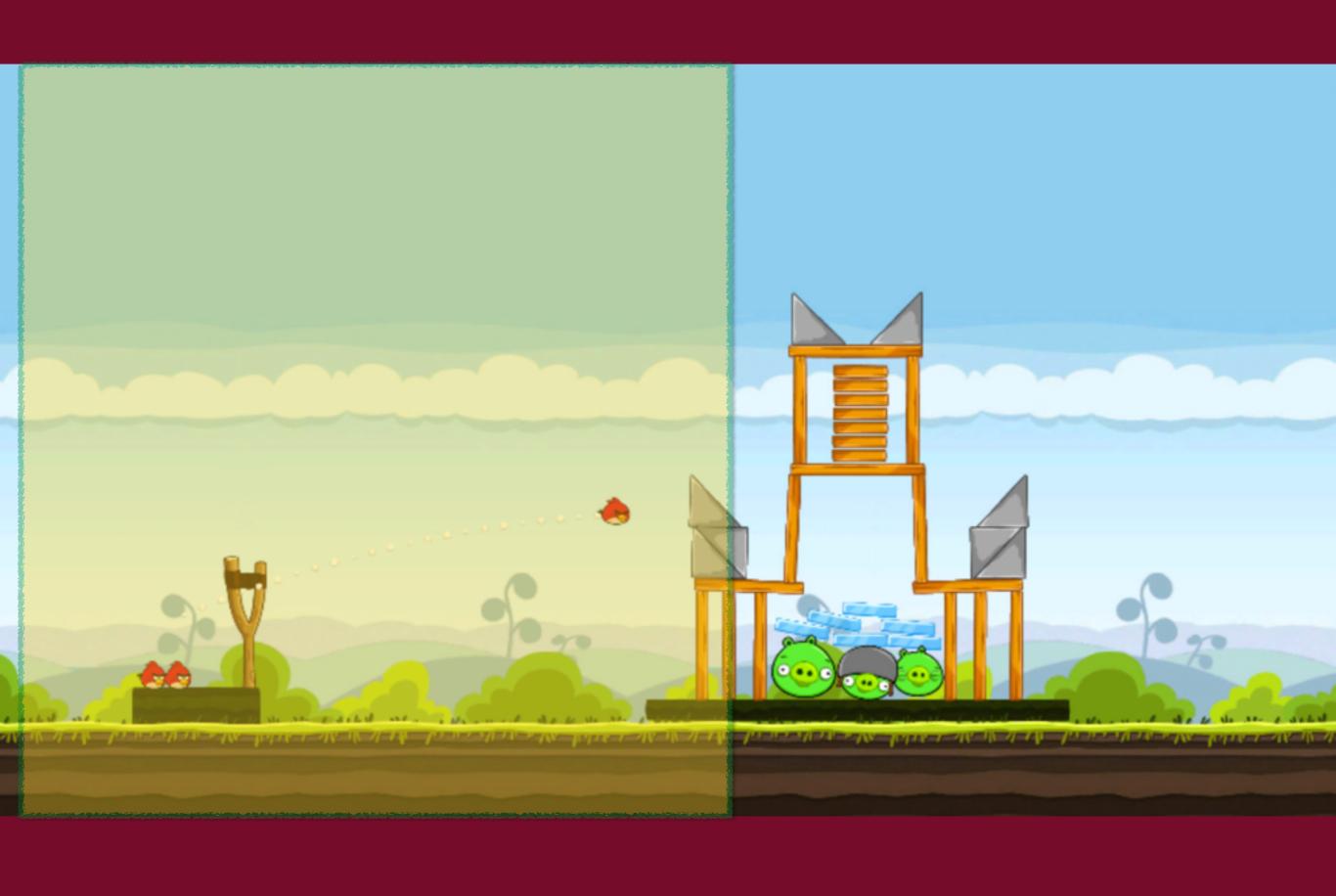


### 5. Error prevention

