

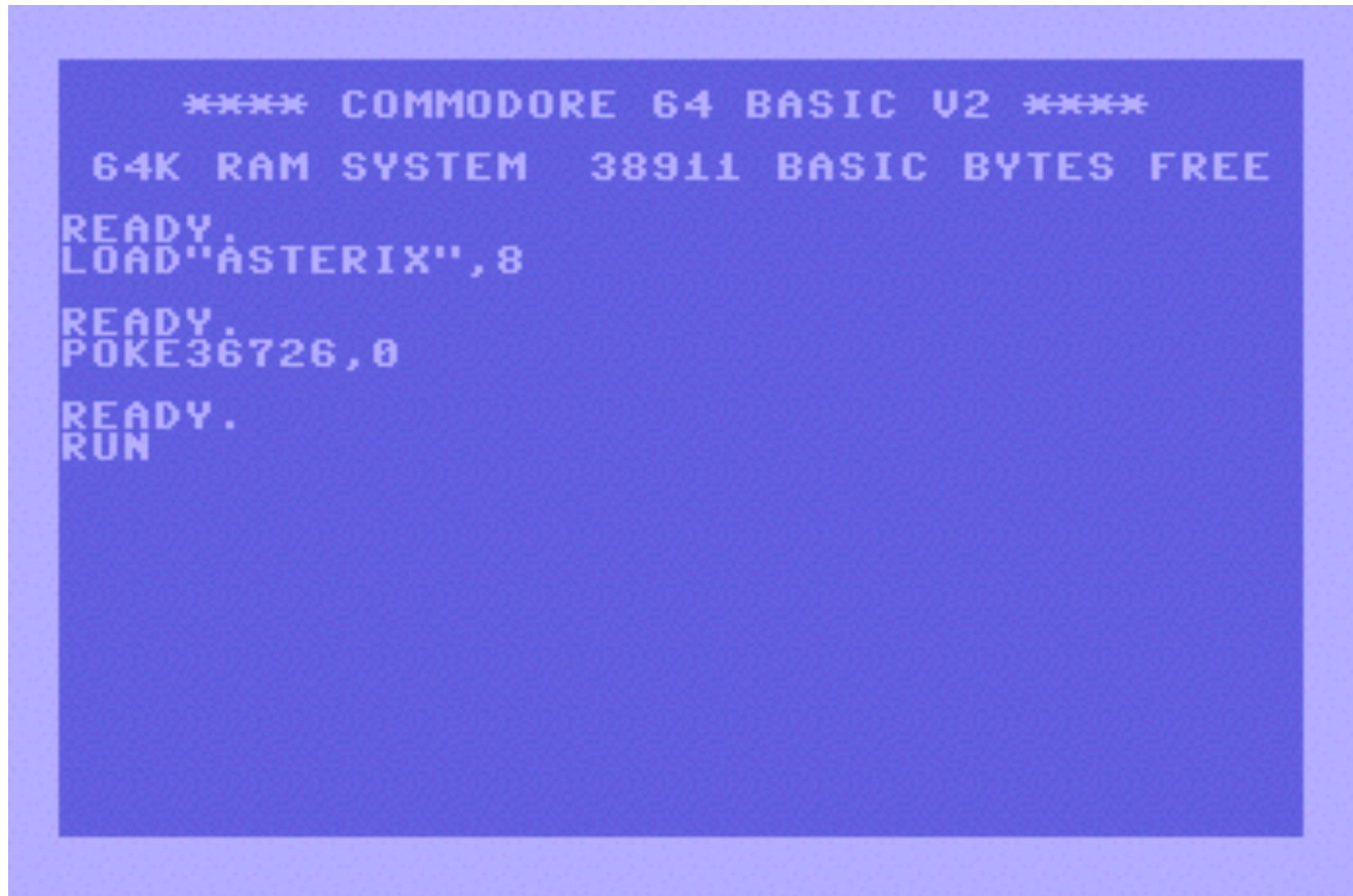
Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

Graphical User Interface (GUI)

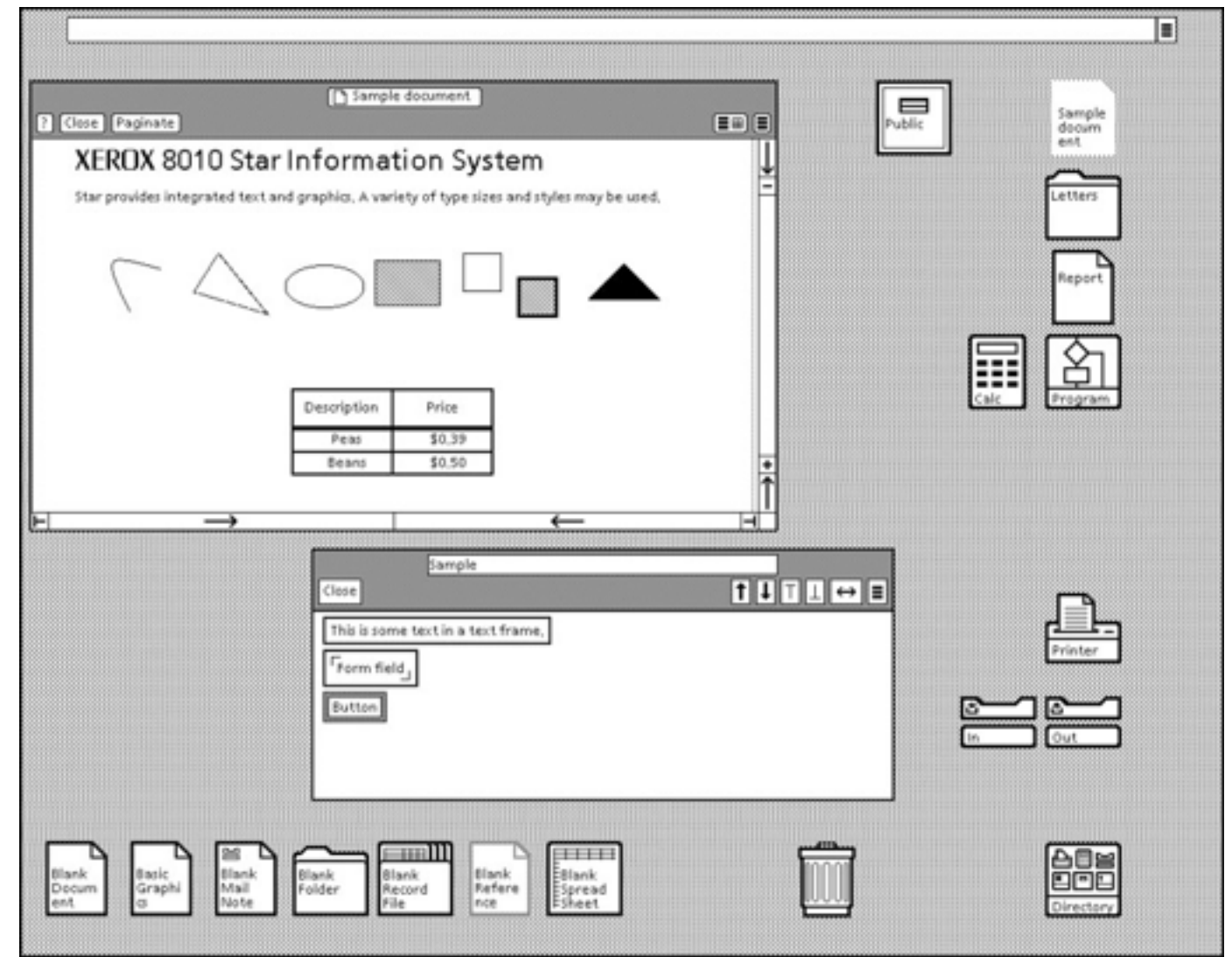
Prof. Dr. Jochen Koubek



System-Interface: Homecomputer, PC



Text-Interface



Graphical User Interface (GUI)

WIMP: Windows, Icons, Menus, Pointer

System-Interface: Konsolen



Xbox 360 Dashboard



Wii Menü

Ludische Einbettung

Extraludisch

Die GUI ist nicht Teil des Spiels

Start / Ende
Pause
Optionen / Einstellungen
Netzwerk / Server
Login
Statistik
Credits
Lizenz
Bedien-Hilfe
Sprachauswahl
Laden / Speichern

Metaludisch

Die GUI bezieht sich auf das Spiel, ist aber nicht Teil davon

Achievements
Questlog
Freundesliste
Gilde
Charakter
Minispiel
Kapitel-/Levelwahl
Spielerwahl
Punkte
High Score

Intraludisch

Die GUI ist Teil des Spiels

Briefing
Ziele
Alarm
Chat
HUD
Inventar
Buffs
Item Info
Karte
Dialoge
Ressourcen
Rätselhilfen

Narrative Einbettung

Extradiegetisch

Die GUI ist kein Teil der Spielwelt, die Spielfigur kann sie nicht wahrnehmen oder bedienen.

