



**TAKE  
YOUR  
PLACE**

# Thinking like a UX designer

with Clara Pougeard

Clara Pougeard is a UX Designer currently working in Montreal. After graduating in Film Production in 2016, she turned towards the game industry and has been working at Compulsion Games for the last five years. As a UX Designer, she is primarily focused on interfaces and accessibility. Her credits include We Happy Few and its following DLCs such as We All Fall Down.

## Objective

This workshop will look at the role of the User Experience Designer in video games. We will consider theoretical knowledge and practical application. You will explore concepts such as accessibility in games, the user journey, wireframing and playtesting.

At the end of the workshop, you will become familiar with the tools used by a UX Designer and you will be able to see your favorite games under a new light!

## Workshop duration

This activity should take approximately 1-1.5 hours to complete. Please adapt to your circumstances.

## YouTube workshop link

<https://youtu.be/-EiExmDFVL8>

## You will need

### Essentials:

- Pen and paper
- [Link to workshop video](#)

### Optional:

- Access to your favourite game



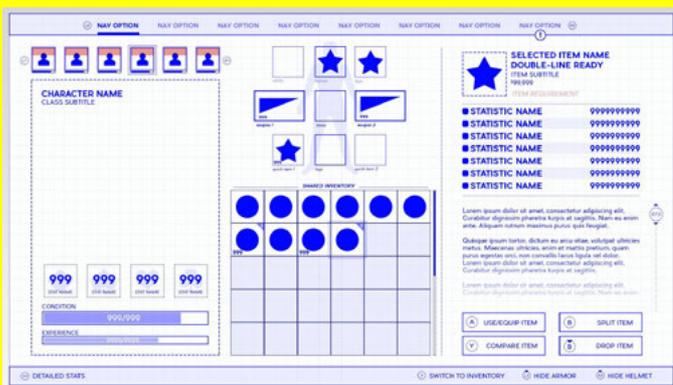
## Task one: take a guess!

- Write down (in a sentence or two) what you think UX means, and what you think are the tasks of a UX Designer.

**TOP TIP:** Don't worry if you are unsure, just write away. There are no bad ideas!

Listen to Clara explain what a UX designer actually does ([00:11:00 – 00:12:37](#))

From here we'll be looking at video game interfaces. In video games, user interfaces refers to the components through which users interact with the game (inventory, map, main menu, etc.)



## Task two: wireframe

A wireframe is a simplified representation of the components a player will see on screen.

Hear Clara explaining what a wireframe is in more detail ([00:19:43 – 00:20:55](#))

Draw out a wireframe for a mode selection screen that contains the following:

- Three game mode buttons to be selected: 'save the world', 'battle royale', 'creative'.
- A short description for each of these modes.
- Controls for the screen: A to select, B to cancel

## Task three: user journey

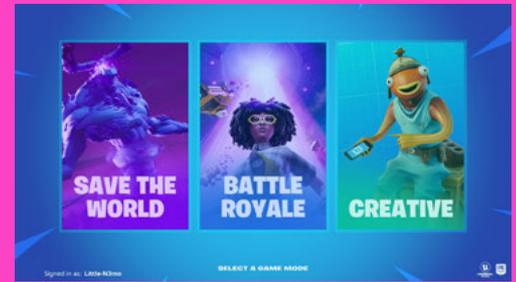
Using the screenshots given, order them to show the journey the player must go through for each of those tasks (click on each image to enlarge):

- Starting a game of Battle Royale in trio, with the dreamflower quest.

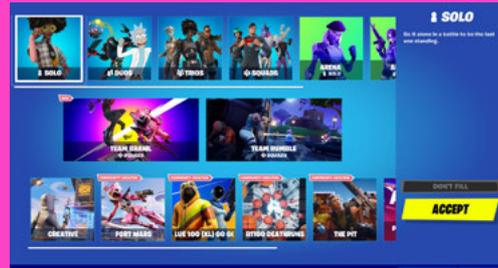
1



3



4



2



**TOP TIP:** Try to see through the player's eyes. You might need to revisit the same screen more than once.

## Task four: accessibility

Making games accessible to people of all backgrounds and abilities is essential. We need to consider physical and circumstantial barriers that may hamper people from enjoying the gaming experience.