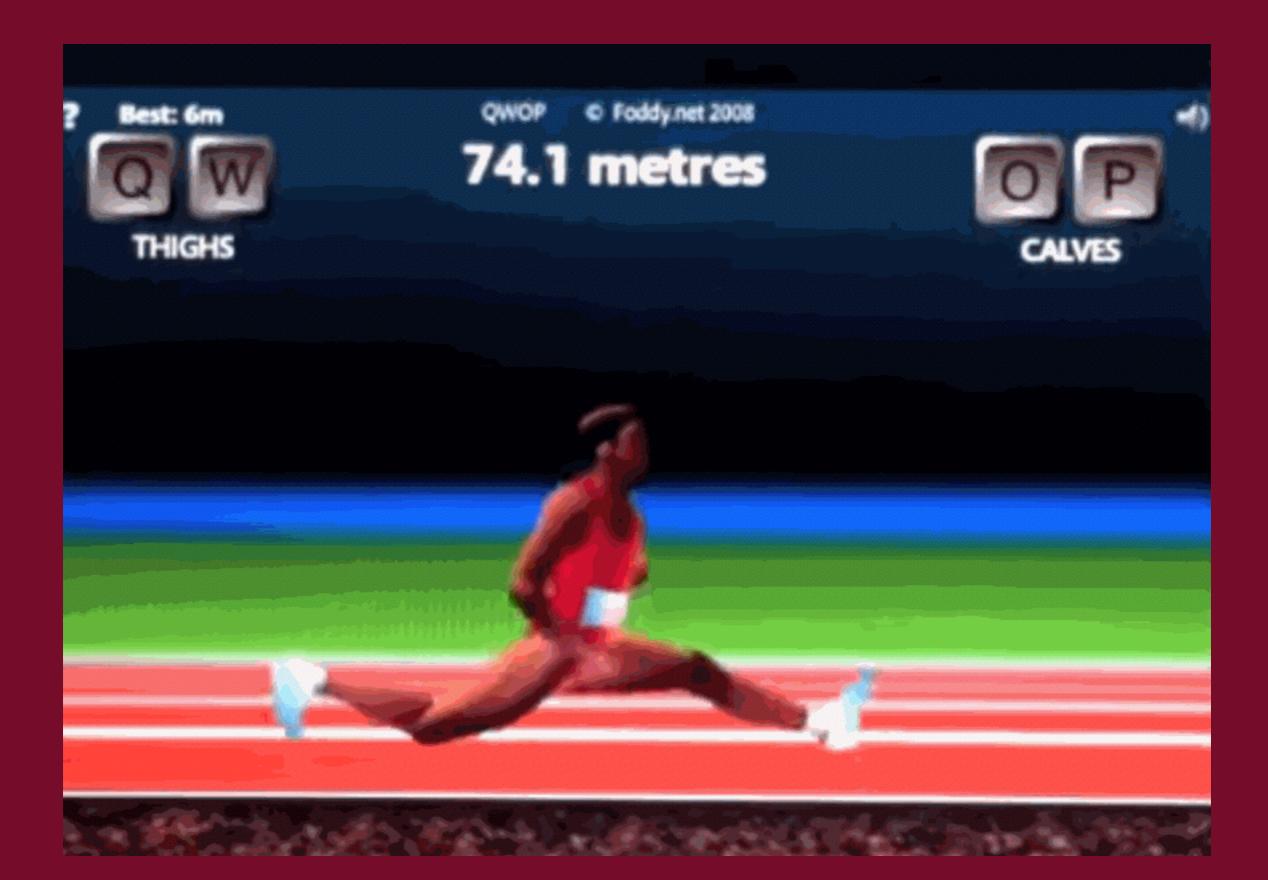


No... CTOH! Augh!

