

TYPOGRAPHY

for

Video Games

By the end of today...

You should be able to:

- Choose fonts & typefaces with confidence
- Make players *enjoy* reading text in your game
- Be an insufferable font snob (if you want to be)

Ask questions as we go!

Link screenshots of your game for feedback at the end.

History!



11/10/75 XLR

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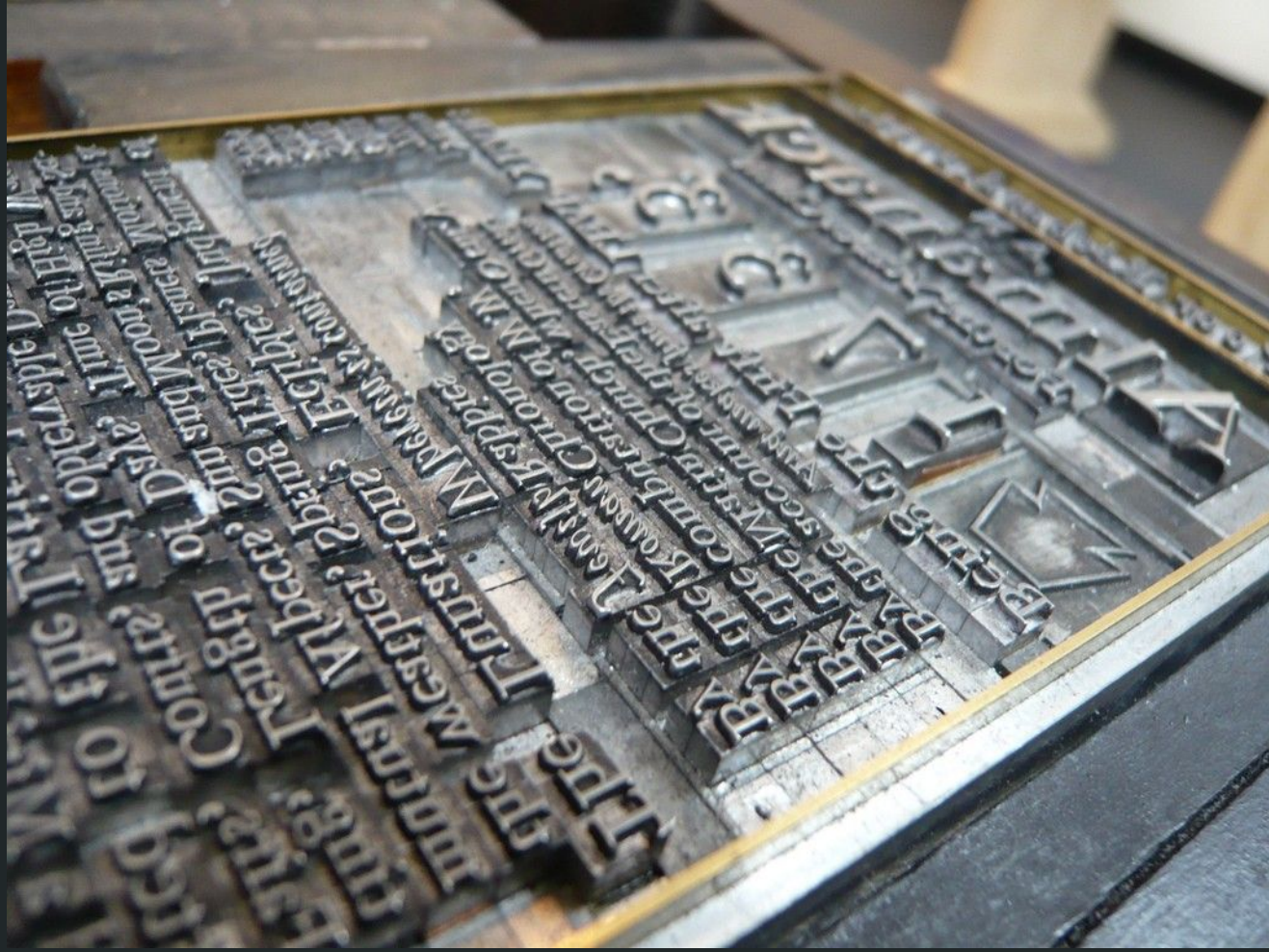
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NATEBMBAN
ELOH AYT
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DCEH
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ELOH
H

Movable type, 1000AD









fount

fr. fondre

font

**But what about
video games?**





**Private
Battle**

**Online
Lounge**

Play and voice chat
with friends.

