

Appendix B. SLIDES AND IMAGES USED FOR TRAINING SESSION AND USER TASKS

A taxonomy for describing video game visual styles: training session

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Current CV for video games' visual styles

A1. abstract

- A1.1. psychedelic
- A1.2. text
- A1.3. other abstract styles

A2. realism

- A2.1. illusionism
- A2.2. photorealism
- A2.3. televisualism
- A2.4. other realism styles

A3. stylized

- A3.1. handicraft
- A3.2. illustrative
 - A3.2.1. caricature
 - A3.2.2. cel-shaded
 - A3.2.3. comic book (anime/manga)
 - A3.2.4. watercolor
 - A3.2.5. other illustrative styles
- A3.3. Lego
- A3.4. minimalism
- A3.5. pixel art
- A3.6. silhouette
- A3.7. other stylized styles

Basic rules

- Select the most specific term possible
ex) select “A2.2. photorealism” instead of “A2. realism”
- You can assign multiple terms (up to 5) for each example
ex) cel-shaded; comic book; watercolor
- This is a “think aloud” session, so please share your thoughts and feelings as you assign the terms. We may ask you questions about your comments after the session.
- We will also have time to discuss the taxonomy in detail after your task is finished. We will very much appreciate any suggestions for improving our taxonomy.

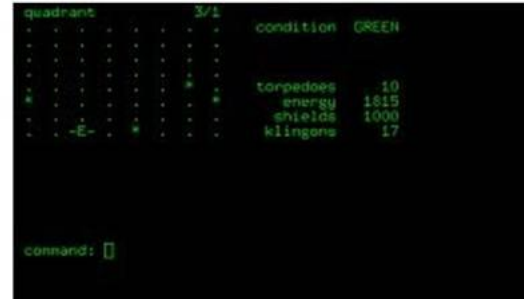
A1. abstract A1.1. psychedelic

A specific abstract style featuring “kaleidoscopically swirling patterns” in bright, multicolored entropic motifs, commonly found in rhythm games



A1. abstract A1.2. text

A specific abstract style where the artistic elements are primarily conveyed through the use of text, common in older video games



A2. realism A2.1. illusionism

A photorealistic style which portrays fantastical or science-fiction characters and environments in a realistic manner, or as consistent with reality, and this results in games portraying "an illusion of an unreal world"



A2. realism

A2.2. photorealism

“Photographic likeness with reality”



A2. realism

A2.3. televisualism

A photorealistic style that combines realism with the artistic and graphical features found on television programming, for example, scores during a sports broadcast or the framing of stories in a nightly news show



A3. stylized A3.1. handicraft

A style that replicates the visual aspects of hand-made and hand-crafted objects, often emphasizes textures, surfaces, and an otherwise unrefined aesthetic. Ex) paper, yarn, clay, etc.



A3. stylized A3.2. illustrative A3.2.1. caricature

An illustrative style that captures or distorts the distinctive features of a person or object in order to capture a quick visual likeness. Simplified characters or objects can be also considered as "caricature style"



A3. stylized
A3.2. illustrative
A3.2.2. cel-shaded

A technique of rendering light and shadow to enhance the illusion of a 3D surface, giving the modeled entity a cartoon-like appearance due to the effect of rounding the edges and eliminating gradations of color. It also gives a feel of hand-drawn animation.



A3. stylized
A3.2. illustrative
A3.2.3. comic book (anime/manga)

The look which replicates the common artistic elements found in mass-market comic books, such as accentuated features and line strokes



A3. stylized

A3.2. illustrative

A3.2.4. watercolor

An illustrative style where characters and environments look like they are painted in water color



A3. stylized

A3.3. Lego

The distinctive look of Lego figures and/ or sets



A3. stylized A3.4. minimalism



A style characterized by its lack of decorative content and an overall emphasis on simple forms, lines and colors. In describing video game art, it should refer to the intentional simplifying of an entity of landscape into basic but recognizable forms, without being abstract.