Metadiegetisch

Die GUI ist Teil der Spielwelt, wird dem Spieler aber in einer anderen Form präsentiert als die Spielfigur sie wahrnimmt und bedient.

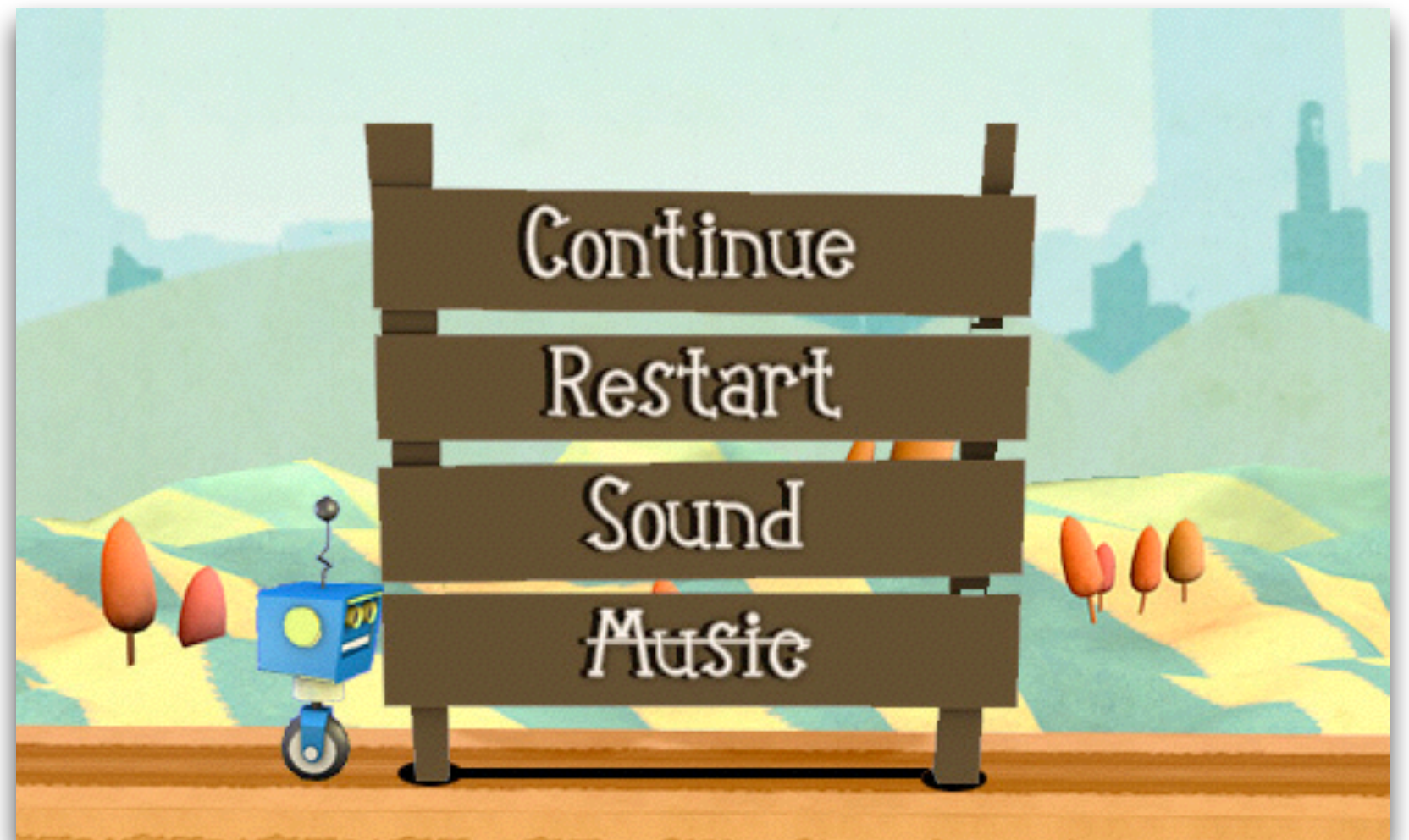
Intradiegetisch

Die GUI ist Teil der Spielwelt und wird für den Spieler genau so präsentiert wie für die Spielfigur.

Extraludisch / Extradiegetisch



Start-Menü



Pausen-Menü

Intraludisch / Metadiegetisch



Diablo II



Populous 3: The Beginning

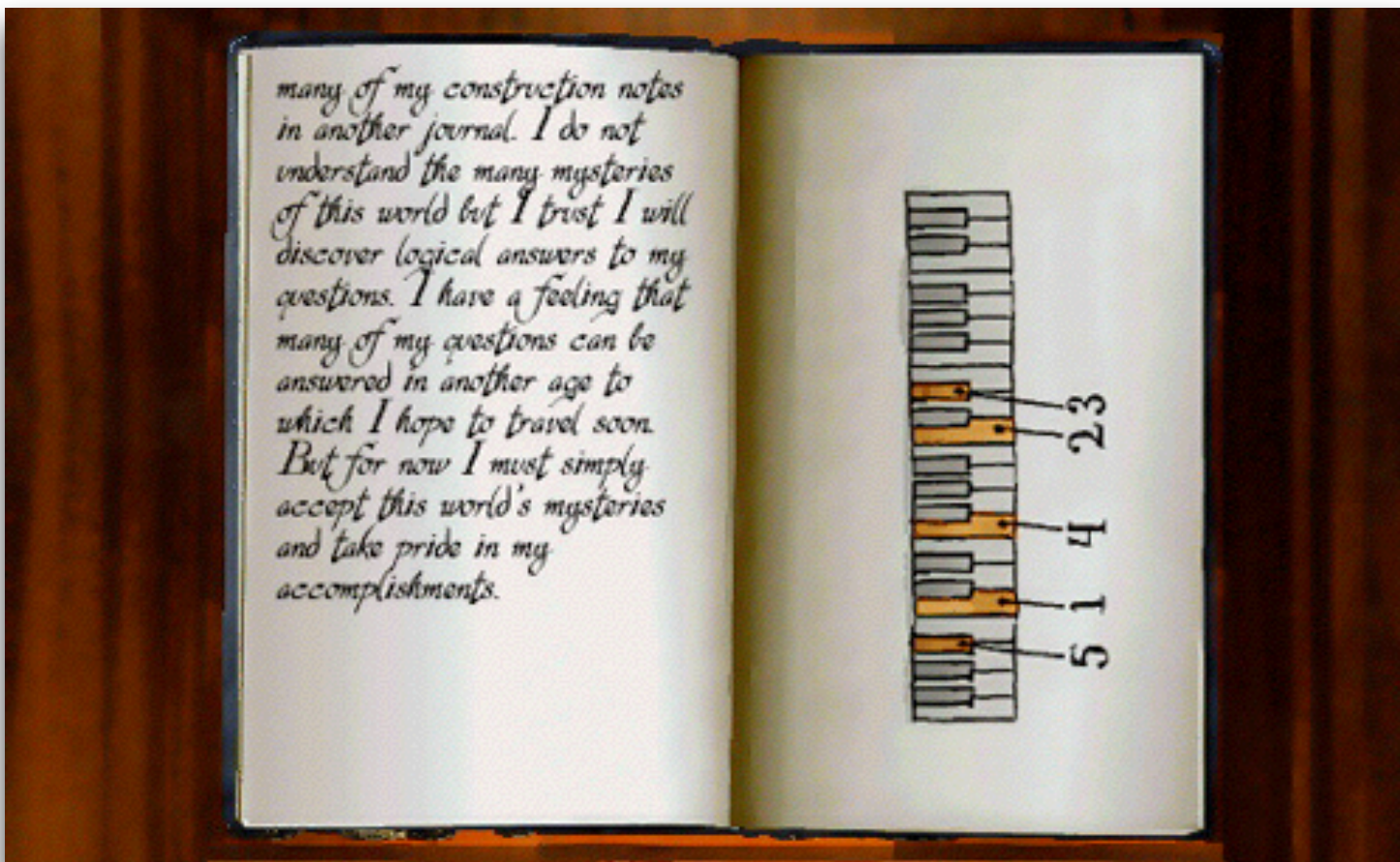
Intraludisch Intradiegetische



Fallout II, Pip Boy



Myst, Map & Journal



many of my construction notes in another journal. I do not understand the many mysteries of this world but I trust I will discover logical answers to my questions. I have a feeling that many of my questions can be answered in another age to which I hope to travel soon. But for now I must simply accept this world's mysteries and take pride in my accomplishments.