# 6. Recognition rather than recall



# 7. Flexibility and efficiency of use



# 8. Aesthetic and minimalist design



# 9. Help users recognize and recover from errors



# 10.Help and documentation

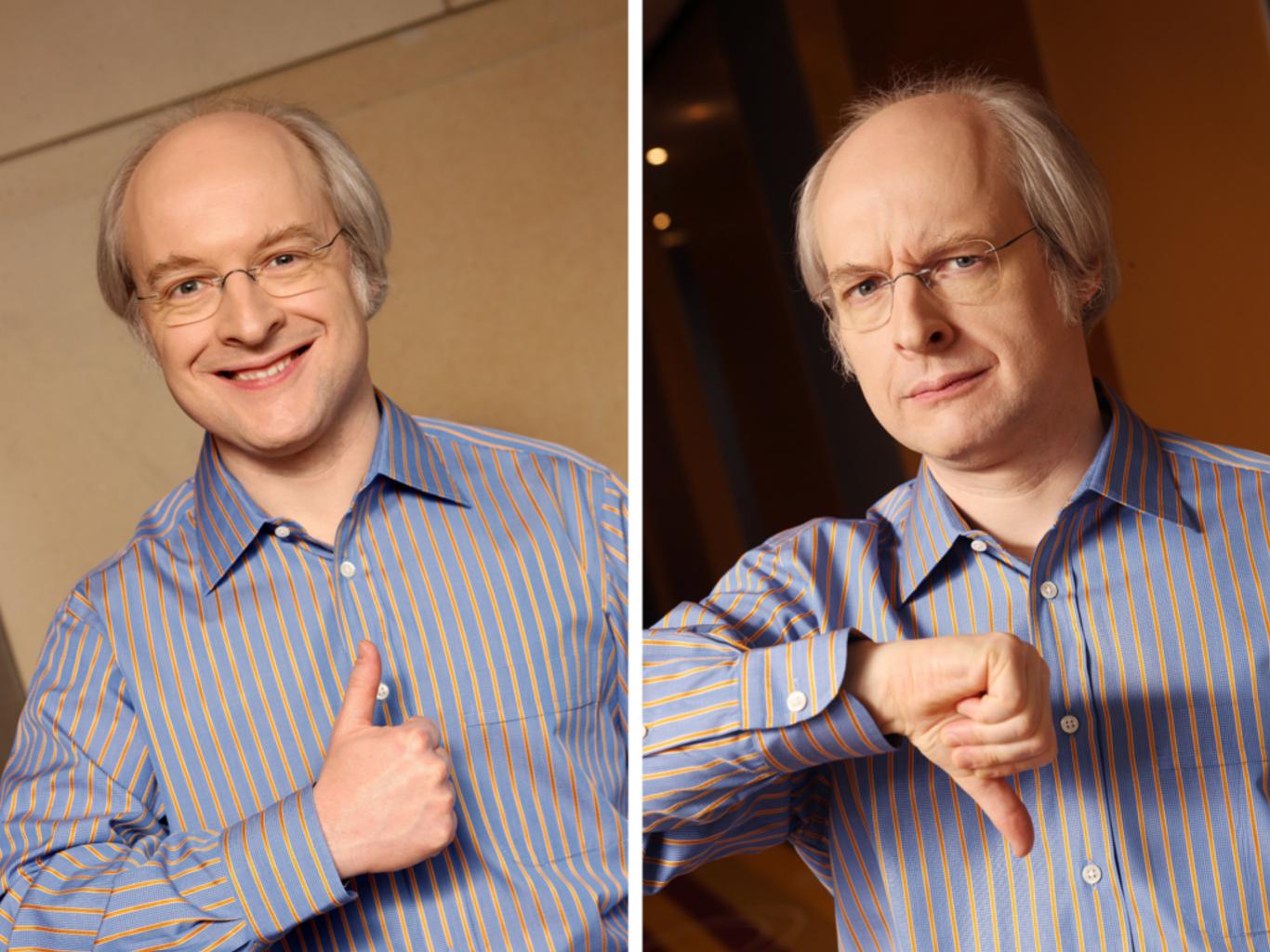


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### THE WATER TEMPLE

Pissing everyone one off for a decade



### Anti-UX

Match between system and the real world

**Error prevention** 

Help users recognize and recover from errors

Help and documentation

Part 2

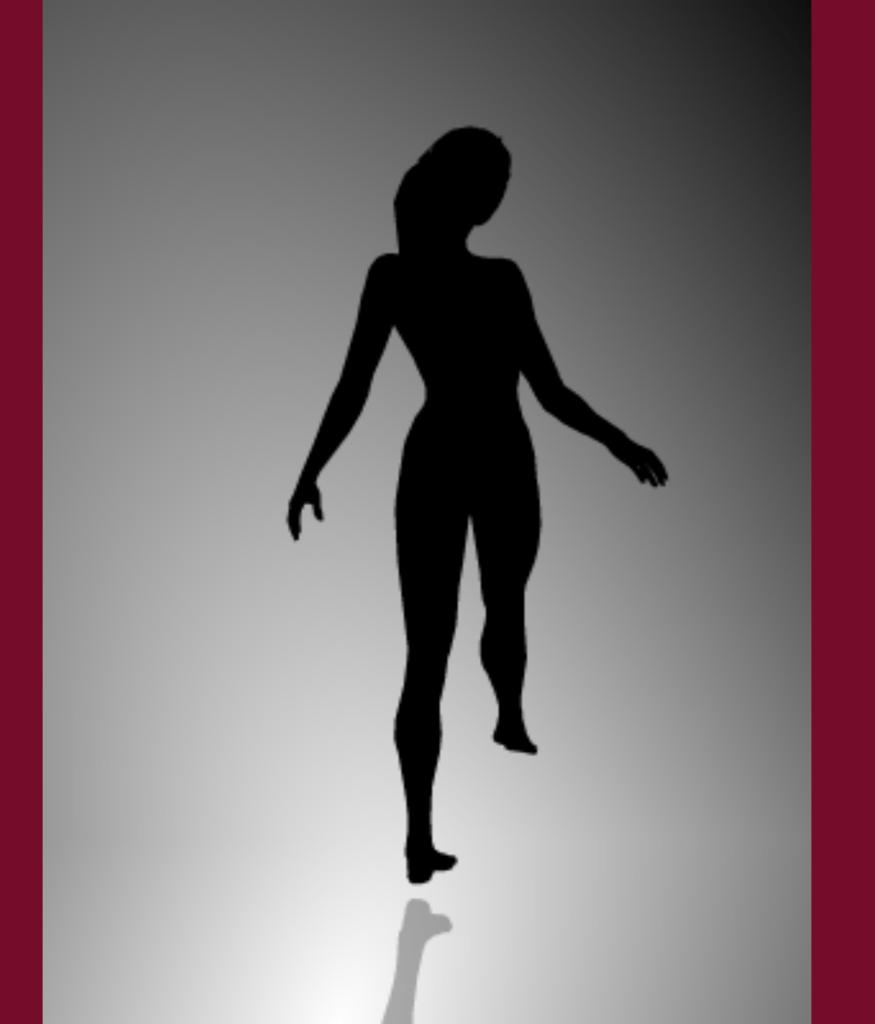
### Three things

Awareness of A network gestalt shift designing for what now? building mean, nasty user Interfaces