000 0021403

Level 8

9600/14800

Dry



1.5

Invite friends with the
smartphone app! Crank up
the fun with voice chat.



USE WITH THE
SMARTPHONE APP



B

Exit

+ Equip

X Menu

✧ Charms



Hornet



Radiance



Shade



Seal of Binding

Journal

Map ✧

Seal of Binding

Intricate seal of ancient design.

Used to contain a powerful force, or to preserve something of great importance.



Encountered 150 / 153

Completed 106 / 153

**What do you know
about fonts?**

Comic Sans MS

Sans serif

AaBbCc

Serif

AaBbCc

**Let's categorize by
purpose**

LUCKIEST GUY

Display typefaces

Impact

Lobster

Great Vibes

MONOTON

Rancho

Pacifico

Allura

Display Typefaces

- Communicate feeling
- Work well at large sizes
- Useful for titles, headings

Lobster

MONOTON

Body typefaces

Zilla Slab

Times New Roman

Bree Serif

Nunito

Verdana

Neuton

Body typefaces have many weights

Zilla Slab Light

Zilla Slab Normal

Zilla Slab Medium

Zilla Slab Semi Bold

Zilla Slab Bold

Body typefaces usually have italics

Zilla Slab Medium

Zilla Slab Medium Italic

Body Typefaces

- Communicate **content** over style
 - But can still communicate some style
- Work well even at small sizes
- Come in many weights, have good support for special characters

You could use a serif typeface to convey the pre-digital world or allude to printed media.

A slab or typewriter typeface can feel simple and raw.

A sans serif typeface could work well with a game set in the future with sleek minimal interfaces.

Don't use display typefaces for large amounts of body text, they are not designed for that. They are very hard to read at small sizes, and tire the eyes very easily.

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Display Typefaces

- Convey the **feel** of your world
- Bold and eye-catching

MONOTON

Lobster *Great Vibes*

Body Typefaces

- Communicate **information**
- Easy to read
- Many variations make it flexible
- Supports variety of characters

Zilla Slab Light

Zilla Slab Normal

Zilla Slab Medium

Zilla Slab Semi Bold

Zilla Slab Bold

Typography Tips

Create a style guide for your game

Head, Lobster 32pt, red

SUBHEAD, GEORGIA 18PT,
ALLCAPS, WHITE

Body, Georgia 12pt with 1.15 line spacing

Howdy!

We hope you enjoy our fine selection of home-cooked burgers and fries.

EXTRA INFO

Make sure to try our wide array of sodas and desserts, we make an amazing sundae!

TITLE YELLOW

SUBTITLE 1

Body text lorem ipsum dolor sit amet, consectetur adipiscing elit. Vivamus mi sapien, semper non vehicula tristique, condimentum ut purus.

COUNCIL COMMUNICATIONS




Councilmember
AENAR PYR

Influence
 728 / 999

Good afternoon, leader.
What can you do for the Council today?


DONATE TO COUNCIL


Give technology  +50

Give minerals  +10

Scout Ship  999

REQUEST FAVOR

Priority Bidding  -10

Fake Quarantine  -10

Buy scout ship  -50

 The Council are the ruling body on Titan. They control migration and land ownership. It is best to stay on their good side.

Create a style guide for your game

- Aiming for consistency
- Want styles that are flexible
- Choose:
 - Typeface
 - Size
 - Weight and style (e.g. italics, all caps)
 - Line and paragraph spacing
- Define your styles in a central place
 - So you can update them later

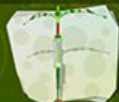


0008000

5.2 Gallon



Range
Attack
Rate



Sub
Ink Shield



Special
Ink Tornado

3000



Trying on
Try on

Rotate



Plaza



3000



1000



5000



1000



3500



Sold Out

X Switch

Y Test

Weapons

5.2 Gallon ← **Display Typeface**

0008000

Range
Attack
Rate

Sub
Ink Shield

Special
Ink Tornado

3000

Body Typeface

Rotate

Trying on
Try on

X Switch

Y Test

B
Plaza

3000

1000

5000

1000

3500

SoldOut

HIGHLIGHTS

PLAY

TRAINING

HERO GALLERY 

LOOT BOX  1

SOCIAL

CAREER PROFILE

OPTIONS

EXIT GAME

eliior switched to Hanzo (was Tracer).

eliior switched to Pharah (was Hanzo).

eliior switched to Pharah (was Hanzo).