A3. stylized A3.5. pixel art



The use of the primitive pixelated style found in early 8 and 16-bit games and also in some modern games

A3. stylized A3.6. silhouette

A style in which characters or environments are represented as a solid shape of a single color, usually black. The interior of a silhouette is basically featureless, and the whole is typically presented on a light background, or none at all.



Any questions or comments before we start?

1. Gero Blaster



2. Dyad



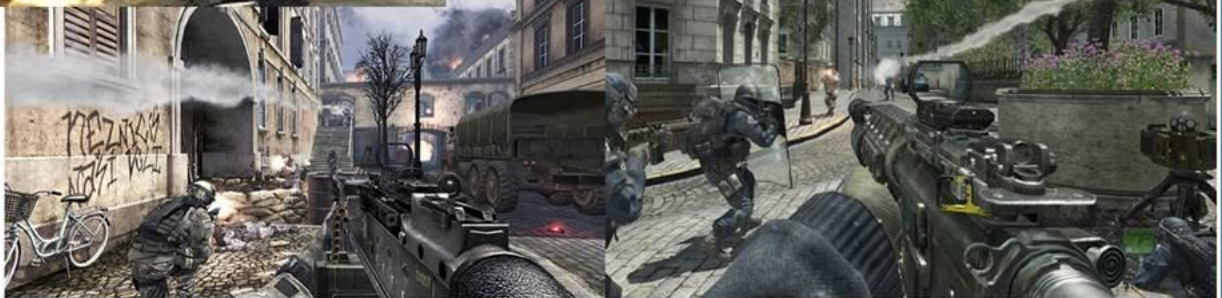
3. New Super Mario Bros 2



4. Final Fantasy 14



5. Call of Duty: Modern Warfare 3



6. NBA 2K10



7. Grand Theft Auto 5



8. Little Big Planet 2



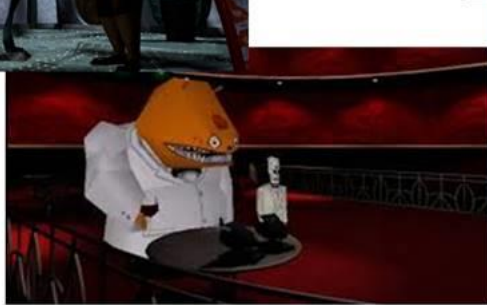
9. FIFA 14



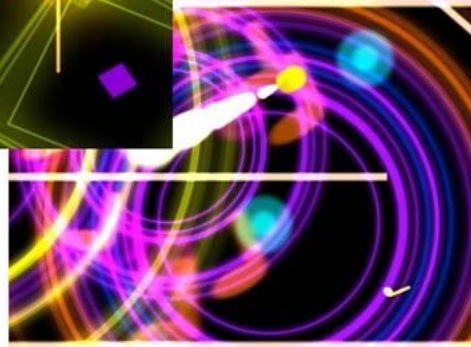
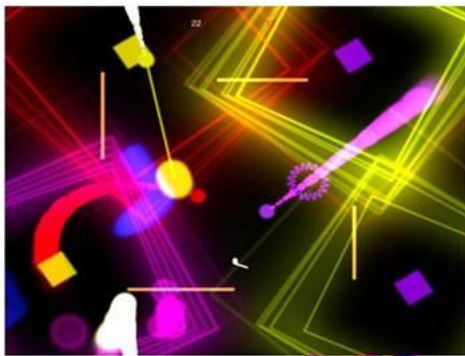
10. Tetris Blitz



