

VISUAL INTERFACE TROPHY

The Visual Interface Trophy intends to evaluate the visual component aspects of games, in order to raise awareness, already at game design level, towards all solutions that can improve the visibility of game components, with a focus on functionality and playability of the prototype.

Basic Checklist for Authors

- Have you selected colours in such a way that they are easily distinguishable by both normal and colour-blind subjects or have you used a symbolism or shape associated with individual colours to facilitate distinction?
- Have you thought about the spatial optimisation of the playing area, the boards or the cards?
 - Is it easy to follow the progress of the game during the game or not?
 - Are the areas arranged so that they are easy to use and intuitive to use?
 - Are the materials sufficiently self-explanatory?
 - Is the text easily readable?
 - Are the cards organised so that information is readily available at the different stages of the game?
 - Are any symbols and numbers on the cards on at least two non-opposite corners?
 - Is the amount of text on the cards reduced?
- Have you assessed the contrast between the areas within the individual game materials?
Is there sufficient contrast to distinguish the various elements on the board whether they are part of the board itself or added (pawns, cards, tiles)?
- Overall, were you able to keep the readability of text, numbers and icons high?

The trophy is awarded by the **BoReD Group**
(Boardgame Research and Design) of the **MIPS Laboratory**
of the **Department of Informatics of the University of Milan.**



UNIVERSITÀ
DEGLI STUDI
DI MILANO

The jury consists of Alessandro Rizzi, Matteo Sassi, Simone Luciani and Dario De Toffoli.