Memory Follows Form Follows Function

UI, Memory, and Technical Constraint in Game Design

UI design in games over time

- Information design
- Design theory & UI design
- Technical restraints/allowances and their influences on game design
- Retro game revival

Design Theory – information design

Games requires information design

- It's about making sense
- What do you need to know
- Where can you find this information
- When do you need this information



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Index

Nieuw

Populair a Sinterklaas

Beginnen met Spele.el Spele.el bij je favorieten Oetine Clipjes Gests Spatten Gest Ringtones Ledon Help Pagins Privacy Contact Chatten Madinglist Seutawk Kannonnushil Snack Attack Selvener Salen Speedy Resque Tom en Jerry Iq Marathon Melk fun Bravo Boogle Wanngevecht Wannahave

Aupjes

Arkanoid

Courage

Developed.

Auto Riiden

Bravo Boogle

Game Socone

Helicopter Spei

finjes verkeper

Jongheren

Lemmings

Stack Attack

Spongebob

Waterband

Tom on Jeany

Pin Ball

Spake

Moor

Hamburger Goolen

Scoothy achtervolging

Aqua Energiaer

Lemmings
Pingsin Slaan
Ice Hockey
Dragsdealer
Mc Serve
Trampoline Springen
Lerair Spelen
Pizza Coureur
Bomberman
Karting
Pingpong

Doe de per na Kindersen Het Kombus Pakjes avond Pakjeskamer Pepermoten gosten Pieten Training Robopies Wess on wir Zwarte Piet Moer Sent games...

Zoeken

Behendigheid

Sport

Vecht

Heo je een game kwiji? Zoek bein og:

Zoercide game:

poeter!

Balletje Goosm

Brea Colf

James Hockey Kick Up.

Pennity Shootian Pengpong

Pingano Siana Rooftep Skater Skato Boarden

Silvester-Skim Sleene

Snowtwerden Snot Billurien

Soccum Stally Surfan

Transpolate Springers

Treffel Waterpropolit Meet Sport games Barrier

Benie Blitz Ber Brigada Capoeira Deuter

Matrix Radical Aces Scatawk Sameni

Superlighter Terroristen Ooding

Xiao Xiao Meer Vecht pamer.

Race

Auto Rijden Bobslesses

City Racer Cornete Racer Hot Racer

Aventuur

Adversor: Man Castel Car Daily Dock Harum Scarum Habits Lego Bob Paction Pickpap Pickpap Picka Course Rode Baard Save the Sheriff State Man



Behendigheid

Multiplayer



Save The Daddy



Soccer Tournament



Noob Saving Friends



Italian Brainrot Jigsaw



Donne's Spinning World



Chicken Scream Race



8

FRAGEN



Metro Escape



Tony Archer



Italian Brainrot: Neuro ...





Butterfly Kyodai Rainb.







Obby On A Bike



Parkour Block 7



Bubble Shooter 3D



Uphill Rush 13



Block Crasher



Bubbel Game 3



Mahjong 4



Bubble Shooter





Among Us Online



Rummikub



Lingo



1 Tegen 1 Voetbal

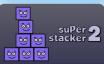


Vuurjongen & Waterme...