11. Grim of Fandango



12. SounDrift



13. Diablo 3



14. Thomas Was Alone



15. Jet Set Radio



16. Tengami



17. Okami



18. Framed



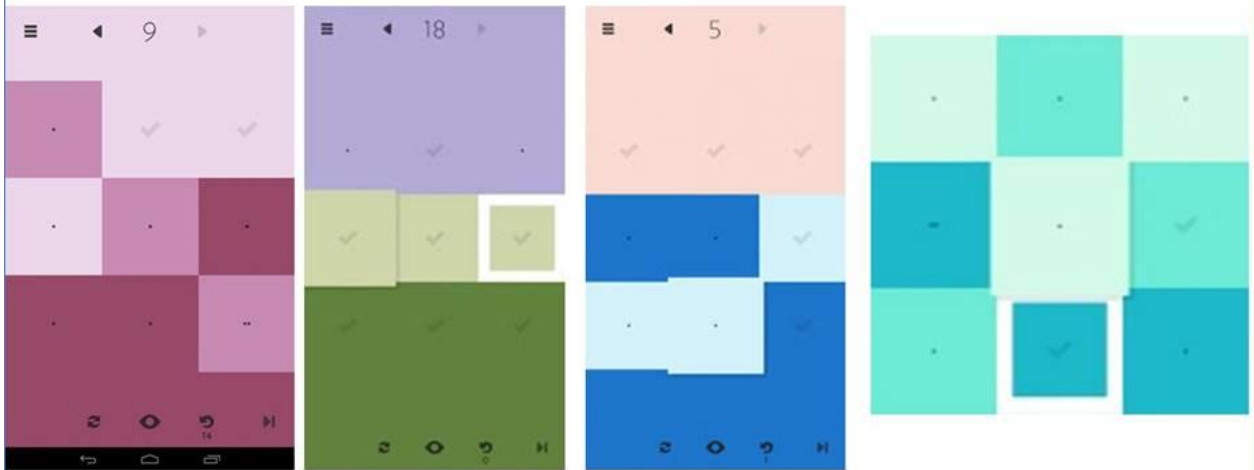
19. Over My Dead Body



20. Lego Harry Potter



21. Har Mo Ny



22. Minecraft



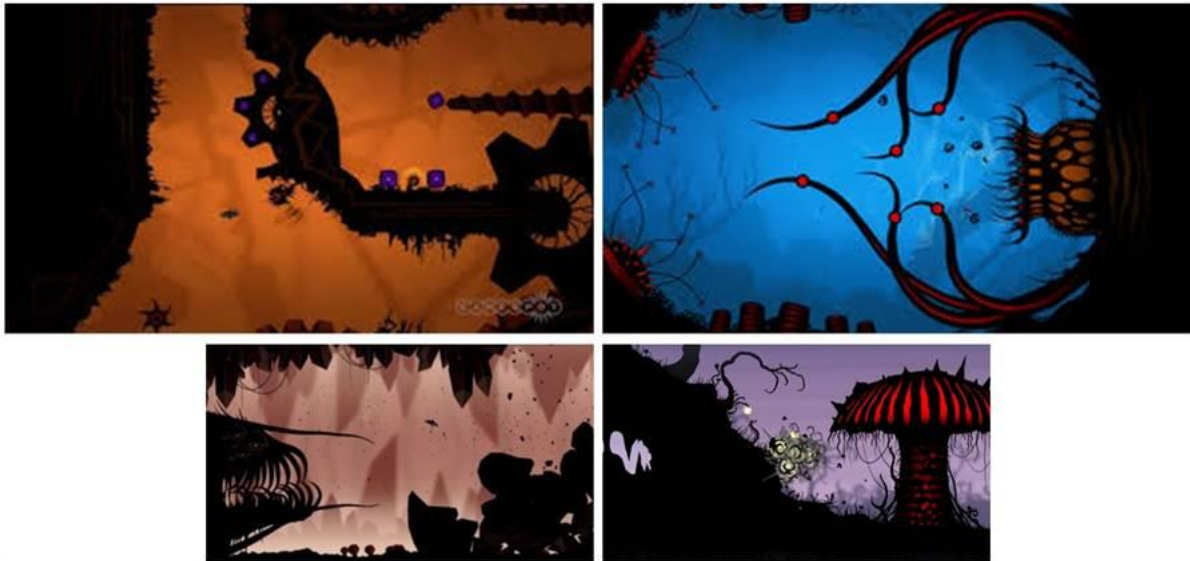
23. Limbo



24. Hotline Miami



25. Insanely Twisted Shadow Planet



26. Legend of the Red Dragon



27. Shadow of Colossus



28. The Sims 3



29. Katamari Damacy



30. Sid Meier's Alpha Centauri

