Title: Building and Evaluating HTML4/5 Games for Mobile Devices

Overview: Playing mobile games is voluntary. Competition in the market place is fierce. Hence, usability is paramount to the success of a product. This can take a number of different forms. Typically, the minimum usability testing is 'expert' (or developer – internal participants) and 'non-expert' (or user – external participants). In this tutorial participants will build a HTML4/5 game for a mobile device and evaluate its usability in a 3 part cycle. Participants will learn how to prepare a specification document, design document and documentation for the evaluation cycling process, along with the final, refined, playable game for distribution.

Aims: The aims of this project are, how to:
- communicate a games design concept to a production team through proper documentation
- cycle a rigorous games design evaluation process with expert and non-expert users, and
- publish the results of the game design as a final product.

Requirements: No prior knowledge of programming or scripting is necessary. Participants will need to provide their own mobile device (for testing) and a laptop (for building). No specific software is needed. An evaluation proforma will be provided for the user evaluation cycling. Example documentation and games will be provided.

Tutor Bio: Theodor Wyeld is a lecturer at Flinders University. He has an extensive publication record in games development and evaluation, and information visualisation more generally. He teaches Interaction Design, VFX and 3D Animation. He is the inventor of the patented 'thereitis.com' product.