

Board Game Art Design Under the Guidance of Cognitive Psychology System

Ying Zeng¹, Yingqing Wang¹

¹College of fine arts, Jiangxi normal University, Nanchang 330022, China.

Abstract

Board game is a game with a sense of reality. The way people collect, recognize and think about the image information in board game will have a profound impact on the art design concept of board game terminal developers. Image recognition can influence the art pattern of board games within the framework of traditional art. The graphic design of board games can also determine the continuation of the cognitive level brought by images and the leapfrog expansion of thinking. Moreover, there are different guidance paths between image cognition and art design to strengthen the author's thinking linkage. Therefore, it is possible for us to propose the design method of board game art from the perspective of cognitive psychology.

Keywords

Visual representation; Thinking guidance; Image recognition.

1. Introduction

Image is an expression language that human beings have never abandoned from beginning to end. It depicts the history and future of human society with the most intuitive and rapid characteristics. In the current situation of popular impression graphics, image communication is also full of a primitive vitality, which can be found in every corner of the art form. With the iteration of technology and the replacement of time, the art of image expression has been going back and forth between the past and the future in the axial interval. No matter the new prosperity or weakness, they have already broken through the shackles of the appearance, and are constantly endowed with new connotation and meaning, and gradually evolved into image cognition.

2. Image Cognition Influences Art Pattern

In the era of image reading, the public generally has extremely strict requirements on images and modeling. For image media, it is no longer a matter of viewing pictures and reading words with low standards. However market always happen to coincide to meet the demand of new era, the moment was filled with colorful images, the eyeball of people to look at the picture in the brain thinking mode transformation at the same time, a lot of good and bad are intermingled of quality on the market ignored the reader's subjective standard image cognition, which is used to distinguish between low and high-end, one of the important judgment of shallow and deep, works of art pattern of the control began from the most basic image cognition.

Board game art covers the card design, parts design, layout design and so on a number of specific design goals, in addition to design and electronic games' rules, it and electronic game on the body feeling the distinction that having essence: most video games will cool feeling of players in kill or take advantage of the virtual special environment, focusing on the combination of hardware and software to show a cool game effect; While board game otherwise, the hardware may only be a table, a few pieces of table cloth, a few fold the card, the developer will need several players focused on these seemingly humble original hardware, but in addition to

the attraction of the rules themselves, with all these peripherals for carrier image content design taking the whole art visual effect. Therefore, the picture style, form and pattern in board game art design all depend on the most original graphic design and solid synaesthesia experience.

In the long run, image cognition is more like a mental exercise of thinking linkage, which requires a strong aesthetic ability and the accumulation of enough amount of reading pictures to develop continuously. Its significance is not only for personal and even the whole improve simple artistic attainments, but can be in the process of creation of design form the thinking mode of image recognition, iterate through image cognition to enrich and improve the design concept, the whole creation process to play an active role, can carry out an in-depth understanding of image would be able to guide thinking and creation to improve the overall train of thought, forming a benign type back thinking guidance.

3. Art Design Affects the Cognitive Extension and Thinking Expansion of Images

Thought patterns can dominate material changes, and material changes can also affect the continuation and fluctuation of thought patterns. In setting up the image of thinking mode, all the clues, logic and objective information from surface to surface, in the current media era, people never lack of those colorful pieces of images, but the fragmentation of information management for the integration of logical thinking, so when people focus on the image management and coordination, systematically the nature of things will be summarized here and induction of the thinking mode of chemical reaction at the same time. In this process, as art design is the key factor that dominates each information link of the image, it affects the cognitive extension and thinking expansion of the image.

We generally in the initial period of writing board game, will advance the architecture rules of the game's world outlook, the background and accessories default, etc., for the workers of the open source production is not mean that he is the first person to play the game, but the hardships of temper the people in the game, in addition to the set of mental consumption in large, the most should consider is how to make the players really into the game rules and the climate of the board game of go, after all, it is to fight the landlord with playing CARDS, in addition to the winning player is more concerned with the stand or fall of gaming experience, draw a good or a bad card decided not to the intuitive feel for the game player. Do a reverse, for example, when you were playing CARDS is not focus on the picture, it should be rules and winning or losing, because art design is the concept of playing CARDS and unified, it set also need not what image cognition, understanding and operation can only need single thread, all the rest is providence, certainly not because someone catch big wang modelling design not good-looking discard; However, from the perspective of board game art, the difficulty of rules, high requirements on card comprehension and detailed objective conditions of world view all require board game to provide cognitive assistance for players to better integrate into the game system in an aspect other than text description. System so as to make the card picture, style and so on a series of art design to assume the responsibility, more importantly, seeking common ground while putting aside differences in the design of art style and model change can be good to give players the image cognition cues, by the positive series of influence, the feelings of color guide and different objects bring experience of synaesthesia can inspire players association mode, extension for image in-depth cognition and thinking development, in order to help form a board game creation angles, the most direct three-dimensional network cognitive thinking.

The meaning of graphic design image cognitive effects on the players is that gives developers a controlled variables to regulate global, help players in reading image based on the cognitive and thinking guidance, or between the image and the image set parallel information by player's

potential psychological hints, cause the unconventional thinking development of point to point, which not only can make the brain 'fusion reaction to produce new image cognitive access mode; Fission reactions can also occur to achieve innovative ideas that expand thinking.

4. Image cognition and thinking guidance of art design

4.1. Return to Form Guidance

Board game developers will be first in mind construct a set of including world view - time background - image - rules design, logic chains, generated by the logical chain of initial images of impression, also is the first image of the game art design perception, cognitive reaction by the image again in the actual production of logic chain, build and perfect the art design in practice, once again after the generation of the second generation of image cognition, constant and art design thinking on the linkage, can open party monomer or the whole of the creation of art image cognition and design modification and improvement, After several iterations this will form a form of thinking guidance.

