The Project 2 Design Bible

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The Delivery Medium (PowerPoint)

I chose PowerPoint as my medium because it’s simplicity allows me to have the greatest amount of control over the presentation while still making an interesting multimedia experience. It is the tool that I am the most familiar with. It also is an application that is easily accessed across multiple platforms without much preparation.

Typefaces

I wanted typefaces and fonts that were reminiscent of the consoles covered in the presentation. Also, having video game themed font in a video game presentation just made sense thematically. There wasn’t much else that I would have been satisfied with. I also wanted to have a diverse palate of fonts to keep the text visually interesting.

8-bit pusab – ABCDEFGHIJKLMNOPQRSTUVWXYZ

Console Wars – abcdefghijkl

Early GameBoy - abcdefghijklmnopqrstuvwxyz

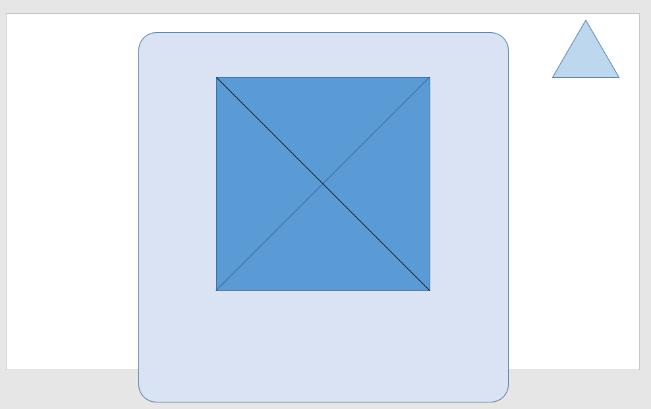
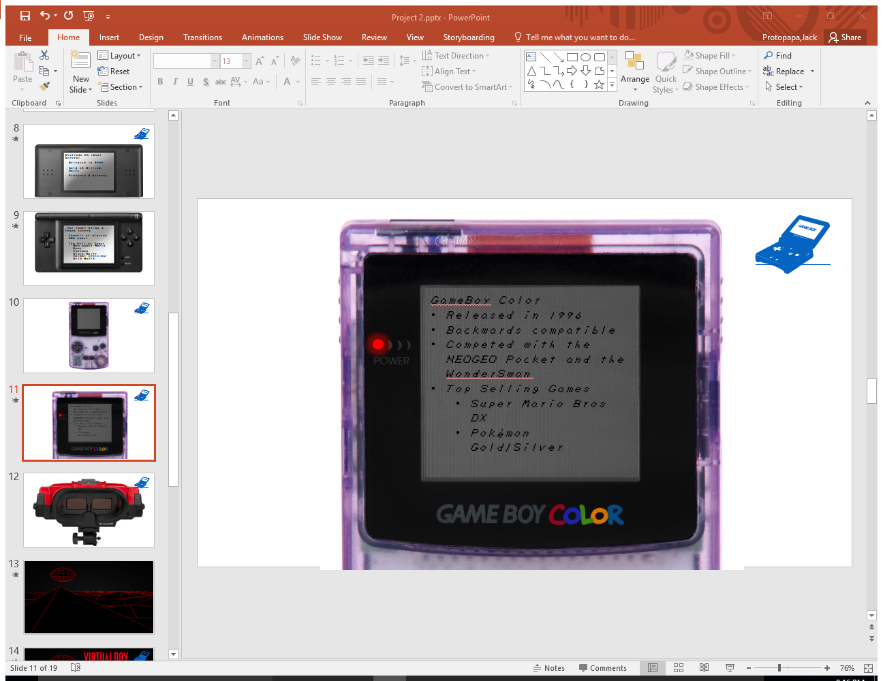
Pixeled – AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTtUuVvWwXxYyZz

Press Start – AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTtUuVvWwXxYyZz

Video Games – abcdefghi

Zelda DX - AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTtUuVvWwXxYyZz

Screen Layouts

 One of the biggest choices I made for my presentation was to immerse the information into the presentation rather than just have text and images floating on screen. Where applicable, the text it displayed on the screen of a given console, giving the feel of the presentation being displayed across multiple game consoles. Centering everything also made sense seeing how it helps the audience stay focused on what is in front of them without too many distractions on the peripherals.

