



EMPLOYING REMEDIATION AS A
TOOL IN UX/UI DESIGN

THE INDIE VIDEOGAME MODEL

Tim Broadwater | GRDS 723 | Project B, Part 2





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INTRODUCTION TO THE PROBLEM

User experience and user interface design, or UX and UI for short, may be difficult for some designers with experience only in static design (print advertising, magazine layout, and pagination design); however, by examining other fields that successfully employ UX/UI design, such as system and videogame design, designers can identify the following successful principles of UX/UI design:

- The user should not have to stop and think about how to do something.
- The interaction between the user and the medium should be natural and intuitive.
- The user/interface operations must be consistent throughout all areas of the UX/UI.

*REMEDICATION IS THE
PROCESS THROUGH WHICH
THE CHARACTERISTICS AND
APPROACHES OF COMPETING
MEDIA ARE IMITATED,
ALTERED, AND CRITIQUED IN
A NEW MEDIUM... (OR) THE
REPRESENTATION OF ONE
MEDIUM IN ANOTHER*

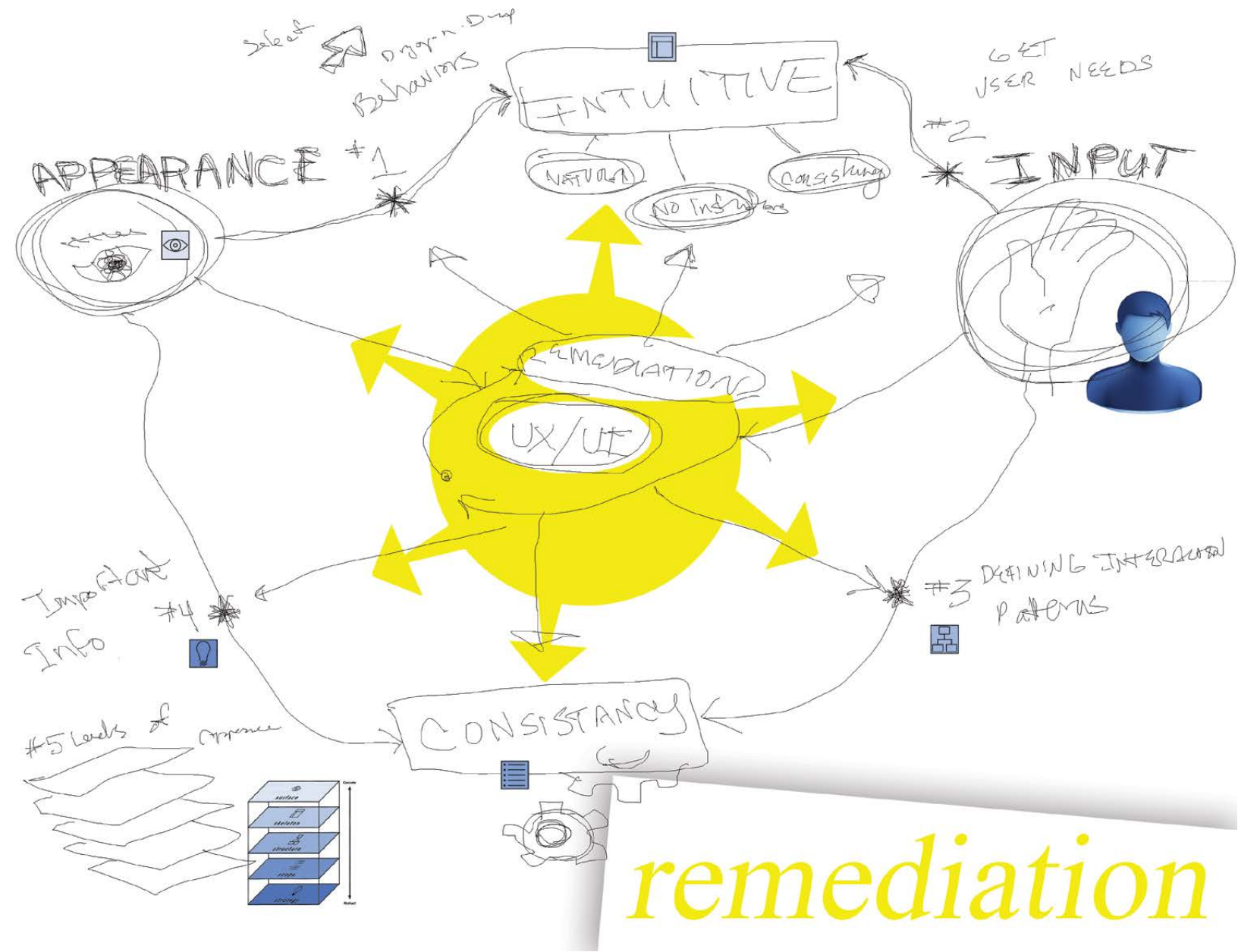
- Meredith Davis



HISTORY

The field of UX/UI design has been around since the late 1940s C.E. in regards to human factors and ergonomics, which focuses on the interaction between human users, machines, and environments. There are many key factors to understanding UI and how it can enable a favorable UX, but most are centered on principles such as defining interaction patterns, incorporating user needs, featuring information that is important to the user, and making the interface intuitive by building behaviors like drag-and-drop, selections, mouse-over actions, buttons, and so on. Although many techniques can be employed to provide a positive UX, most of these principles primarily focus on the UI utilizing **remediation** to foster user accessibility, interaction, and familiarity.

CONCEPT MAP



COMMUNICATION STRATEGY

COMMUNICATION GOALS