Metaludisch / Extradiegetisch



Mega Man



Baldur's Gate



Intraludisch / meta- oder intradiegetisch

Die Gestaltungsmetapher (Look & Feel)
unterstützt die Narration.



Starcraft

HUD (Heads-Up-Display)

In-Game-Display (intraludisch, meta- o. intradiegetisch)



Assault Cube

Soldier

Level 21

23315 / 25900

Experience

292

Health **292**

Paragon

Renegade

Talents

[illegible]

Intraludisch / Extradiegetisch

Points: 

John Shepard

Liara T'Soni

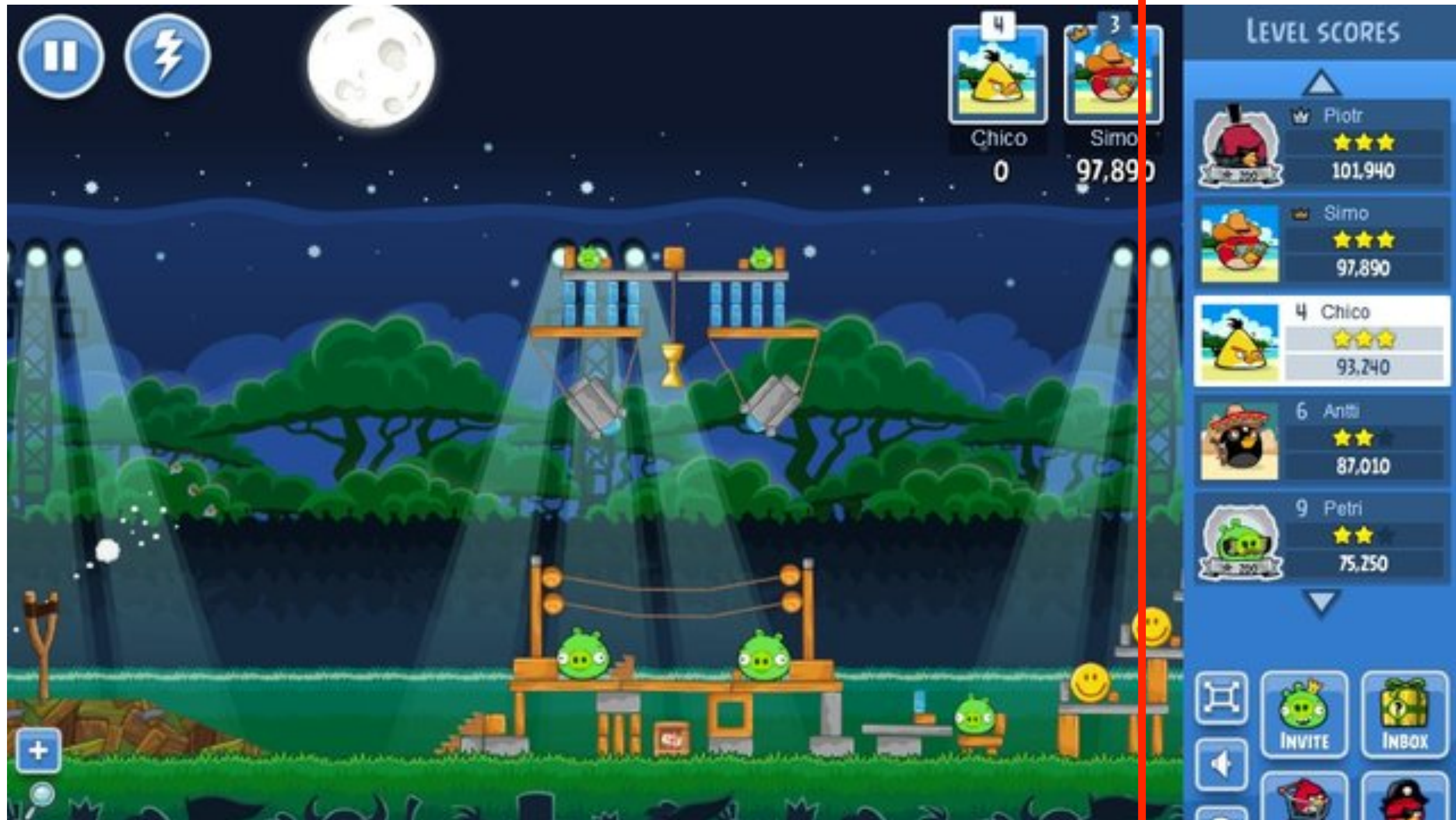
Undo Talent Points

Extraludisch / Metadiegetisch

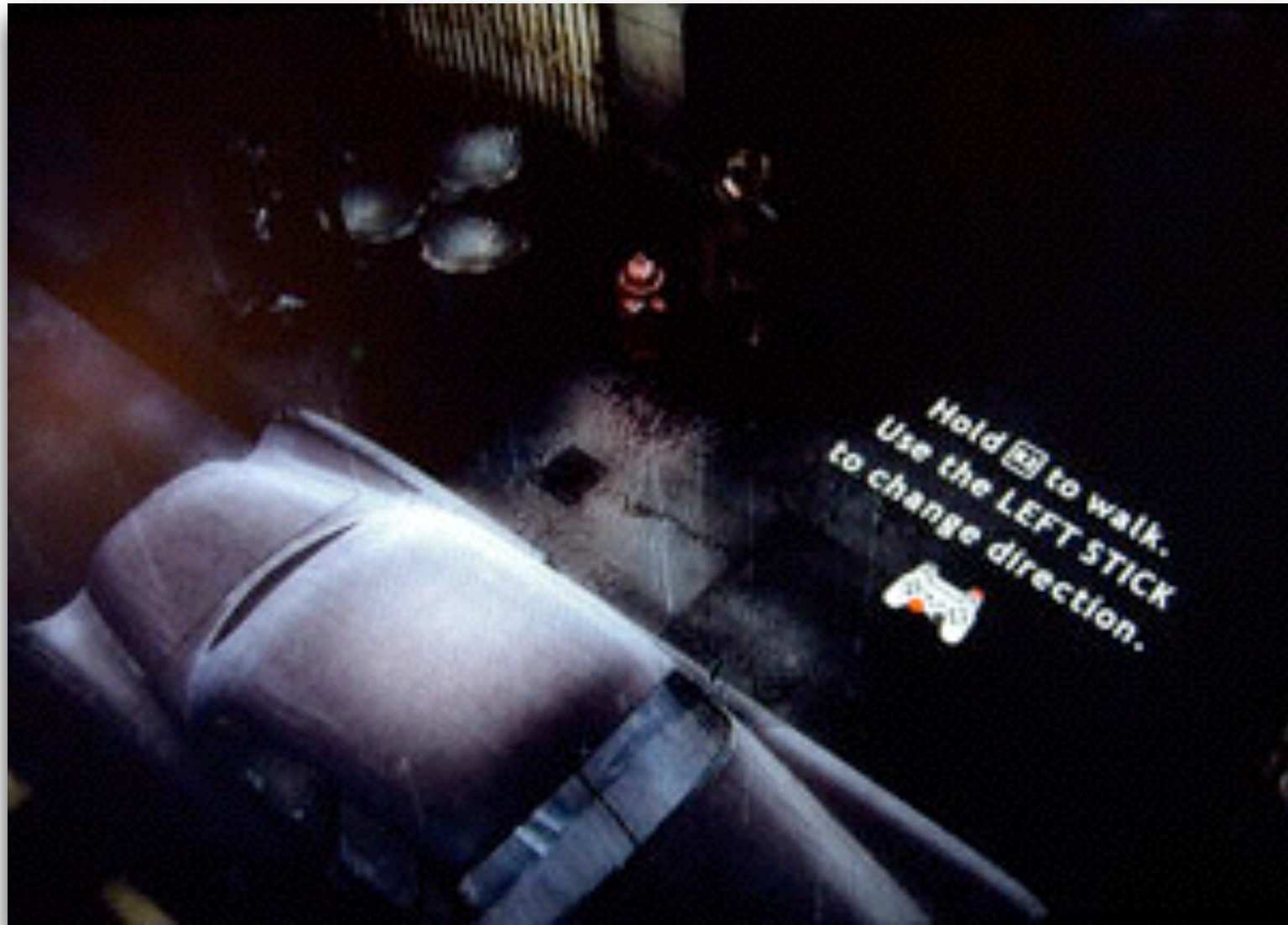


Hilfe
Speichern
Beenden

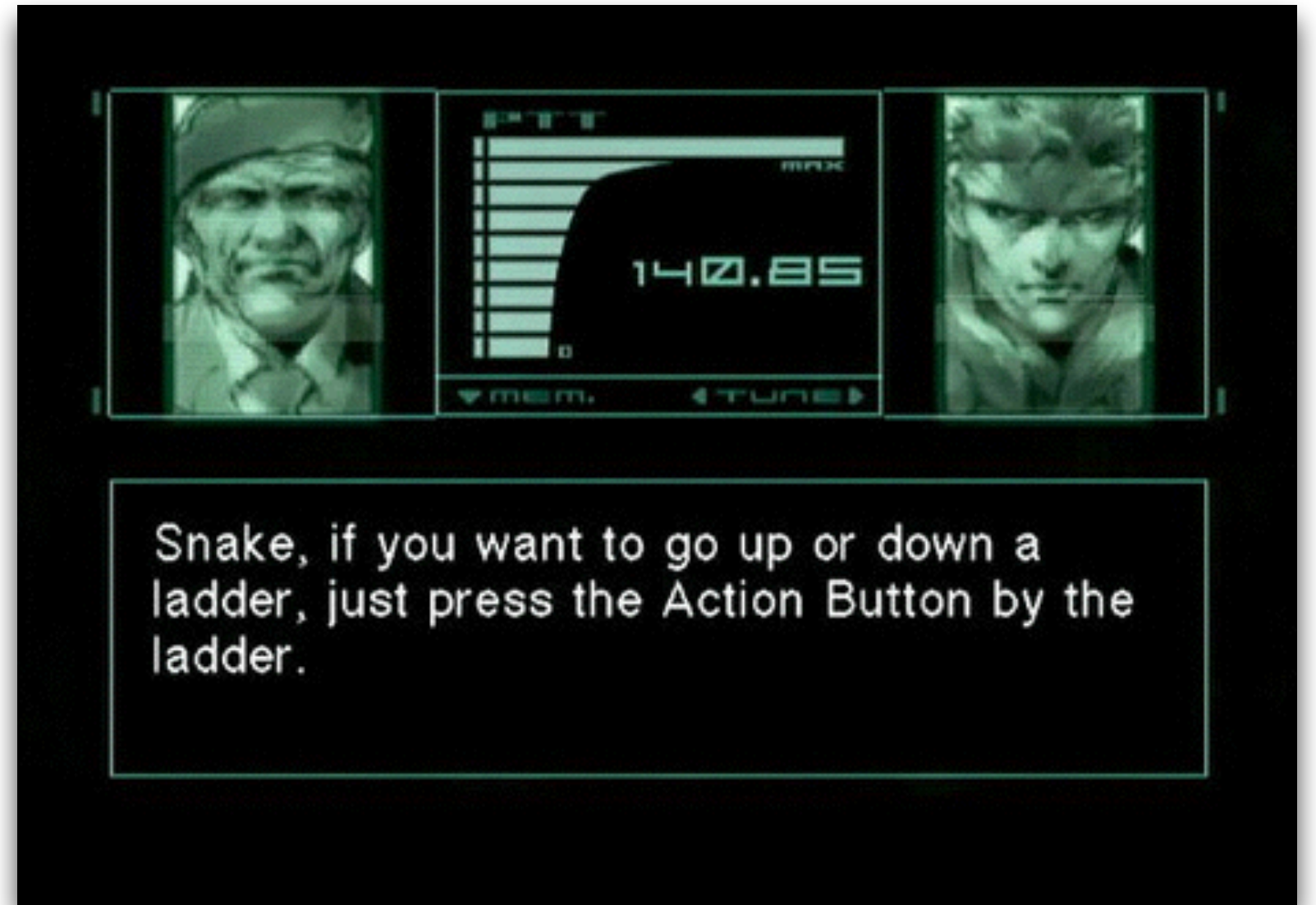
Metaludisch / Metadiegetisch



Extraludische/intradiegetische Hilfen