Mahjongg Solitaire



Super Stapelaar 2



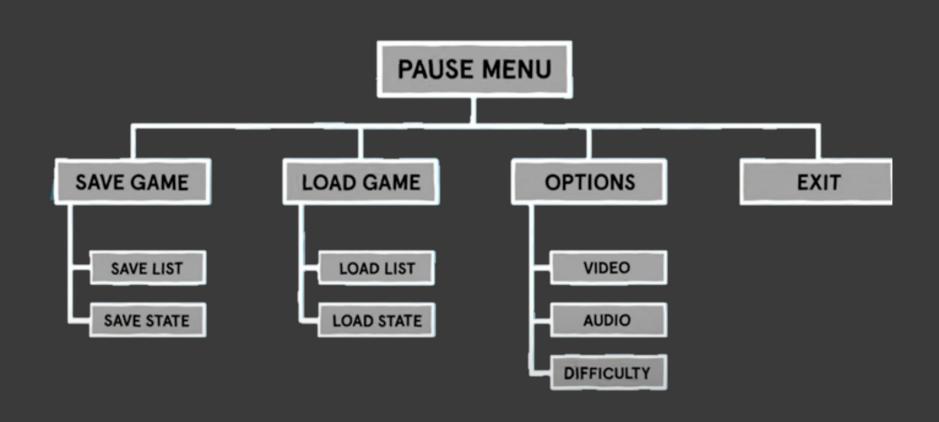
Mahjong Connect

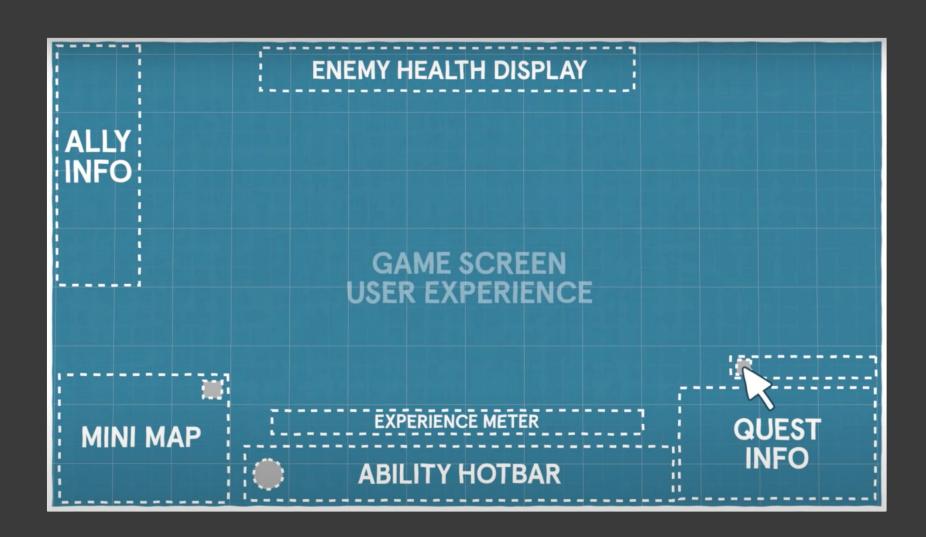


Fruit Connect



Bomberman 4





Information design – UX design

- Hierarchy
- Flow
- Feedback loops

You're solving design problems so the player won't think about it





NEW GAME



Credits

LOT I ENGLISH STEAM

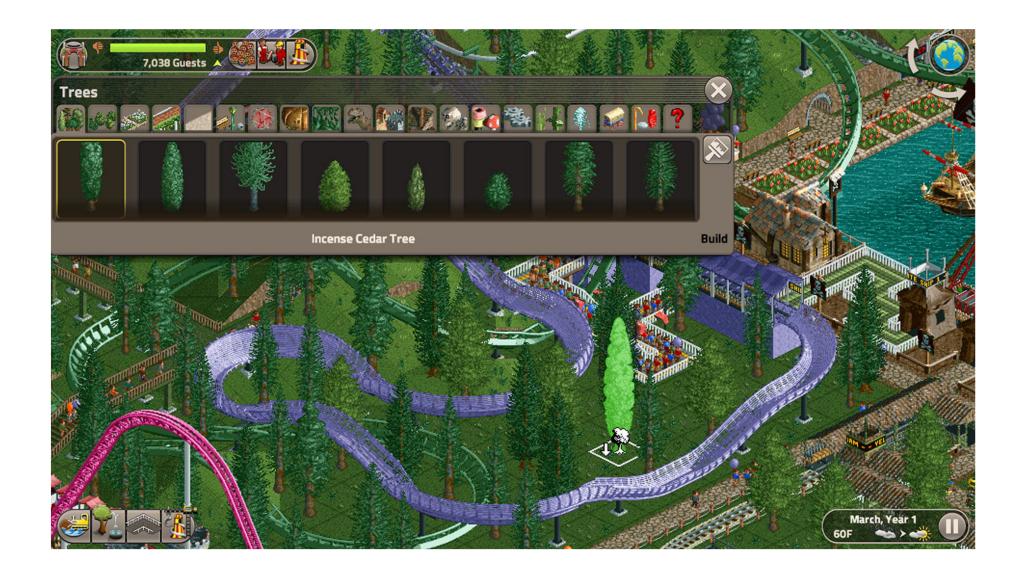












What is important

- Flow
- Hierarchy
- Harmony and contrast
- Consistancy

Going back – hardware restrainst as design

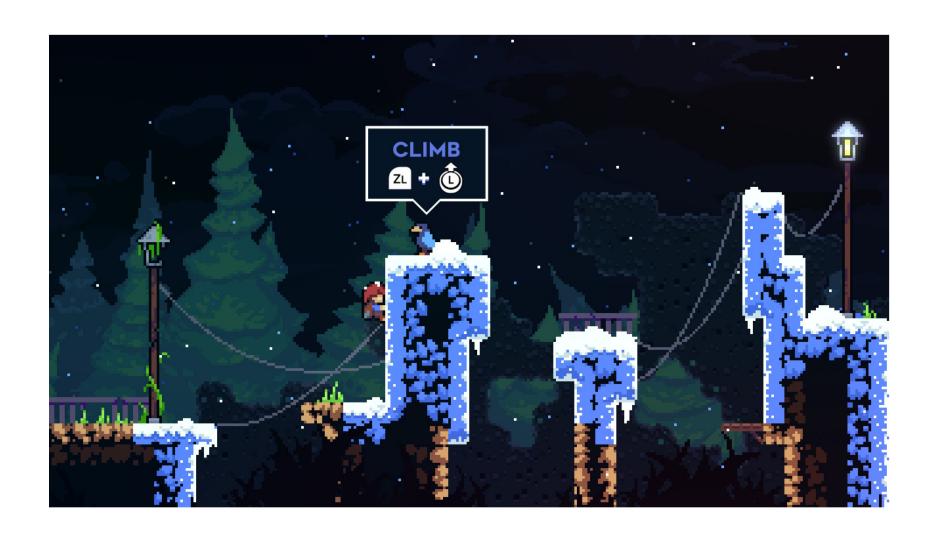
- Design is context
- Pixels
- Limited memory space
- Colour palettes & resolution constraints





Revival as Recontextualization