To develop a easily accessible, interactive tool, and informative toolbox that illustrates the capabilities of remediation to help achieve the following three principles in UX/UI design:

- The user should not have to stop and think about how to do something.
- The interaction between the user and the medium should be natural and intuitive.
- The user/interface operations must be consistent throughout all areas of the UX/UI.

TARGET AUDIENCE AND GEOGRAPHIC SCOPE

The target audience for this design project is new media and website designers, that are both male and female, ages 22 to 40 years of age, United states of America citizens or foreign nationals, and that are employed in the areas of user experience (UX) and user interface (UI) design.





Bolter, David J. and Grusin, Richard. Remediation: Understanding New Media. Cambridge: MIT Press, 1999. Print.

Davis, Meredith. Graphic Design in Context: Graphic Design Theory. New York: Thames & Hudson, 2012. Print.

Fahey, Mike. "This Fully-Playable 16-Bit Wonderland is Guild Wars 2's Idea of a Joke." Kotaku, 31 Mar. 2013. Web. 30 Jul. 2013. (<http://kotaku.com/this-fully-playable-16-bit-wonderland-is-guild-wars-2s-464761894>)

Human Factors and Ergonomics Society. "About HFES." HFES, 10 Aug. 2013. Web. 10 Aug. 2013. (<https://www.hfes.org/>)

IGN. "PS4 vs. Xbox One vs. Wii U Comparison Chart." IGN Wiki. International Gaming Network, 30 Jul. 2013. Web. 30 Jul. 2013. (http://www.ign.com/wikis/xbox-one/PS4_vs._Xbox_One_vs._Wii_U_Comparison_Chart)

Indie Game: The Movie. Dir. Lisanne Pajot, James Swirsky. Perf. Jonathan Blow, Phil Fish, Edmund McMillen, Tommy Refenes. Sundance, 2012. Film.

Kendrick, James. "3 rules for a good user experience (UX)." ZDNet Mobile News. 9, Jul. 2013. (<http://www.zdnet.com/3-rules-for-a-good-user-experience-ux-7000017818/>)

Levinson, Paul. The Soft Edge: A Natural History and Future of the Information Revolution. New York: Routledge, 1997. Print.