Heavy Rain



Metal Gear Solid

Extraludisch-intradiegetisches Startmenü



Little Big Planet 2

Ein extraludisches
aber intradiegetisches
Hauptmenü, für
dessen Bedienung die
grundlegenden
Spielsteuerungen
erforderlich sind.



GUI

Extradiegetisch

Metadiegetisch

Intradiegetisch

**Extraludisch
z.B. Spielstand**

Speichern-Menü

Speicherorte

Checkpoints

**Metaludisch
z.B. Freunde**

Adressbuch

Gildenliste

Avatare

**Intraludisch
z.B. Inventar**

Item-Shop

Inventarmenü

Items

PROGRESS BARS



DROPDOWN



BUTTONS



HORIZONTAL SLIDER



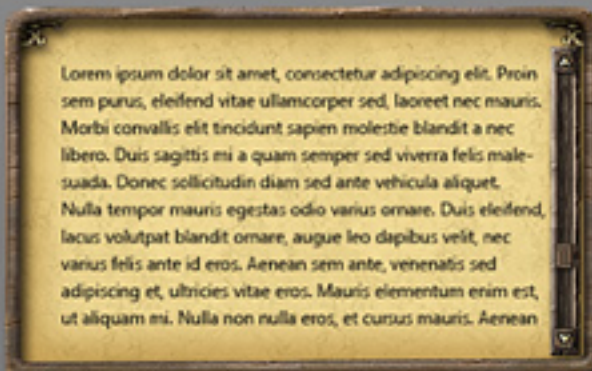
IMAGE BUTTONS



ALERT BOX



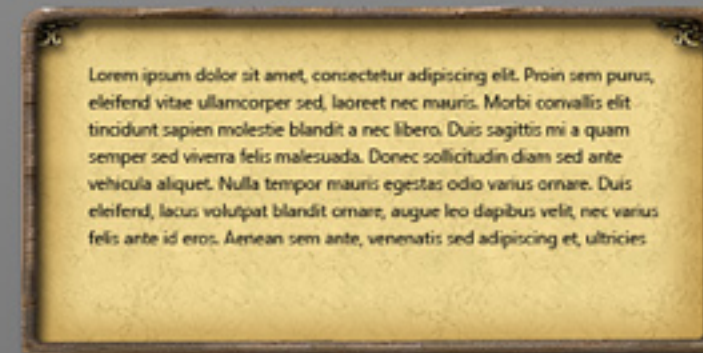
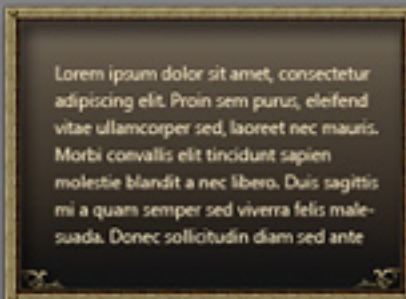
MESSAGE WINDOW



