

# When Games Go Small

Use this simple chart to evaluate your mobile games across all four quadrants of design.

<h2>Instructional Design</h2> <ul style="list-style-type: none"><li>• Have a clear learning goal and measurable learning objectives focused on a specific learner.</li><li>• Tap into learner motivation.</li><li>• Manage cognitive load by eliminating irrelevant or extraneous content.</li><li>• Provide relevant practice.</li><li>• Give specific, timely feedback.</li><li>• Trigger emotion.</li><li>• Provide spaced repetition.</li><li>• Use story(ies).</li></ul>	<h2>Game Design</h2> <ul style="list-style-type: none"><li>• Provide intriguing goal or challenge.</li><li>• Design to your target audience.</li><li>• Stick with one or two core dynamics.</li><li>• Provide clear rules.</li><li>• Use appropriate game elements from ones such as: chance, strategy, cooperation, competition, aesthetics, theme, story, resources, rewards, levels.</li><li>• Make the scoring relevant, motivating, and understandable.</li><li>• Balance game complexity for your player; not too easy or too little game complexity, not too hard or too much game complexity.</li></ul>
<h2>UX Design</h2> <ul style="list-style-type: none"><li>• Design to the smallest screen. This means:<ul style="list-style-type: none"><li>- Legible text</li><li>- Touchable targets</li><li>- Cut the clutter</li></ul></li><li>• Focus on one key action OR use per screen. Make the navigation intuitive.</li><li>• Make the experience seamless if intended for multiple devices.</li><li>• Cater to contrast.</li><li>• Design for how people hold/use their phone.</li><li>• Minimize the need to type.</li><li>• Attend to the small things to make a big difference.</li></ul>	<h2>UI Design</h2> <ul style="list-style-type: none"><li>• Be consistent.<ul style="list-style-type: none"><li>- Buttons</li><li>- Text labels</li><li>- Screen “types”</li></ul></li><li>• Design to your user.</li><li>• Don't reinvent; use what's common and comfortable.</li><li>• Enhance the focus; don't <i>be</i> the focus.</li><li>• Assume mistakes.</li><li>• Provide clear feedback.</li></ul>