VIDEOGAME LIST

Electronic Arts Crysis 3

Space Invaders

AksysGames BIT.TRIP BEAT

Renegade Kid Mutant Mudds

Capcom Mega Man

Mystery House

King's Quest 5: Absence Makes the Heart Go Yonder

Telltale Games Tales of Monkey Island

Guild Wars 2

The Oregon Trail

The Organ Trail



DESIGN STRATEGY

I will start by organizing all of the information I have found into a HTML5, CSS3/SASS, RESS toolkit for remediation, which will utilize a kind of a 'indie videogame' aesthetic to teach successful UX/UI design principles that I have identified in my research.

This 'toolkit' will be in the form of a dynamic anchored website, will utilize Google webFonts that reference the previously mentioned aesthetic, and will be responsive through structure, javascript, and media queries for all devices.

WHAT IS HTML5?

HTML5 will be the new standard for HTML. The previous version of HTML, HTML 4.01, came in 1999. The web has changed a lot since then. HTML5 is still a work in progress. However, the major browsers support many of the new HTML5 elements and APIs.

WHAT IS SASS?

Sass is an extension of CSS3, adding nested rules, variables, mixins, selector inheritance, and more. It's translated to well-formatted, standard CSS using the command line tool or a web-framework plugin. Sass has two syntaxes. The most commonly used syntax is known as "SCSS" (for "Sassy CSS"), and is a superset of CSS3's syntax. This means that every valid CSS3 stylesheet is valid SCSS as well. SCSS files use the extension .scss.

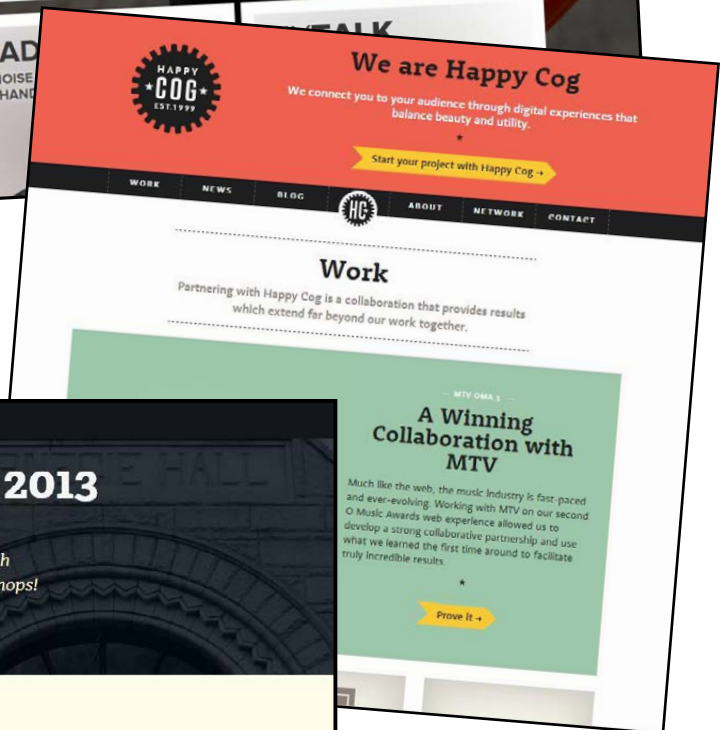
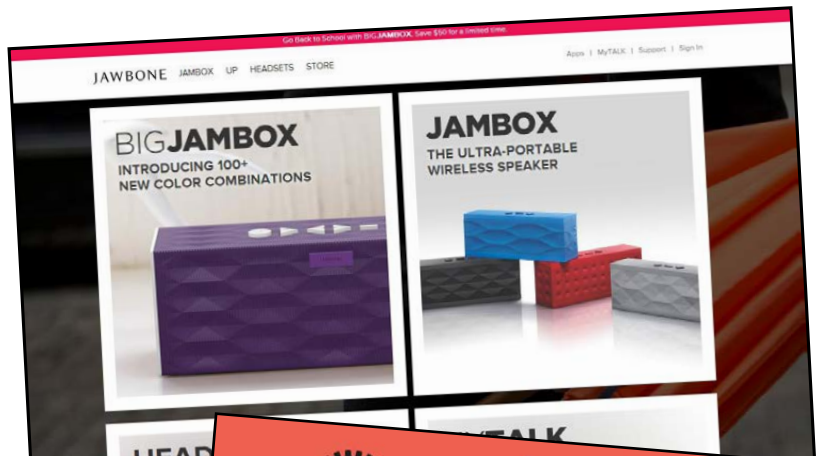
MOOD EXPERIENCE