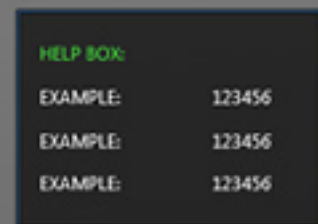
SCROLLBARS



GUI-Widgets



HELP BOX



LOADING SPLASH



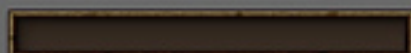
CHECK BOX



RADIO BUTTON



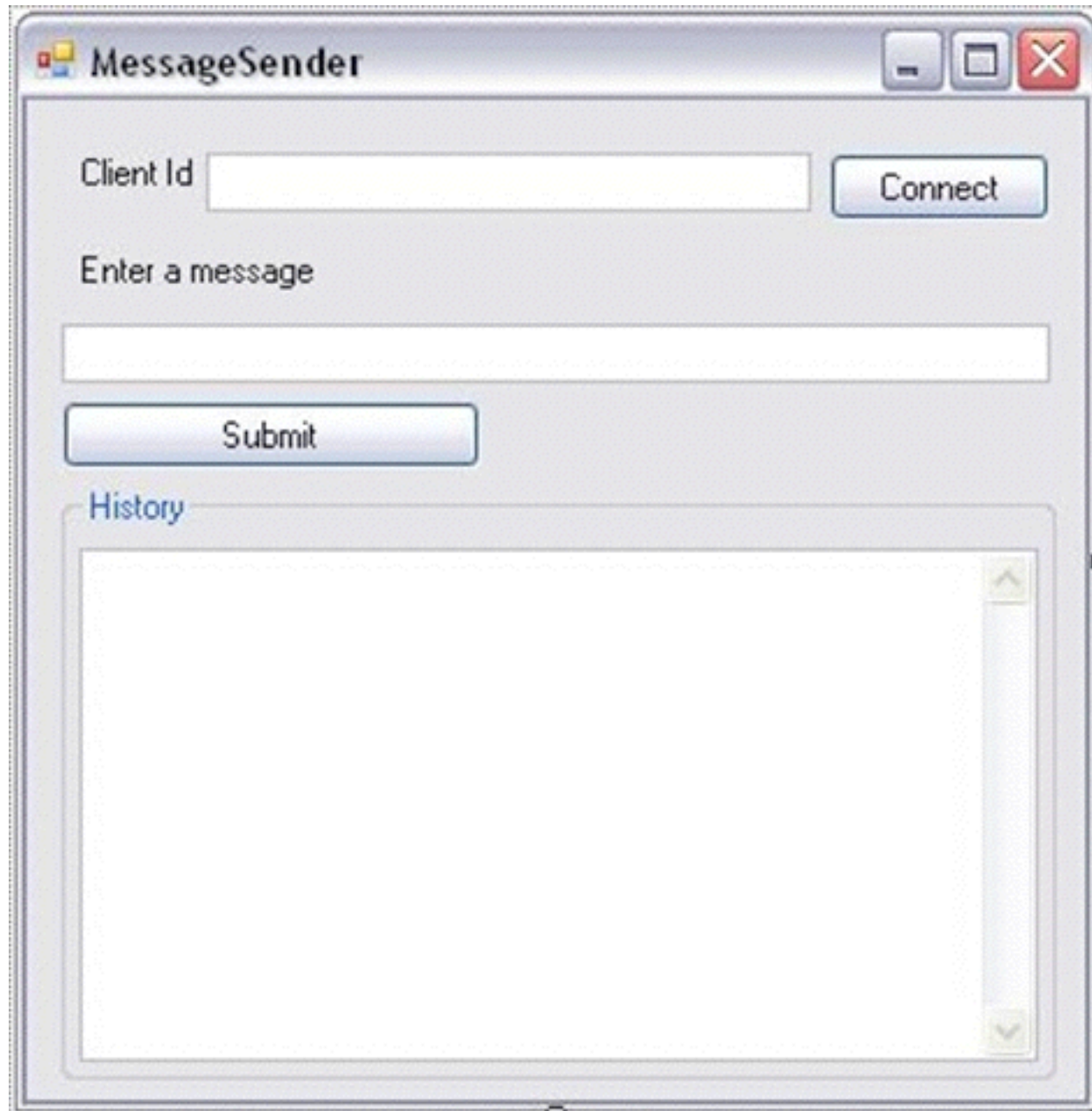
TEXT FIELD



Rahmen



Textfeld



Buttons (Schaltfläche)



Standard



Ausgewählt



Gedrückt



Angewählt



Deaktiviert



Checkbox (Auswahlkästchen)

☐ Box 1
☒ Box 2
☒ Box 3

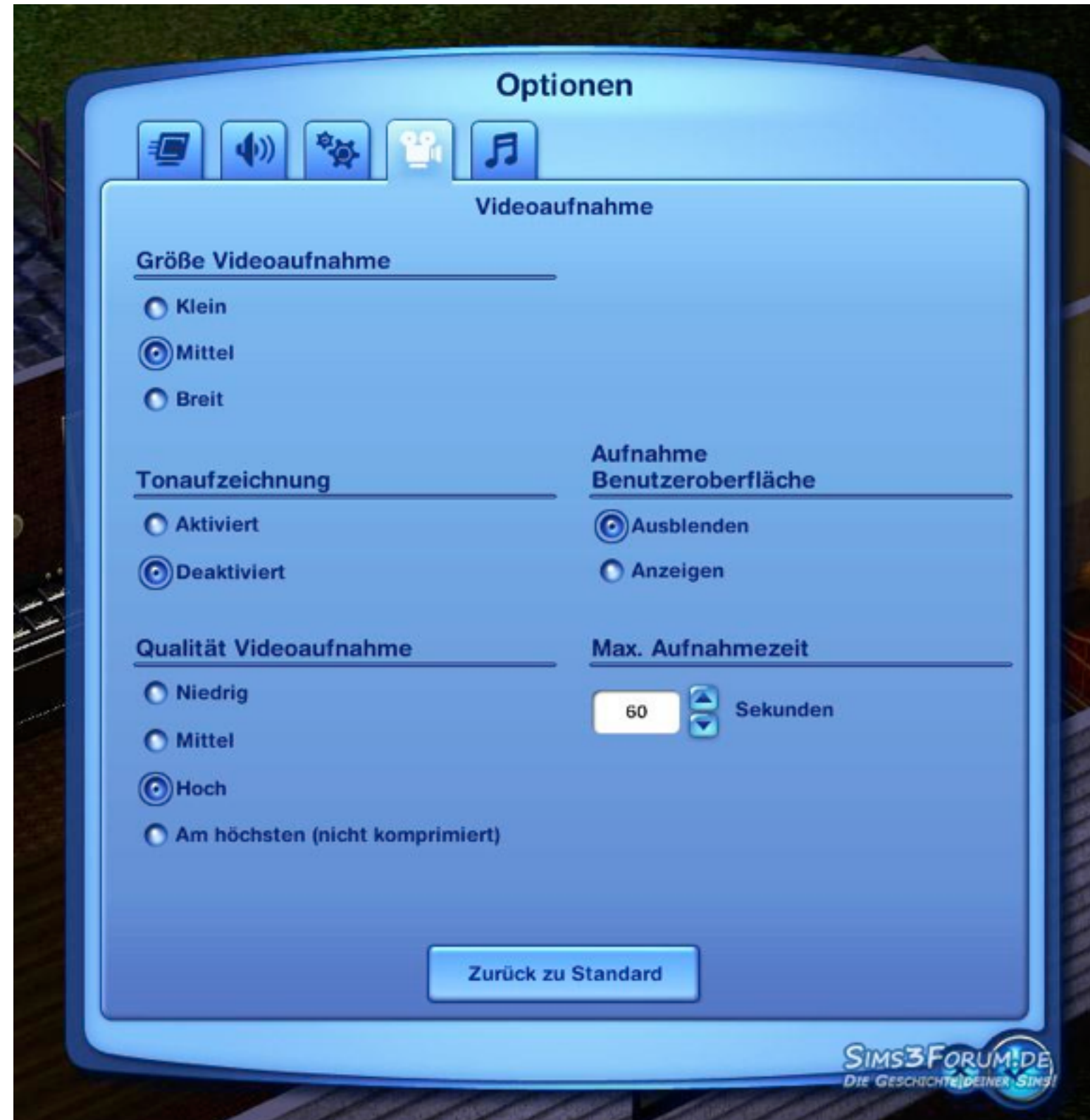
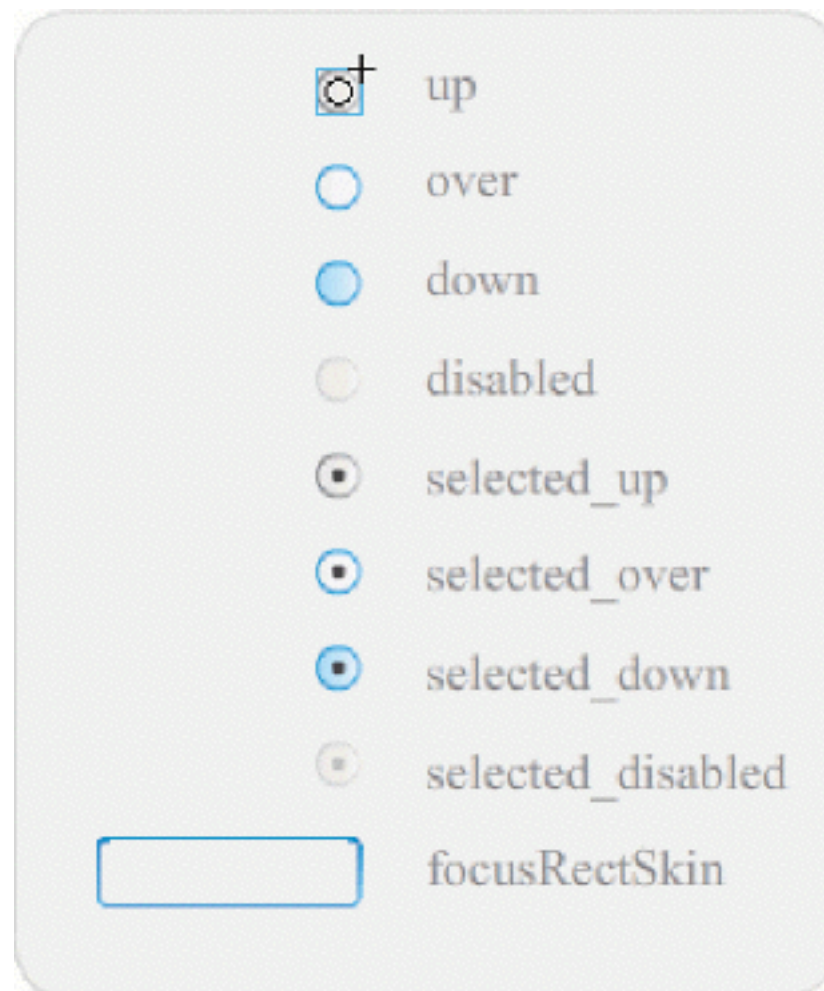