### Network Gestalt Shift









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### Intuitive vs Arbitrary?

Match between system and the real world Error prevention

Help users recognize and recover from errors
Help and documentation

### 1. Design prototyping

Would it be cool if we did this?

### 1. Functional prototyping

Can we actually achieve this with the resources we have available to us?

### Design prototyping

### Functional prototyping

### Design prototyping THEN

### Functional prototyping

**THEN** 

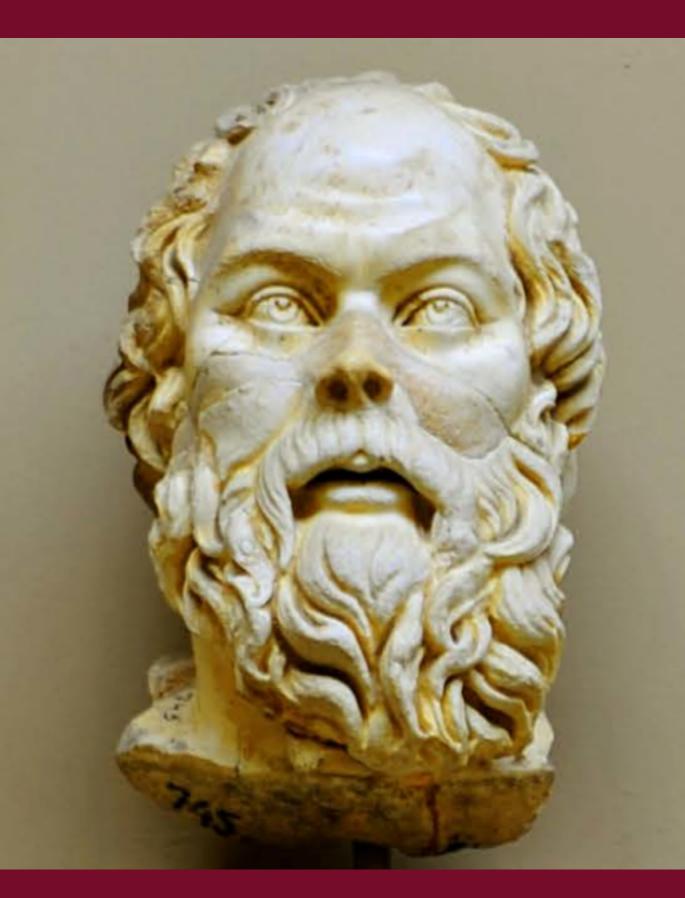
### Design prototyping

# Magic and services\* that hate you

\* all software developers and UI designers\*\* hate you and they're trying to kill you

