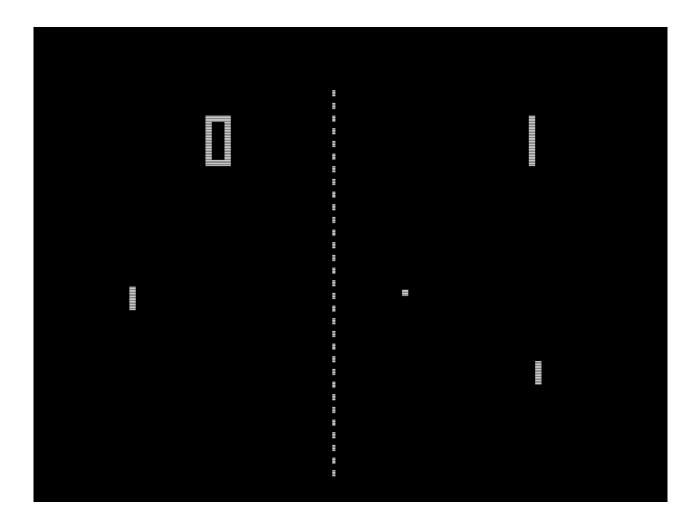


UX and UI: Games/ Gamification

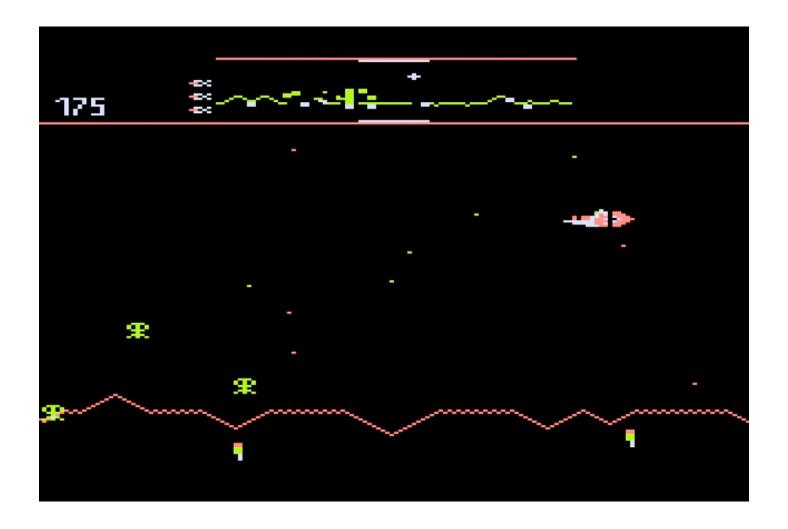
Been around games a while ...





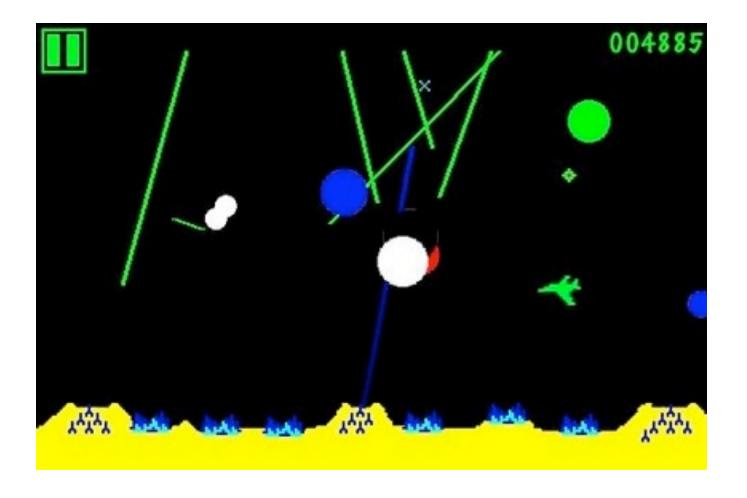


Then came colour ...





Then it got really exciting!





This was the UX





How things have changed



Most importantly, the physical barrier has gone from the most used games on touch devices and in the home

I can play the same game across devices





How does this impact Vodafone?

- People expectations and experience have moved on with touchscreens
- Interactions are moving away from point and click to swipe etc
- We're taking the experience to the customer
 - on social media (Facebook)
 - on device (My Vodafone app)