LOCAL

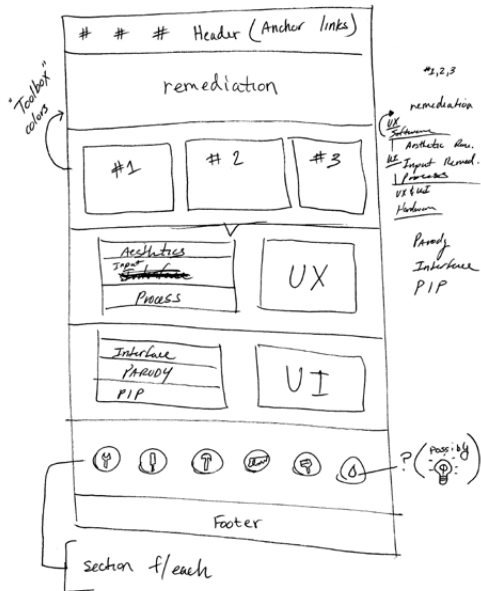
<http://pikewoodcreative.com/>
<http://mindmergedesign.com/>
<http://travismaynard.com/>
<http://partleecloudy.com/>

INTERNATIONAL/NATIONAL

<http://happycog.com/>
<http://webclique.net/>
<http://heydays.no/>
<http://bradfrostweb.com/>
<https://jawbone.com/>
<http://www.rdio.com/>
<http://www.webdesignday.com/>