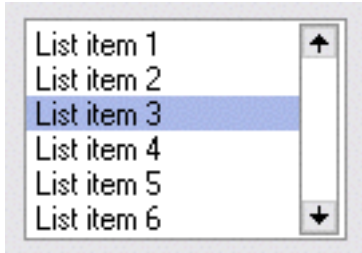
Sacrifice



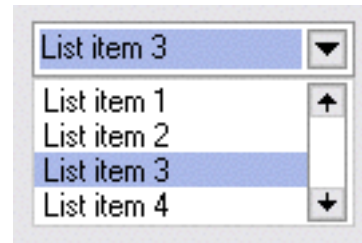
Aion

Radiobutton (Optionsfeld)

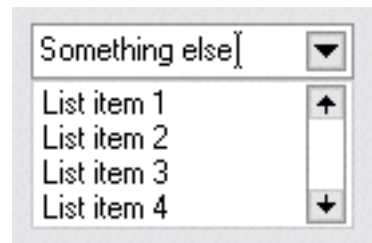




List-Box



Drop-Down-List



Combo-Box



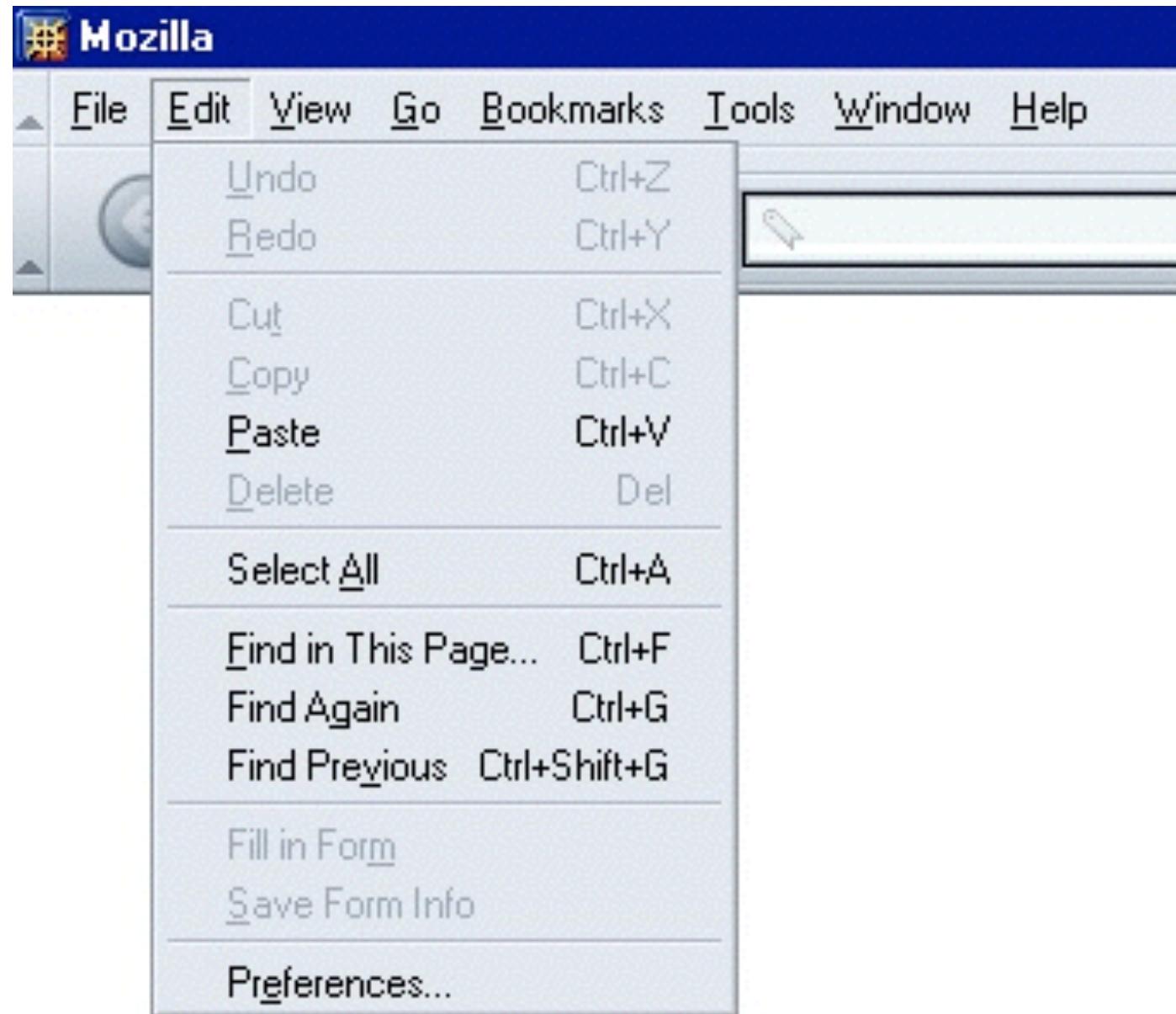
