

## Video Game Design Composition © 2014

### Chapter 4: Interface Composition—Glossary

**action-fail.** Disallowing an action.

**action-fulfill.** Allowing an action.

**audience.** Group of typical players the game is targeted to attract.

**audience appeal.** Measure of how attracted an audience is to something.

**button combination.** Two or more buttons must be pressed at the same time to activate a game command.

**cheat code.** Command embedded in the game and used during game development so a part of the game can be properly tested without having to play the entire game.

**checkpoint.** Point on the gameplay timeline to which the player will be returned if the player character runs out of health or life.

**clock rate.** Speed at which the computer central processing unit (CPU) processes instructions; also called *clock speed*.

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**closure.** Sense of conclusion to a game and its story.

**demographics.** Measureable characteristics of a person or group.

**dexterity.** Readiness and skill in a physical activity, especially one involving use of the hands.

**ergonomics.** Study of how the body works and how humans interact with tools and environments.

**focus group.** Small group of target audience members play the game and are asked questions about the game and how to make it better.

**functionality test.** Using audience members to provide valuable information about the physical skills needed for a specific game challenge.

**human-computer interface (HCI).** Connection and communication between the player and the game system.

**immersion.** Level to which the player feels he or she is actually experiencing the events of the game, or how well the player connects to the game world.

**input.** Instruction from the player sent to the computer.

**input-interaction model.** Includes the player controls and the programming needed to interpret the button presses or other commands.

**intuitive controller.** Needs little explanation on how to use it in the game.

**mental acuity.** Measure of focus, memory, and concentration.

**muscle memory.** When a physical task has been repeated enough that the task can be completed without conscious effort.

**navigation map.** Small map in the corner of the game frame that displays relative locations of obstacles, enemies, and objectives.

**output.** Information that the computer sends to the player.

**output-interaction model.** The portion of the user interface that performs the action-fulfill commands and provides feedback to the player.

**player-centric design.** Understanding the player and centering the game design on what the player wants and needs.

**repetitive-motion injury.** Injury that occurs as a result of doing the same motion over and over.

**sampling.** Taking a small group from an audience and asking them questions on their likes and dislikes.

**shell menus.** Menus used for starting the game or for actions outside of gameplay, such as making screen and sound settings.

**shell screen.** Nonmenu item displayed outside of gameplay, such as the title frame, credits, and cut scenes.

**survey.** Questionnaire given to a group of people with the purpose of collecting data from that group.

**timeout.** When a game resets after a period of player inactivity.

**trigger pull.** Button press.

**typical player profile.** Document that outlines the common characteristics of the group that is most likely to play the game.

**vicarious immersion.** Designer imagining himself or herself in place of the player to experience the gameplay.