

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*.

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

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.