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Why you should be a psychologist to create better videogames?
(Date)

Ingrida Mazonavičiute is the UX, website design and computer games design lecturer in Vilnius Gediminas technical university (Lithuania). In 2004 she visited Portugal, where she wrote her bachelor thesis "Human face modelling for animation in Autodesk Maya". Later she continued working on this subject on her Master and PhD thesis. In 2012 I. Mazonavičiute participated in EU project "Application of socio-psychological aspects in simulator development process" and prepared online courses about "Graphic design and user interface development for simulators". Since then I. Mazonavičiute systematically deepened her knowledge about links between human psychology, habits and choice of IT products: software, websites and computer games. "Small details make effect" is her favorite quote.

Why you should be a psychologist to create better videogames?

Pleasurable user experience (UX) is the ultimate requirement for a video game. Even the most innovative gameplay cannot escape videogame from rapid passing, if it's user interface is designed regardless of player psychology and UX design principles. Nielsen heuristics must be reminisced each time than a new videogame is going to see the daylight, since videogame usability is the synonym of luck.