Listen to Clara explaining what accessibility in games means ([00:46:50 – 00:47:48](#))

After a playtest session, the following hurdles have been reported:

- The text is hard to read on smaller screens and for players with visual disabilities.
- The designers want to add a narrator voice when hovering on each mode – but people with hearing disabilities or people who need to keep the sound down won't be able to experience the narration.

Write down some ideas on how you could improve the experience for these players. When you have completed the task, see Clara's suggestions on accessibility ([00:56:58 – 00:58:19](#))

1

SKILL POINT AVAILABLE



## Conclusion

User experience design is the process of supporting user behavior through usability, usefulness, and desirability provided in the interaction with a product – in this case, game design. It isn't all about how visually pleasing the game is, it's also about how functional and easy it is to use. The best games tell a great story, showcase beautiful art, feel good to play, and are accessible to all. The skills covered in this workshop cross over with courses such as Games Development, User Experience Design, Graphics Communication, and Games Art & Design.

## Find out more about Clara Pougeard

 [@CPougeard](https://twitter.com/CPougeard)

We would love to see your work!  
Share it with us on Instagram:

 [@NUAoutreach](https://www.instagram.com/NUAoutreach)

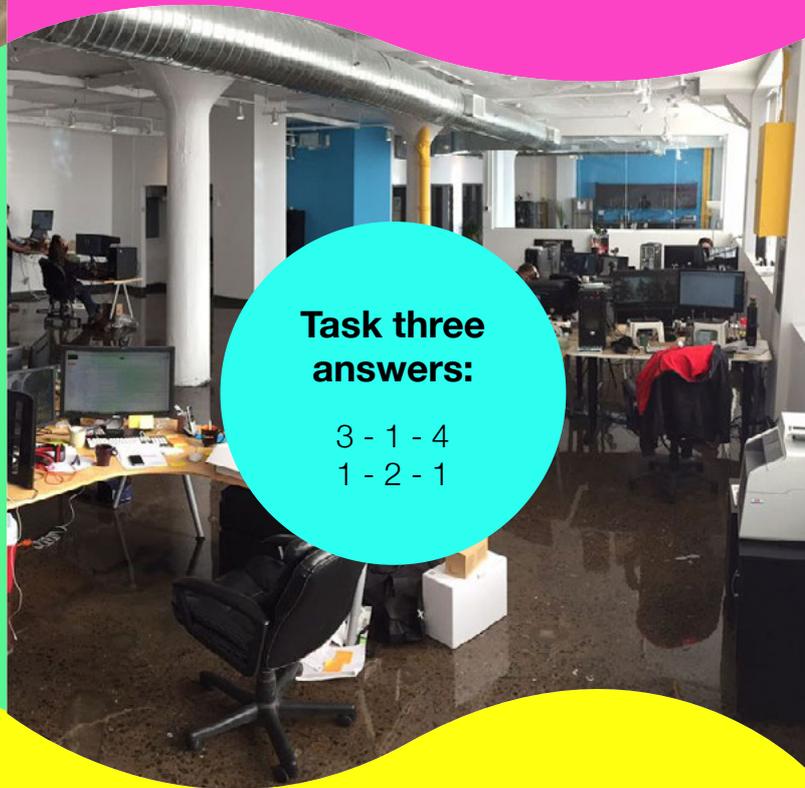
 [@takeyourplace\\_he](https://www.instagram.com/takeyourplace_he)

## Task five: playlist

The final step is to put your knowledge into action:

- Pick your favourite game.
- From the observations you have made, think of ways the user experience can be enhanced.
- i.e. is the text easy to read? Can you easily navigate the menus?

**TOP TIP:** If you find anything frustrating whilst playing, this could be an area of the game that needs improving.



## Task three answers:

3 - 1 - 4  
1 - 2 - 1

## Further resources

 [www.screenskills.com](http://www.screenskills.com)

 [www.girlswhocode.com](http://www.girlswhocode.com)

## Useful links

 [@norwichuniarts](https://www.instagram.com/norwichuniarts)  [Creative Careers](#)

 [www.takeyourplace.ac.uk](http://www.takeyourplace.ac.uk)  [NUA Website](#)