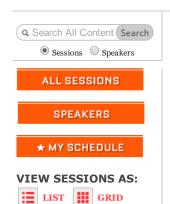
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Tools Development at Ubisoft: Building a Shared Vision to Improve the User Experience

David Lightbown | User Experience Director, Ubisoft

Location: Room 2016, West Hall

Date: Thursday, March 5

Time: 10:00am - 11:00am

Format: Session

Track: Programming

Pass Type: All Access Pass, Main Conference Pass - Get your pass now!

Vault Recording: Video Audience Level: All

i Like

Architects spend years planning a building before a single brick is placed. Car companies build full-scale clay models of their cars before they ever see an assembly line. You can watch a movie as a 3D pre-visualization before any actors are cast. Yet, when it comes to the games industry, we often begin developing tools without first having a shared vision of what we're building, and who we're building it for. This presentation will discuss why this is happening, as well as the potential risks if we don't evolve our tools development process. Attendees will also learn a handful of user-centered design techniques, and how they can be used to create a shared vision to improve our tools. Finally, the presentation will include examples of internal Ubisoft tools that exhibited these issues, how having a shared vision helped to improved them, and how that helped their respective teams.

Takeaway

Attendees will leave with an understanding of why watching users work is more effective than focus groups and surveys, as well as how to better prioritize tools based upon user needs. They will also have learned how to use guidelines and mockups to make tools development more efficient.

Intended Audience

The main intended audience includes programmers, technical artists, technical directors and managers who are involved in the development of engines and tools. However, the people who use those engines and tools can also benefit. No prerequisite knowledge is required, everything will be explained in the presentation.