



BEYOND THE SCREEN

International Conference on Animation,
Effects, VR, Games and Transmedia
May 02-05, Stuttgart, Germany

Event Details

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CONFERENCE | TECHNOLOGY | DESIGNING FOR USER EXPERIENCE

Thursday, May 04, Bertha-Benz-Saal, 18:00 - 19:00

Designing for the UX of Game Development Tools

David Lightbown (Ubisoft)

Have you ever thought to yourself, "If our tools were easier to learn and more efficient, we could do less overtime and spend more time on polish?" Game developers tend to focus on producing games, not taking time to think about how tools could be improved. However, the reality is that better tools can help make better games! The games industry needs to make the user experience of tools a priority. This session will help you understand what user experience is (and is not), establish a vocabulary to facilitate discussion about tools design, and finally see how those techniques can be applied to improve a real-world game development tool!



 David Lightbown, User Experience Director, Ubisoft

David has been working professionally in computer graphics for over 20 years. He has spent the majority of his career helping game developers find ways to be more productive, and shares his experiences via his acclaimed conferences all around the world. He is an Autodesk Master Award recipient, advocates for improved efficiency in the games industry, and recently published a book: "Designing the User Experience of Game Development Tools". David currently holds the position of User Experience Director for the Technology Group at Ubisoft Montréal.

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