PRESS ENTER TO CHAT



ROADHOG

3/54 UNLOCKS



BUY OVERWATCH

From videogameinterfaces.com

FIND MATCH

CREATE PRIVATE MATCH

JOIN PRIVATE MATCH

BACK



Karolína

Fil



INVITE PLAYERS

25

PRO

PLAY ONLINE



PLAYLISTS

- ☐ DUEL 1v1
- ☒ DOUBLES 2v2
- ☐ STANDARD 3v3
- ☐ CHAOS 4v4

RANKED

- ☐ SOLO DUEL 1v1
- ☒ DOUBLES 2v2
- ☐ SOLO STANDARD 3v3
- ☐ STANDARD 3v3

REGION 5 Regions

73111 PLAYERS ONLINE
11850 IN PLAYLIST

FIND MATCH

SEASON 1

Starting with this update, Platinum divisions, along with associated in-game League! As an added bonus, the new divisions have also returned!

Please note: unseeded players will be placed in brackets based on their newly-instated Rank Points across various divisions.

Rocket League, Season 1 does not currently have an end-date, but will continue over the next few months. We'll announce Season 2 several weeks in advance. Good luck!



FEATURED VIDEO

How to Play Rocket League with Controlled Pairs Gaming



From videogameinterfaces.com

Line Length

As people read, their eyes saccade back and forth between words on the line. When they reach the end of a line their eyes have to skip back and work out which line they were on and which line is next. If your lines are extremely long it can tire readers and make them lose their place.

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Aim for 45-70 characters per line

Be careful with ALL CAPS

PEOPLE DON'T READ BY GLANCING AT EVERY LETTER IN A WORD AND DECIPHERING IT, INSTEAD THEIR EYES SKIP ACROSS THE LINE AND DETERMINE THE WORD BY ITS SHAPE. BY USING ALL CAPS, YOU ROB THEM OF THAT ABILITY, SO USE IT CAUTIOUSLY.

People don't read by glancing at every letter in a word and deciphering it, instead their eyes skip across the line and determine the word by its shape. By using all caps, you rob them of that ability, so use it cautiously.

Line spacing

Large blocks of text that have very tightly spaced lines can be hard to read after a while. They are more space efficient but if your game has huge blocks of text, try increasing the line spacing to give it room to *breathe*.

1x line spacing

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1.15x line spacing

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1.5x line spacing

Consider language and character support

- Typefaces have varying support for languages and characters



A 0065	B 0066	C 0067	D 0068	E 0069	F 0070	G 0071	H 0072	I 0073	J 0074	K 0075	L 0076	
A	B	C	D	E	F	G	H	I	J	K	L	
M 0077	N 0078	O 0079	P 0080	Q 0081	R 0082	S 0083	T 0084	U 0085	V 0086	W 0087	X 0088	Y 0089
M	N	O	P	Q	R	S	T	U	V	W	X	Y

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Use formatting

- Use bold, italics to *highlight* words
- Highlight gameplay elements with icons and colour
- Make text fun!

Hey! Have you found my 🍄 **mushroom soup** yet?
If I had my soup, I could finally **open up my shop**!



Further reading

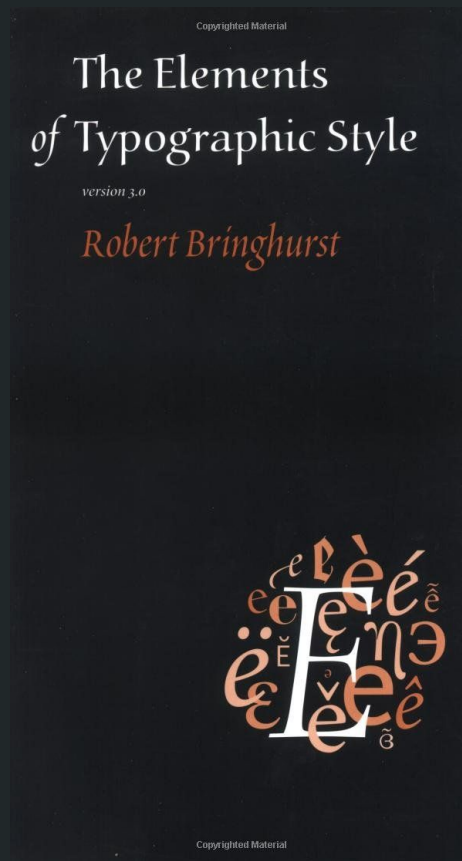
Detail in Typography

Jost Hochuli



The Elements of Typographic Style

Robert Bringhurst



**Let's play some
games!**