



Chapter 8 – Interface: Creating the Connection

Player-Centered Design

Interface & Game Features

- Gameplay
- Story
- Character
- Audio
- World

Physical Interfaces

- Arcade
- Computer
- Console & Handheld
- Immersive

Visual Interfaces

- Classification
- Components
- Platform-Specific Features
- Genre-Specific Features

Usability

- Accessibility
- Save-Game Options

The Player Experience: Interface & Gameplay