- Use of "pixel art" as an aesthetic choice rather than a necessity.
- Modern engines mimicking old hardware limitations
- CRT filters, music chip emulation, low-poly revival.





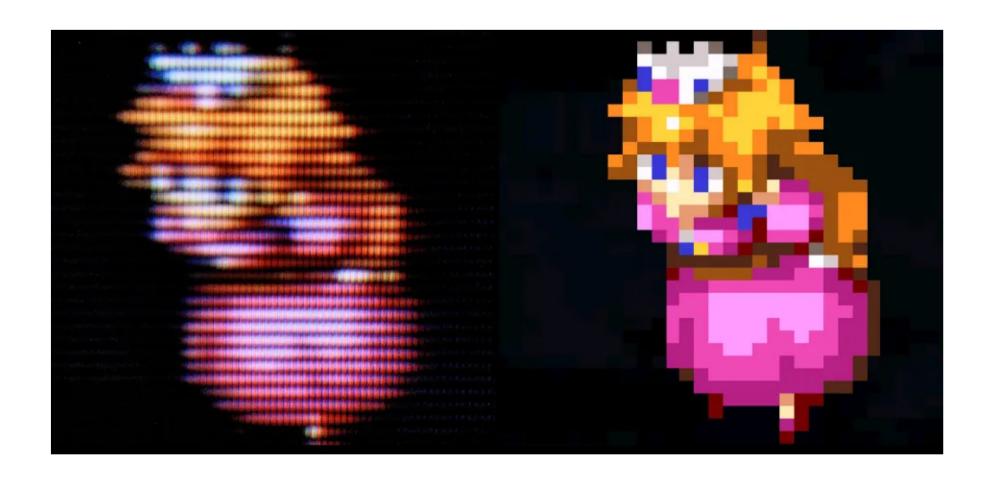




CRT Screens and Game Feel

- Blur
- scanlines
- contrast





Emulation and UX Dissonance

- Input latency, aspect ratios, broken UIs in HD
- Fidelity vs. authenticity dilemma
- Nostalgia







In conclusion

- Play close attention as to what information has to be presented and how to present it
- Design is never neutral—it's always shaped by context, constraint, and intention
- When reviving old media, consider not just what it was, but how it felt

Thank you