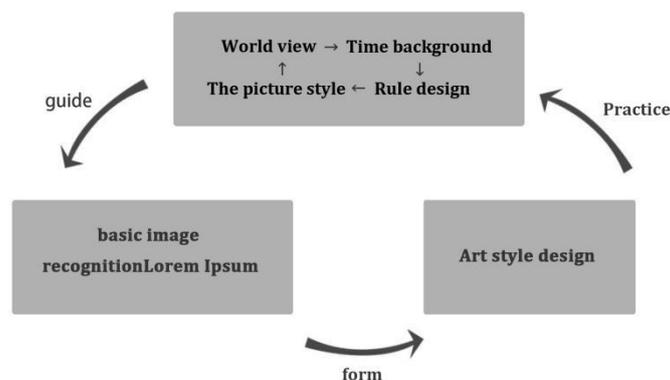


Figure 1. Design draft

4.2. Split Guidance

Board game art includes graphics, war, they can each other to form different style reference and reference, have to leap between cognitive image and expand to generate a new concept of thinking synthesis or deduction, on the other hand we can also use an image information to derive two or three different worldview or system information such as the style, type of this kind of fusion and fission innovation model in a unified image under the cognitive basis points guide or the guide, based design and color, Just need these essential elements in a mature board game works cannot as had not been a single form of 'style' or 'the limits of the yoke, to ensure the linkage between each image cognitive effect and expansibility, also should give full play to in the design of the five senses and synaesthesia coordination, strengthen the image visual linkage guide leap of thinking.

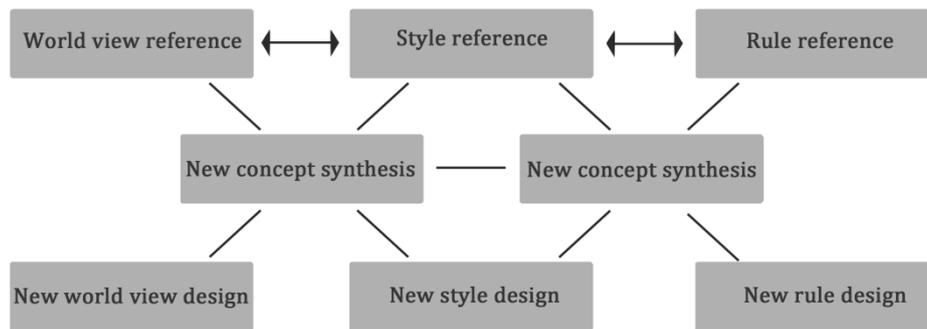


Figure 2. Mind mapping

5. The Design Method Is Proposed from the Perspective of Cognitive Psychology

The relationship between cognitive psychology and design methodology can be traced back to the study of representation in the history of psychology. Some scholars believe that cognition is a specific product awareness, and image and thinking are associated, study image is also a way of thinking, when we will be equivalent as consciousness and thought, cognition and image link will also be entangled, accordingly it is buried deep in the heart and does exist in cognitive psychology.

We can image a common understanding for visual representation, namely the picture itself to impact the visual effect of self, this kind of influence can be fragmented, can also be networked, so as to give a lot of graphics and text workers new ideas, and research on cognitive psychology also gives them a link behavioral and cognitive methodology. Combined with the aforementioned image cognition theory and thinking guidance, we can get more inspiration from the board game creation itself under the induction of cognitive psychology.

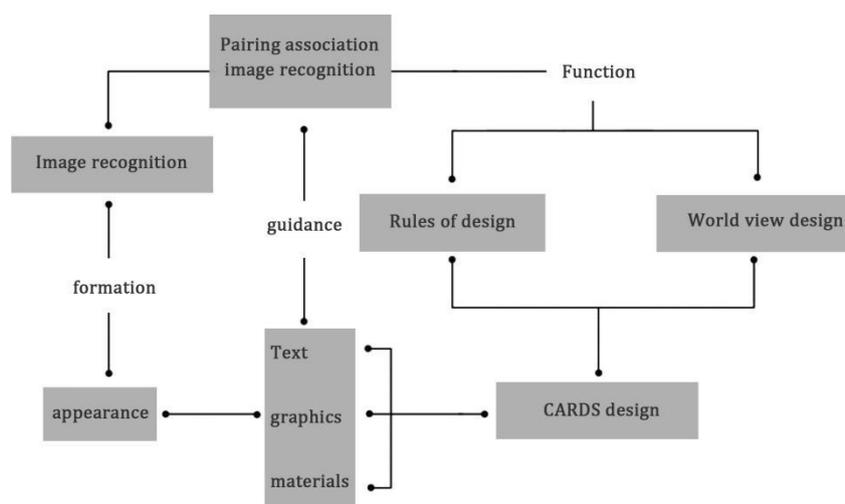


Figure 3. Mind mapping

Text description, graphic design, material selection and other elements are all the manifestation of card design. Generally, players do not want to pay too much attention to reading text, so the heavy responsibility of interpreting effect and meaning in board games is divided into graphics and materials. The combination of vision and synaesthesia is shown here. From the perspective of function, the above three elements are presented with parallel effects. Combined with the

combination of text and pictures and different textures and tactile sensations, players can have an initial impression of the opponent's card level or effect in their mind within a short time, and reduce the understanding time by means of image cognition. In addition, the open source card design needs to be global in the text, graphics, and material matching, in the form of representation used paired associative learning, such as A, B and C three letters, see A come up with A B, see come up with A B C, see come up with A and C in circulation, suggesting that players association psychology, to deepen our recognition of this card. From here, the use of imagery begins to sublimate and develop into image cognition at the level of thinking.

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