Designing the User Experience of Game Development Tools

David Lightbown

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Most tools developers want to improve the user experience but are not given the time, lack the techniques, or don'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.

The 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 people'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 information more easily accessible, the text 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.

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