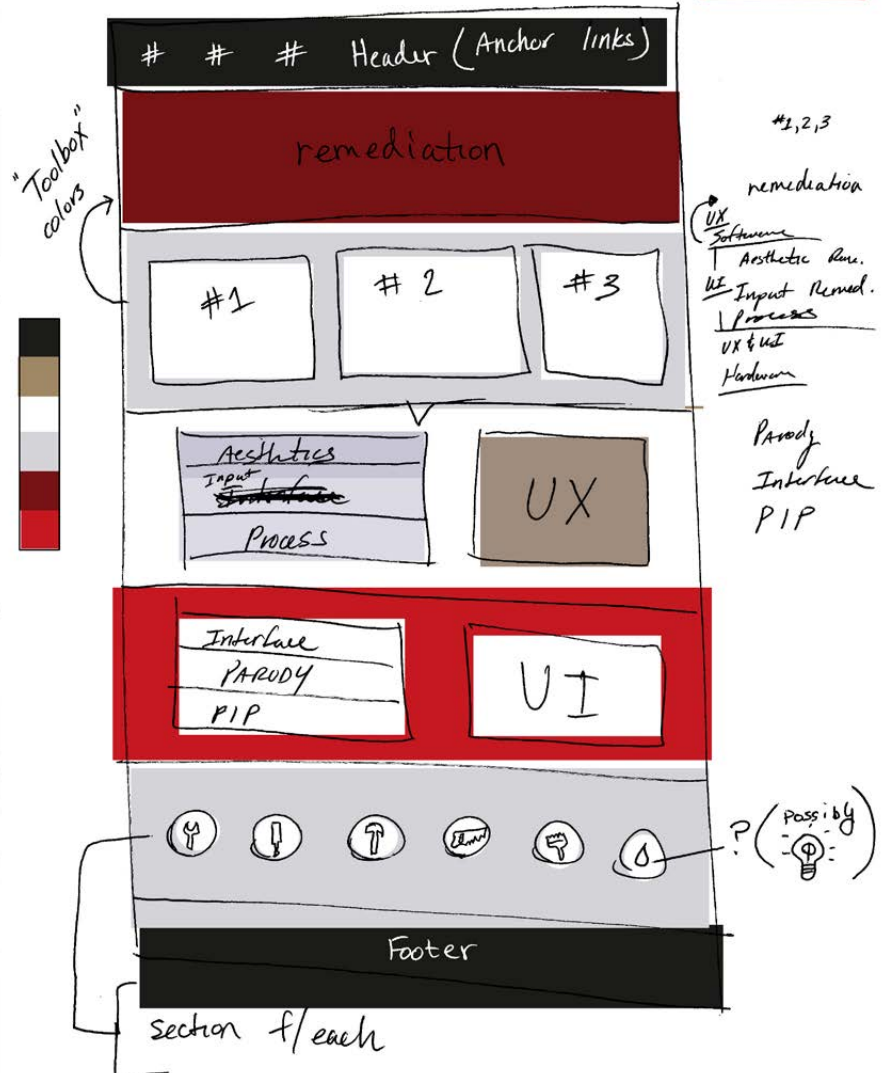


IDEA SKETCHES

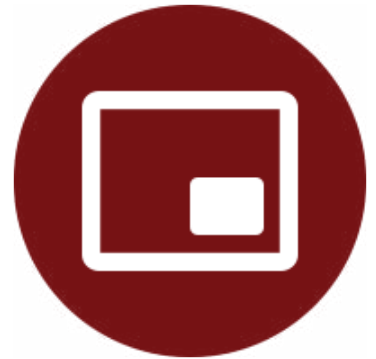


Remediation Toolkit

Press Start 2P, 1 Style by CodeMan38



ICONOGRAPHY IDEATION



DESIGN COMPS

Remediation Toolkit

The purpose of the 'Remediation Toolkit' is to functions as a quick-guide for how to use remediation in user experience and user interface design.

User experience and user interface design, or UX and UI for short, may be difficult for some designers with experience only in static design (print advertising, magazine layout, and pagination design); however, by examining other fields that successfully employ UX/UI design, such as videogame design, designers can identify the following successful principles of UX/UI design:

#1.

The user should not have to stop and think about how to do something.

#2.

The interaction between the user and the medium should be natural and intuitive.

#3.

Operations must be consistent throughout all areas of the UX/UI.

There are many key factors to understanding UI and how it can enable a favorable UX, but most are centered on principles such as

• defining interaction patterns

• incorporating user needs

• featuring information that is important to the user

• and making the interface intuitive by building behaviors like:

◦ drag-and-drop

◦ selections

◦ mouse-over actions

◦ buttons

UX + Remediation

Aesthetic Remediation

Input Remediation

Process Remediation

UI + Remediation

Parody Remediation

Interface Remediation

PIP Remediation

"Remediation is the process through which the characteristics and approaches of competing media are imitated, altered, and critiqued in a new medium... (or) the representation of one medium in another."

-Meredith Davis

"Remediation is the process through which the characteristics and

Handwritten notes:

Toolbox colors

UX Software

UX Hardware

UX Input

UX Process

UX & UI

Parody

Interface

PIP

DESIGN COMPS (CONTD.)