\*\* Basically, everyone hates you

## Designing for what now?

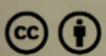


### DESIGNING THE GOOD LIFE

THE ETHICS OF USER **EXPERIENCE DESIGN** 

Sebastian Deterding (@dingstweets) UX London 2014, May 29, 2014





#### HOW MIGHT WE DESIGN FOR THIS?

I wish I'd had the courage to live a life true to myself, not the life others expected of me.

I wish I hadn't worked so hard.

I wish I'd had the courage to express my feelings.

I wish I had stayed in touch with my friends.

I wish that I had let myself be happier.

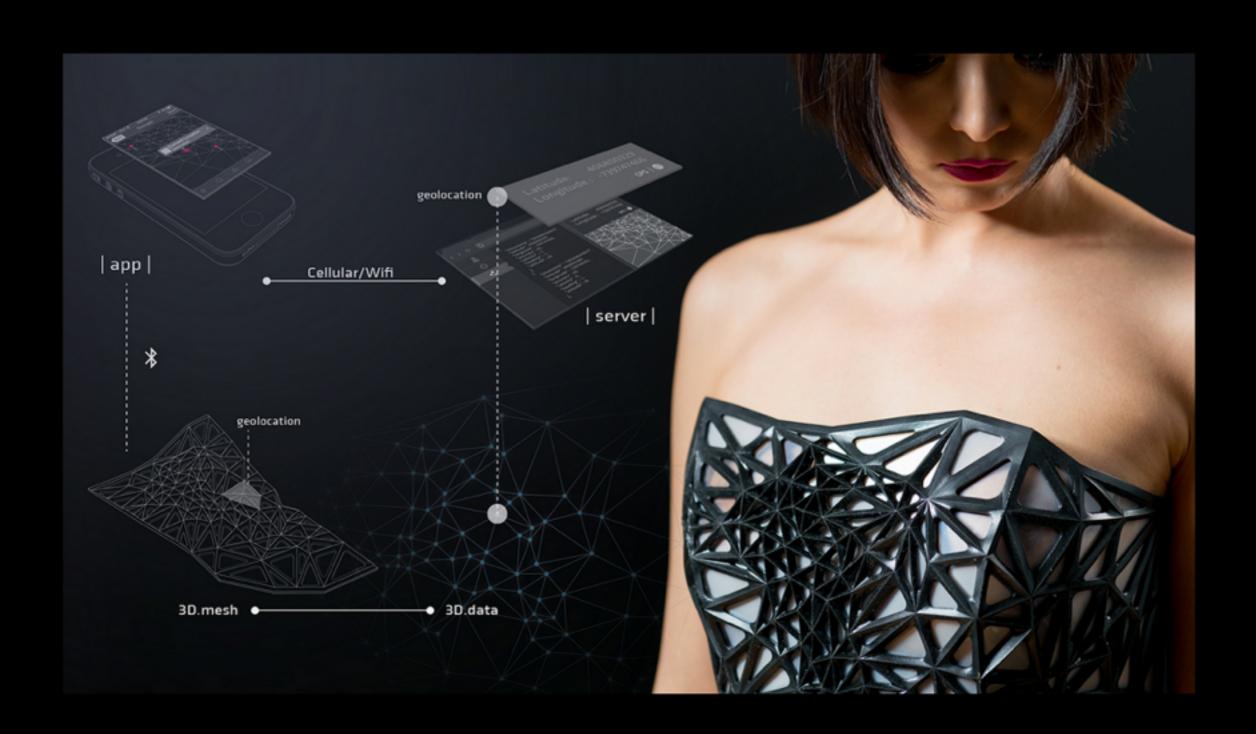


#### Designing for Reflection

Master's Thesis in Interaction Design and Technologies

PÉTER KUN

New upcoming technologies (such as Google Glass and other wearables) are aiming to blur the borders between technology and daily life. These are pushing the design space even further, tackling such domains as social acceptance ...



### Agency > Usability?

### Games and Anti-UX @i4\_1

http://i41.co/posts/games-anti-ux.html





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