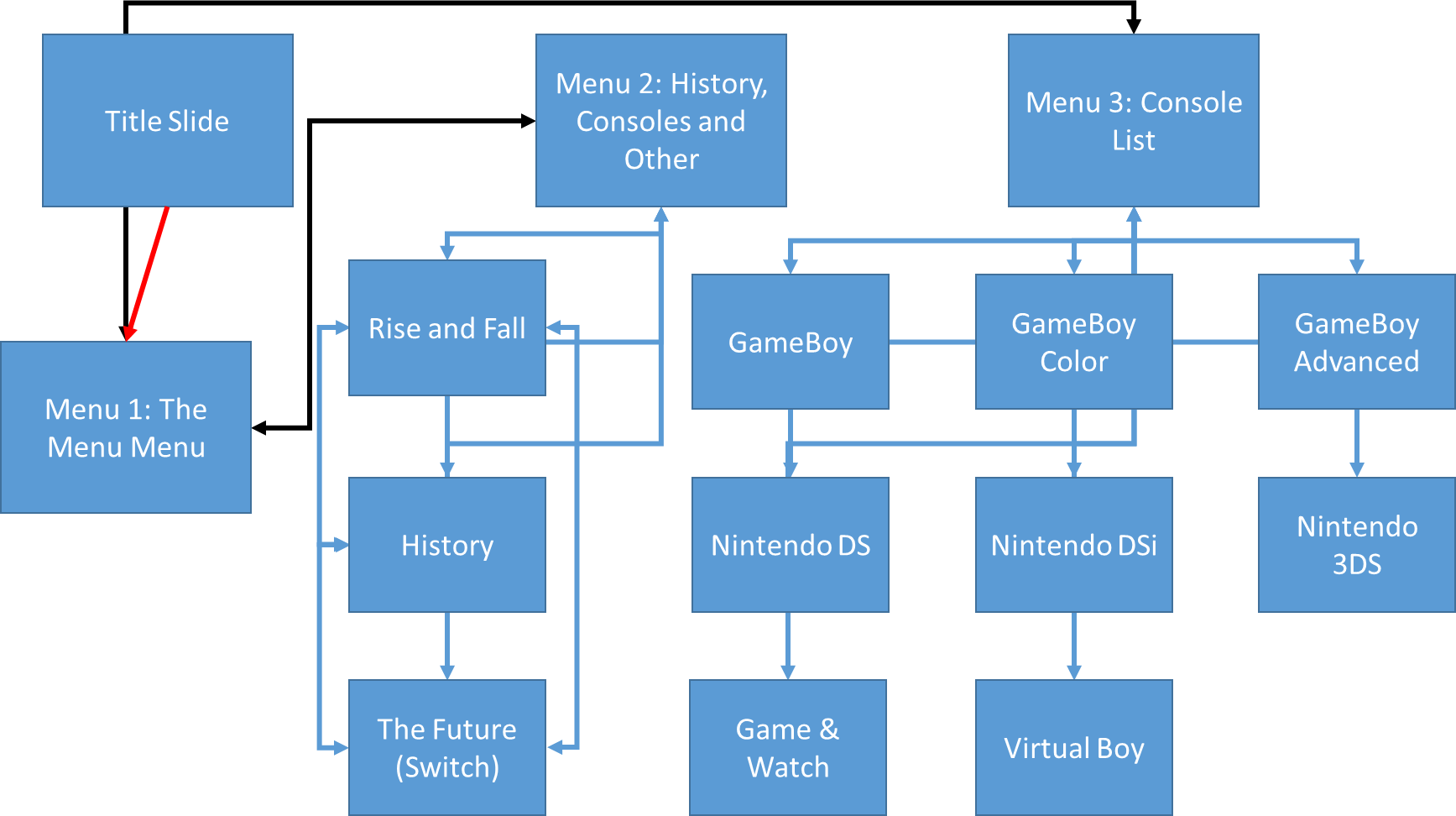
Top Left: A wireframe of the Game Boy Color slide. Bottom Left: A final version of the Game Boy Color slide.

Navigation and Button Sizes

Button sizes weren’t a major issue because I based most of the buttons off of buttons found on the consoles. Aside from those, the buttons were the right balance of apparent and intrusive; not getting in the way too much but not completely invisible either.

The layout of the navigation is very straightforward. The main menu is preceded by the title card, and the console pages all link back to the main menu. Doing it any other way would not only be unappealing, but take away from the presentation by being too confusing to follow.

Below is a diagram showing all the possible navigation options in the presentation.



Placement of Elements

As previously stated, I focused on keeping the elements centered so they are easier to focus on when viewing the presentation. I also had to keep everything lined up with the console screens on the given slides. When it came to laying out the menus, I used radial placement schemes in order to have the buttons neatly organized in an appealing manner. Just because the presentation covers video games doesn’t mean that everything had to be all blocky and jaded.

How It All Comes Together

Like a cartridge into a slot, everything fit perfectly and worked (after blowing on everything to get the dust out). All of the information is where it needs to be and is easily accessed through the menus. Unfortunately, I could not incorporate all of the topics that I had set out to due to time restraints. This was already an ambitious project but I feel that I was able to get what I wanted into the project without straying too far from my initial goal of educating people about handheld consoles.

Overall Ability

Overall, I would give myself something between a B and an A. First off, not everything I wanted to cover in this presentation got into the final product. Most of this information was greater detail on the history of handheld consoles, their rise and fall in popularity, and insights into the future of handheld gaming. Along with that, I wanted to incorporate more imagery and stylize that imagery to match the consoles that they would be incorporated into. Finally, given all of the setbacks that I encountered, I am still satisfied with the final project.