Sacrifice



Full Tilt Poker

Listen

Drop-Down Menü

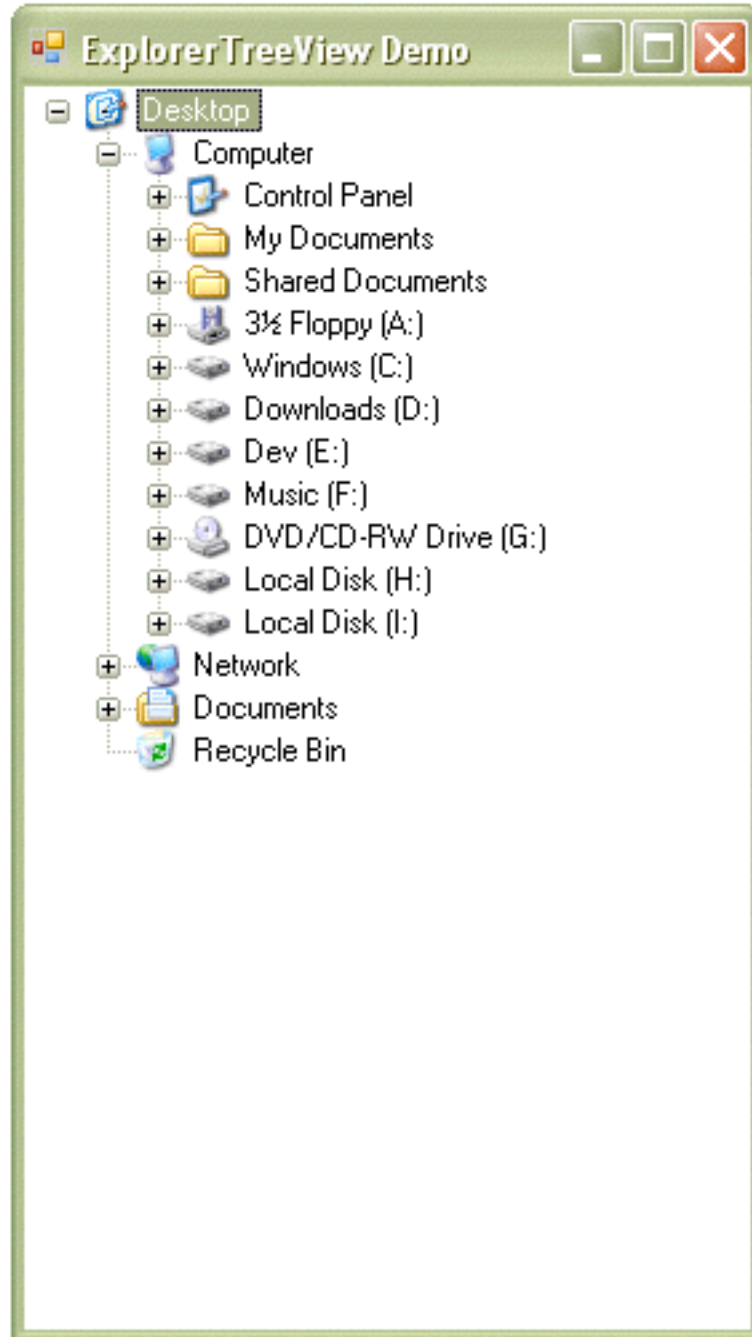


Drop-Down-Menu

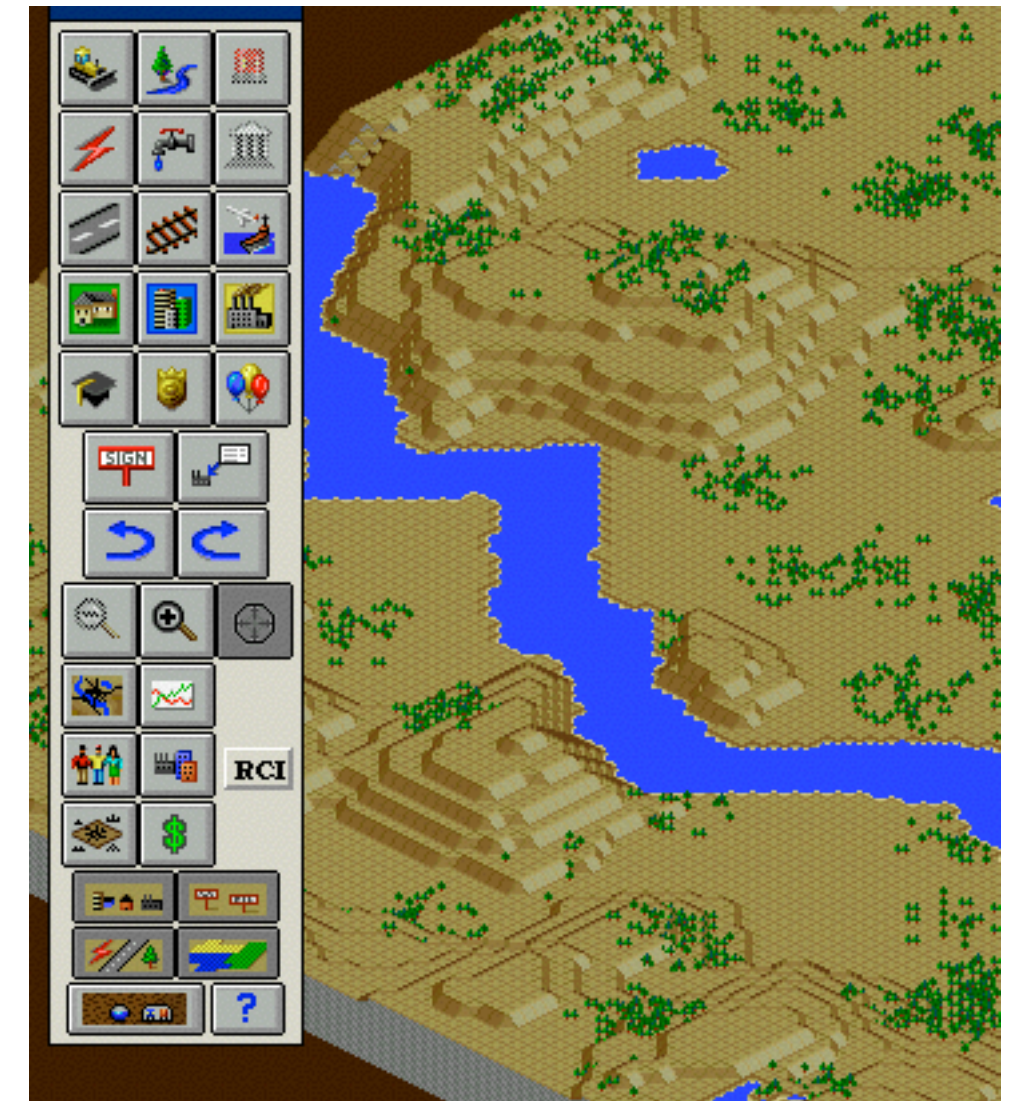
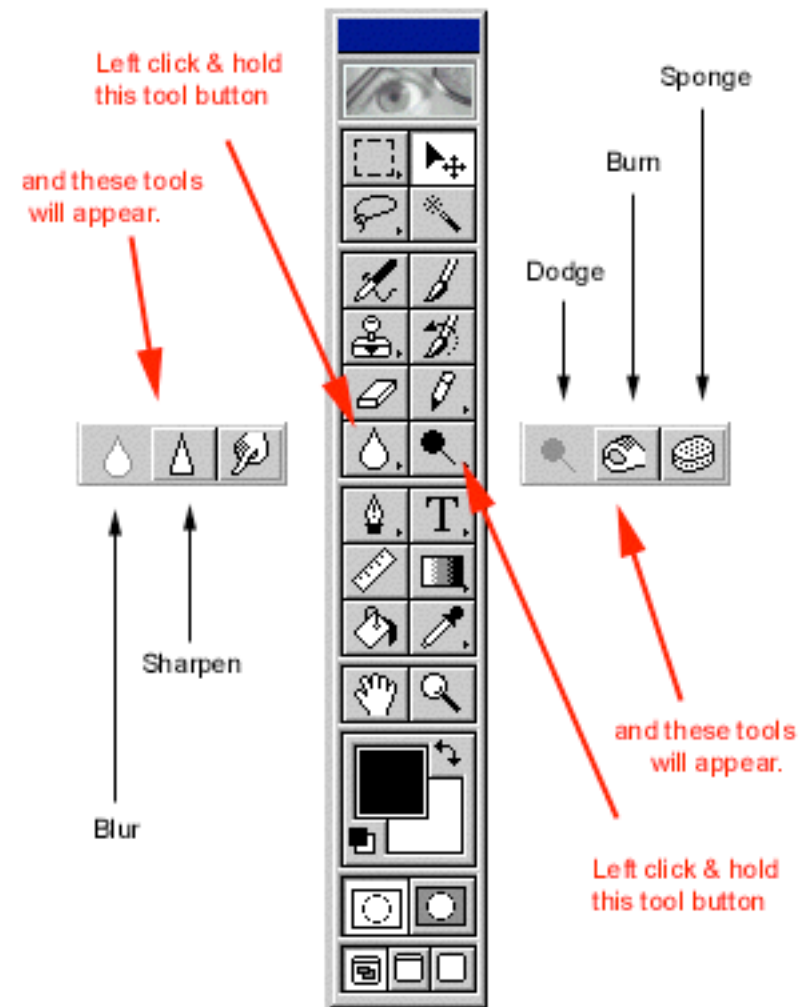
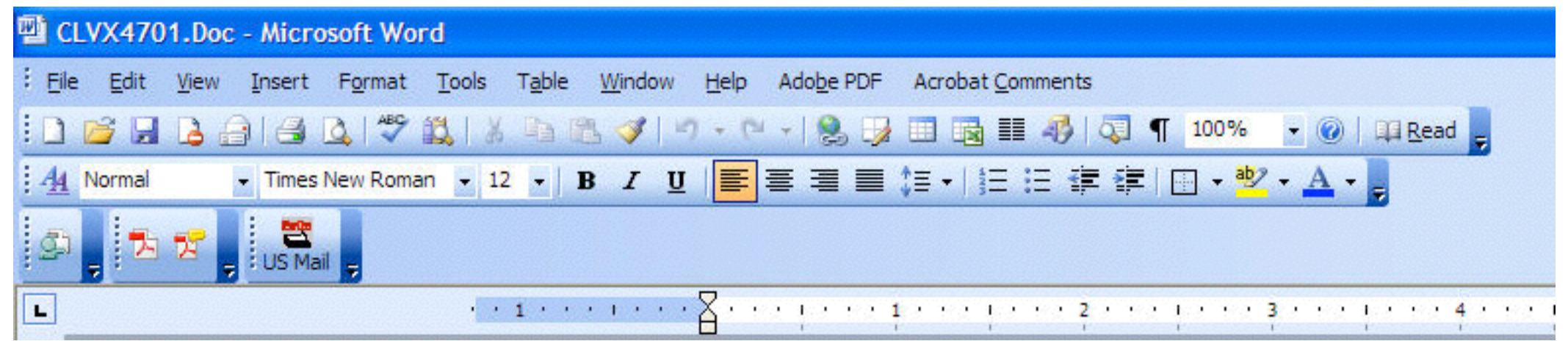


