Automating the Design of Game Visualizations
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General Game Playing

Game rules are supplied at run-time in contrast to specialized game playing where rules are supplied in advance.

Unlike specialized game players (such as Deep Blue), general game players are able to play different kinds of games.

Games are expressed using Game Description Language (GDL)

Game Description

Game states are conceptualized as databases and the state transitions are conceptualized as database updates

Game Visualization

Visualization Rules
- face-based: Voronoi + Convex Hull
- card-based: ...

Game Description: Game States + Transitions

Game concepts
- boards, boardGraph, pieces, influence

Designing Game Visualizations

Automating Game Visualizations saves game developers the burden of designing game visualizations

Bring humans into the loop: Provide a visual medium for humans to play games

Help game artists improve their designs or design new visualizations

Next...

"Pawns getting fatter" Visualizing game dynamics

Modeling Captures

Avatars: Personalized Visualizations

Automating the Design of Graphical Presentations from Relational Information [Mackinlay ‘86]