Aesthetic Remediation

If one looks at the 1978 C.E. video game Space Invaders – an arcade videogame designed by Tomohiro Nishikado that was one of the earliest shooting games and a forerunner of modern videogaming – the videogame only had a display resolution of 317 by 248 pixels, which reflected the display capabilities of the arcade screen at that time. Now, most videogames are produced



Input Remediation

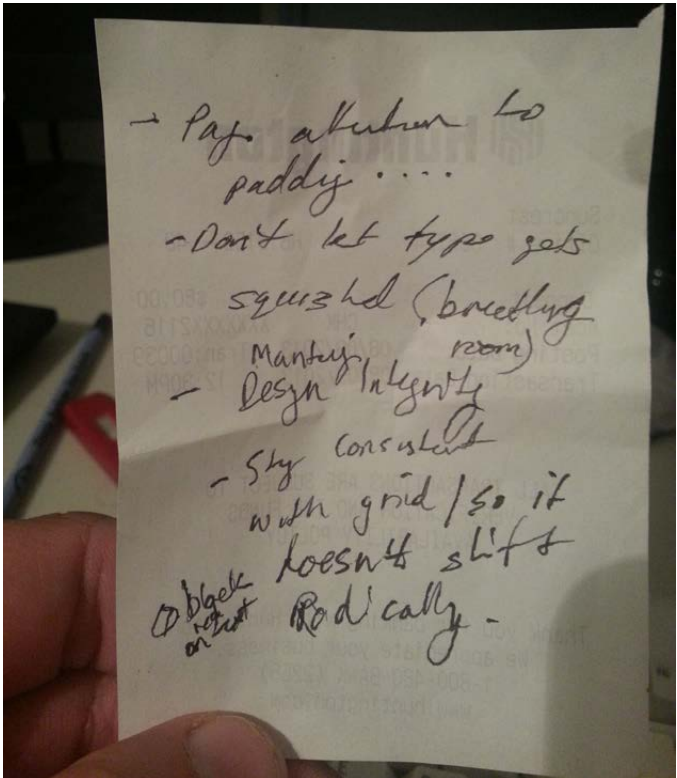
the typewriter or 'QWERTY' keyboard was first invented for the Sholes and Glidden typewriter and sold to Remington in 1873 C.E. Additionally, the a 'touch tone' telephone keypad as standardized when the dual-tone multi-frequency system in the push-button telephone was introduced in the 1960s C.E. An example of this can be seen in the Western Electric telephone. Both of these input interfaces from the 1870s and the 1960s C.E. are remediated as UI design elements not just in many indie videogame interfaces, but also in videogame console UI design, which constitutes a perfect example of remediation in videogames, and affords the user an ease of use, without a required learning curve.



