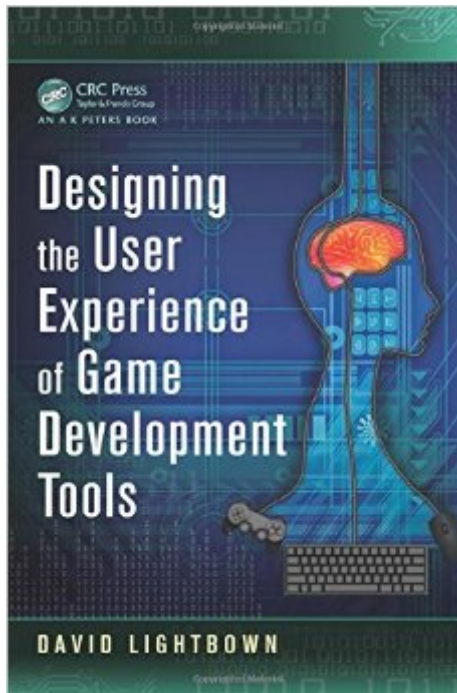# Designing The User Experience Of Game Development Tools

Synopsis

Most tools developers want to improve the user experience but are not given the time, lack the techniques, or donâ ™t know where to begin.Designing the User Experience of Game Development Tools addresses these issues to empower tools developers to make positive steps toward improving the user experience of their tools.TheÂ book explains how to improve the user experience of game development tools. The first part of the book details the logic behind why the user experience of game tools must be improved. The second part introduces the concept of user-centered design, a process that revolves around understanding peopleâ ™s goals, watching them work, learning the context in which they work, and understanding how they think.Ideal for anyone who makes, uses, or benefits from game development tools, the book presents complex concepts in a manner that is accessible to those new to user experience design. The book illustrates many proven concepts and techniques using before-and-after examples from tools development to supply you with the real-world understanding you need to become a better game developer. It also describes how to get buy-in from your team.Although concepts have been simplified to make the informationÂ more easily accessible,Â the textÂ includes resources in the footnotes if you want more details. The book includes access to a companion website, www.UXofGameTools.com, that contains the latest revisions for the book as well as contact information. You can also follow the official Twitter account @UXofGameTools to see the latest updates and articles related to the improvement of the user experience.

Book Information

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Customer Reviews

You make game tools. You want to get better at it. This book will make you better at it. You'll see your software and your processes in a whole new light. Buy it, expense it, read it, give it to your coworkers.

Echo User Guide: Newbie to Expert in 1 Hour! Tkinter GUI Application Development Blueprints A Doctor's Tools (Community Helpers and Their Tools) Microservices: Patterns and Applications: Designing fine-grained services by applying patterns Writing Effective User Stories: As a User, I Can Express a Business Need in User Story Format To Get the IT Solution I Need SQL: Learn SQL In A DAY! - The Ultimate Crash Course to Learning the Basics of SQL In No Time (SQL, SQL Course, SQL Development, SQL Books, SQL for Beginners) MYSQL Programming Professional Made Easy 2nd Edition: Expert MYSQL Programming Language Success in a Day for any Computer User! (MYSQL, Android programming, ... JavaScript, Programming, Computer Software) Understanding Oracle APEX 5 Application Development NoSQL Web Development with Apache Cassandra Unity in Action: Multiplatform Game Development in C# with Unity 5 How To Program -- Echo: Design, Development and Testing Alexa Skills ANGRY BIRDS 2 GAME: LEVELS, CHEATS, WIKI, DOWNLOAD GUIDE Fallout 4 Vault Dweller's Survival Guide: Prima Official Game Guide Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Edition) Designing the User Experience of Game Development Tools Tabletop Game Design for Video Game Designers Players Making Decisions: Game Design Essentials and the Art of Understanding Your Players Multiplayer Game Programming: Architecting Networked Games (Game Design) Unity 5 From Zero to Proficiency (Foundations): A step-by-step guide to creating your first game with Unity. Minecraft: Secrets Handbook: The Ultimate Minecraft Secret Book, Minecraft Game Tips & Tricks. Hints and Secrets of Minecraft (Minecraft Books)