Menu

Baumansicht (Treeview)



Toolbar

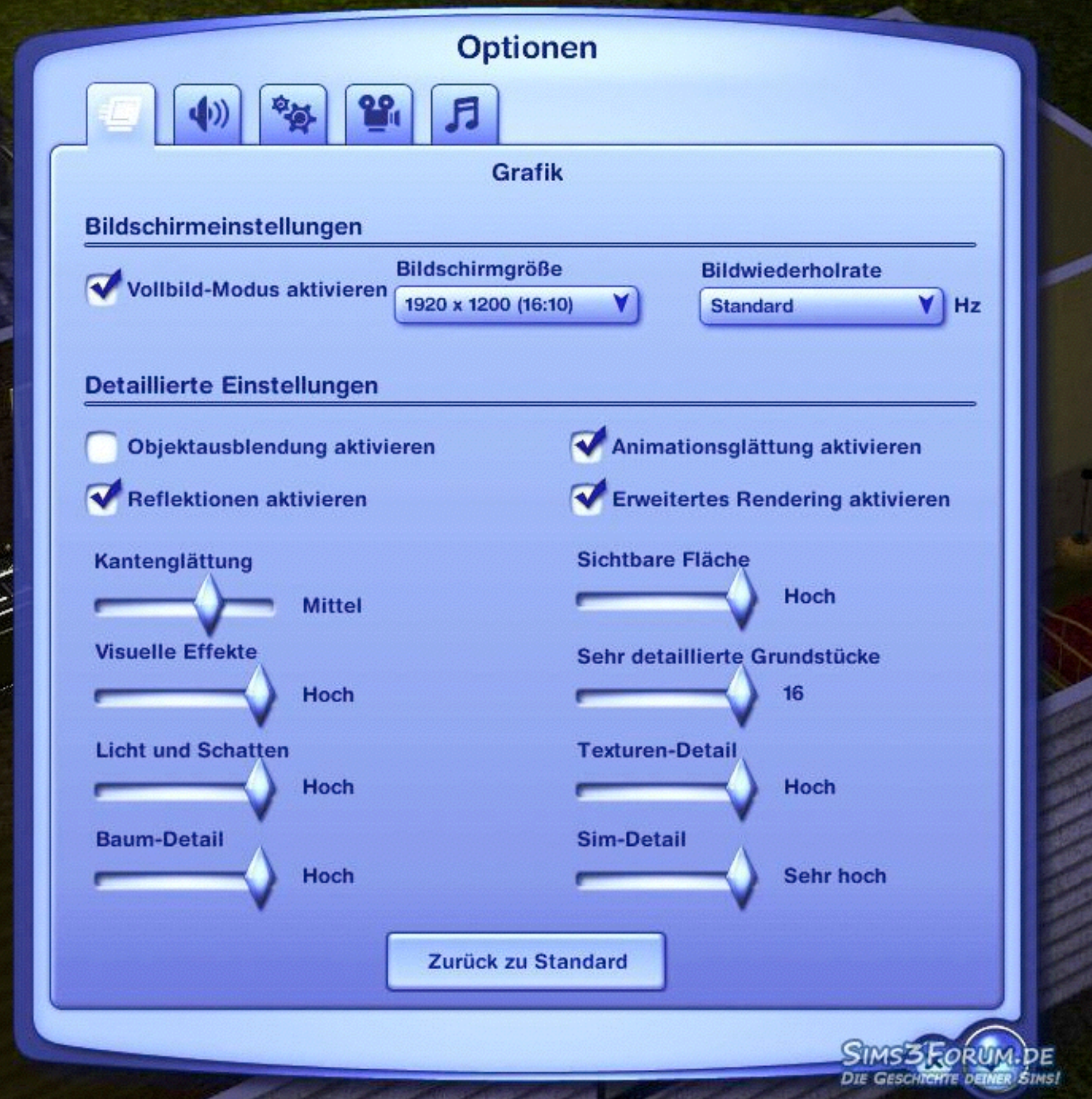


Pie-Menu Tortenmenü

Halo Wars



Schieberegler



Fortschrittsbalken



Tooltip

again.

Here is a link. You can click on it.

Other Stuff

The following information may use 24bit



This is a custom

How to abuse it

First and foremost, you need to include all the relevant JavaScript

Star Wars: Episode III

In the third and final installment of the Star Wars prequel trilogy, Anakin Skywalker (Hayden Christensen) and Padmé Amidala (Natalie Portman) are married, and General Grievous leads the Confederacy in a battle against the Republic. Darth Sidious (Ian McDiarmid) lures war-weary Anakin to the dark side, forcing Obi-Wan (Ewan McGregor) to fight against his former pupil. Samuel L. Jackson and Jimmy Smits also star.

Starring: Ewan McGregor, Hayden Christensen ...

Director: George Lucas

Genre: Sci-Fi & Fantasy

Format: Widescreen ...

Language: English ...

Subtitles: English ...



Registerkarte





Karten (Maps)

DENVER AVE

Icons



Pop-Up-Fenster



Random UI Elements Mockup
Hero's Journey
GUI Textures: Ryan Bowlin
Photoshop

Many of the elements found in this mock up are reused through out many other GUIs in HJ. And those also include many other portions not seen here. Textures are available if requested.