Process Remediation

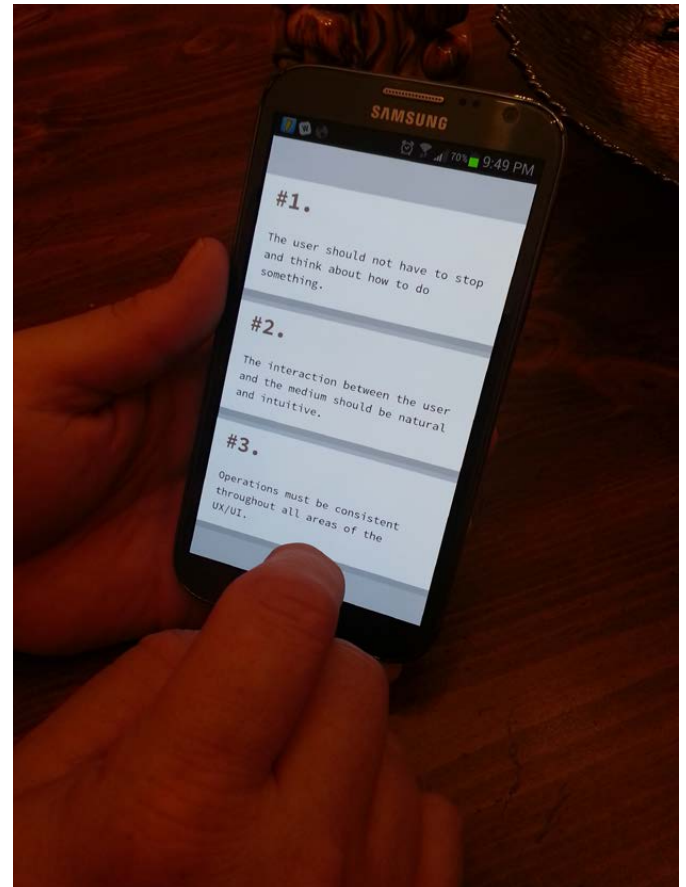
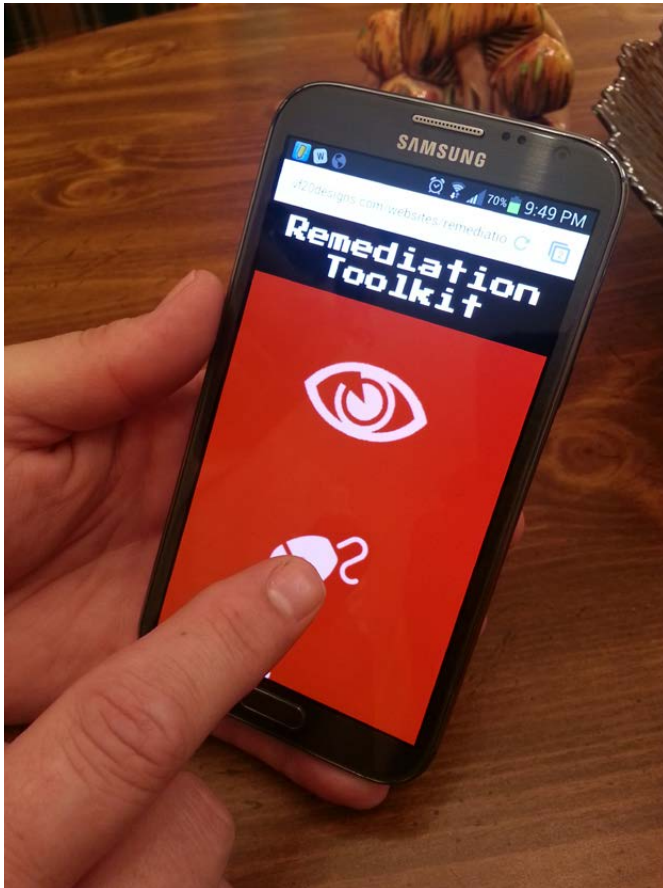
The indie videogame BIT.TRIP BEAT is an arcade-style music video game developed by Gaijin Games, and released in 2009

DESIGN COMP
FEEDBACK

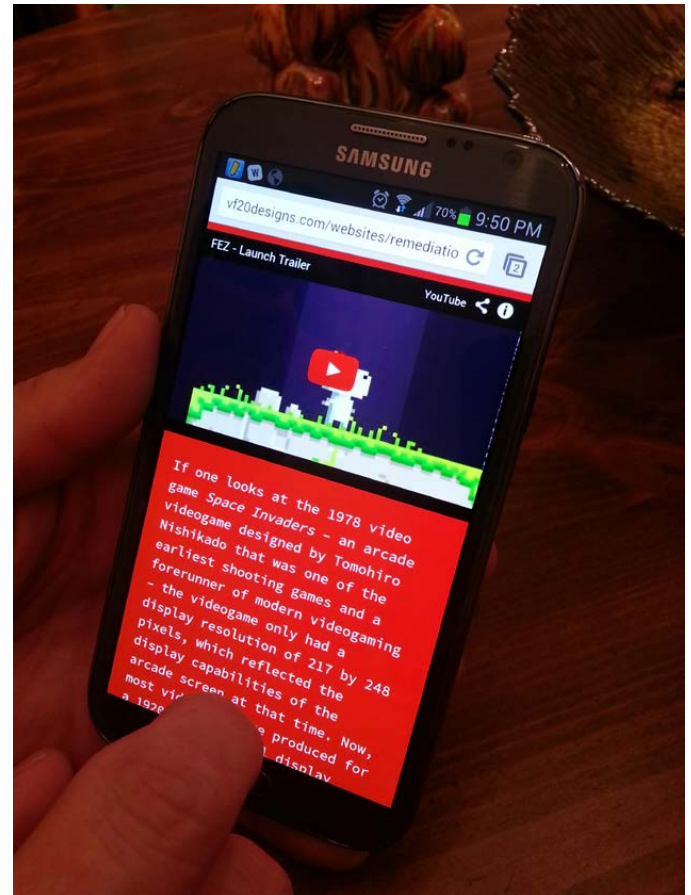
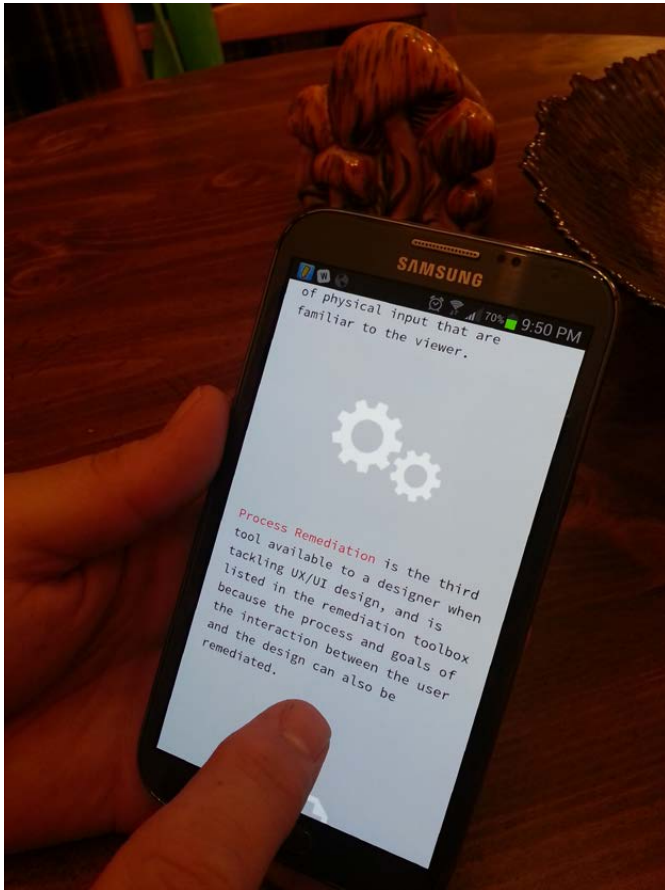


Tim Broadwater	So any thoughts about that website I sent you?	Aug-20 4:04 PM
Sir Matthew's Cu...	I like the way the top responds but the bottom s where I have some stylistic concerns.	Aug-20 4:05 PM
Sir Matthew's Cu...	When you start to size down the design I would opt for some padding in the boxes whihc have plain text (when they start to stack it becomes apparent)	Aug-20 4:06 PM
Sir Matthew's Cu...	These would be the ones directly under the "Meredith davis" Qoute	Aug-20 4:07 PM
Sir Matthew's Cu...	This was cool how this resizing was done.	Aug-20 4:08 PM

FINAL DESIGN IN CONTEXT



FINAL DESIGN IN CONTEXT (CONTD.)



Remediation Examples



Aesthetic Remediation



If one looks at the 1978 video game *Space Invaders* – an arcade videogame designed by Tomohiro Nishikado that was one of the earliest shooting games and a forerunner of modern videogaming – the videogame only had a display resolution of 217 by 248 pixels, which reflected the display capabilities of the arcade screen at that time.

[HTTP://VF20DESIGNS.COM/WEBSITES/
REMEDIATION/](http://VF20DESIGNS.COM/WEBSITES/REMEDIATION/)

or

[HTTP://BIT.LY/17990QR](http://bit.ly/17990QR)

