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[qix mono] ist eine lesbare
dicktengleiche Schrift für
Videospiele.

[qix mono] ist eine lesbare
dicktengleiche Schrift für

Videospiele

Arcade-Videospiele der 1980er 1990er erlaubten aufgrund ihrer kleinen Bildschirmgröße anfangs nur Schriften, die maximal 8x8 Bit bemaßen. Diese sogenannten Bitmap-Fonts entwickelten sich unabhängig von Computerschriften und wurden häufig von den Entwickler*innen selbst für ein spezielles Spiel gestaltet.

[qix mono] ist eine lesbare
dicktengleiche Schrift für
Videospiele.

Legasthenie ist eine Lese-Recht-schreibschwäche, die als Wahrnehmungsverarbeitungsstörung von grafischen Zeichen beschrieben wird. Das „Visual Crowding“ von Buchstaben erschwert die Zuordnung von Sprachlauten zu geschriebenen Buchstaben. Die gezielte Gestaltung von Schrift und ihr Einsatz kann die Lesbarkeit und Leserlichkeit eines Textes erleichtern.

Forschungsfrage

Wie sieht eine ästhetisch-ansprechende Synthese zwischen Bitmap-Font und Leserlichkeit aus?

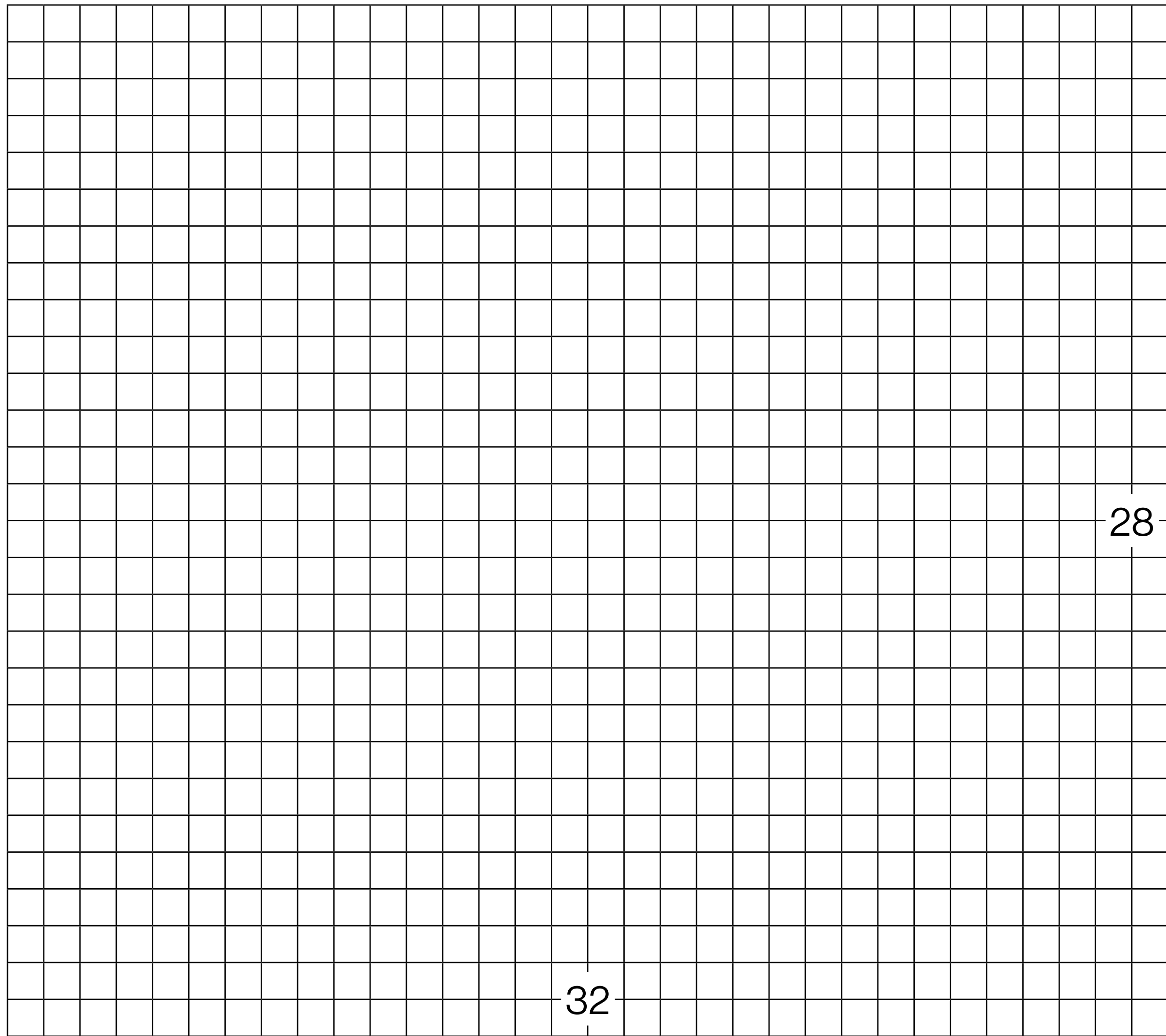
Arcade Game Schriften

Legasthenie-freundliche Schriften



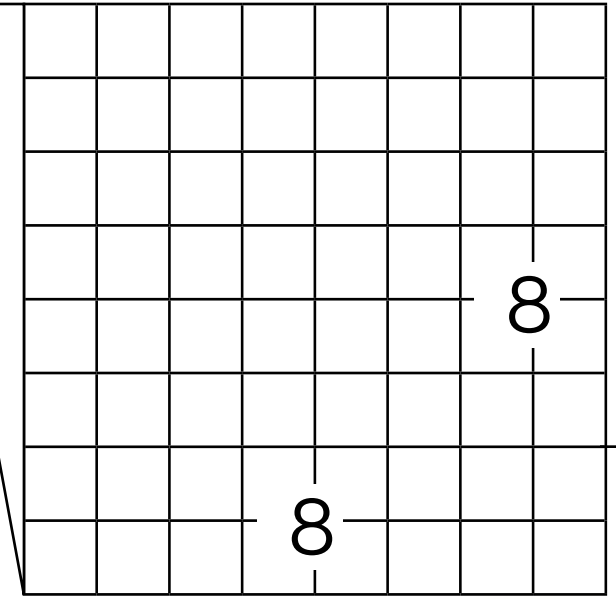
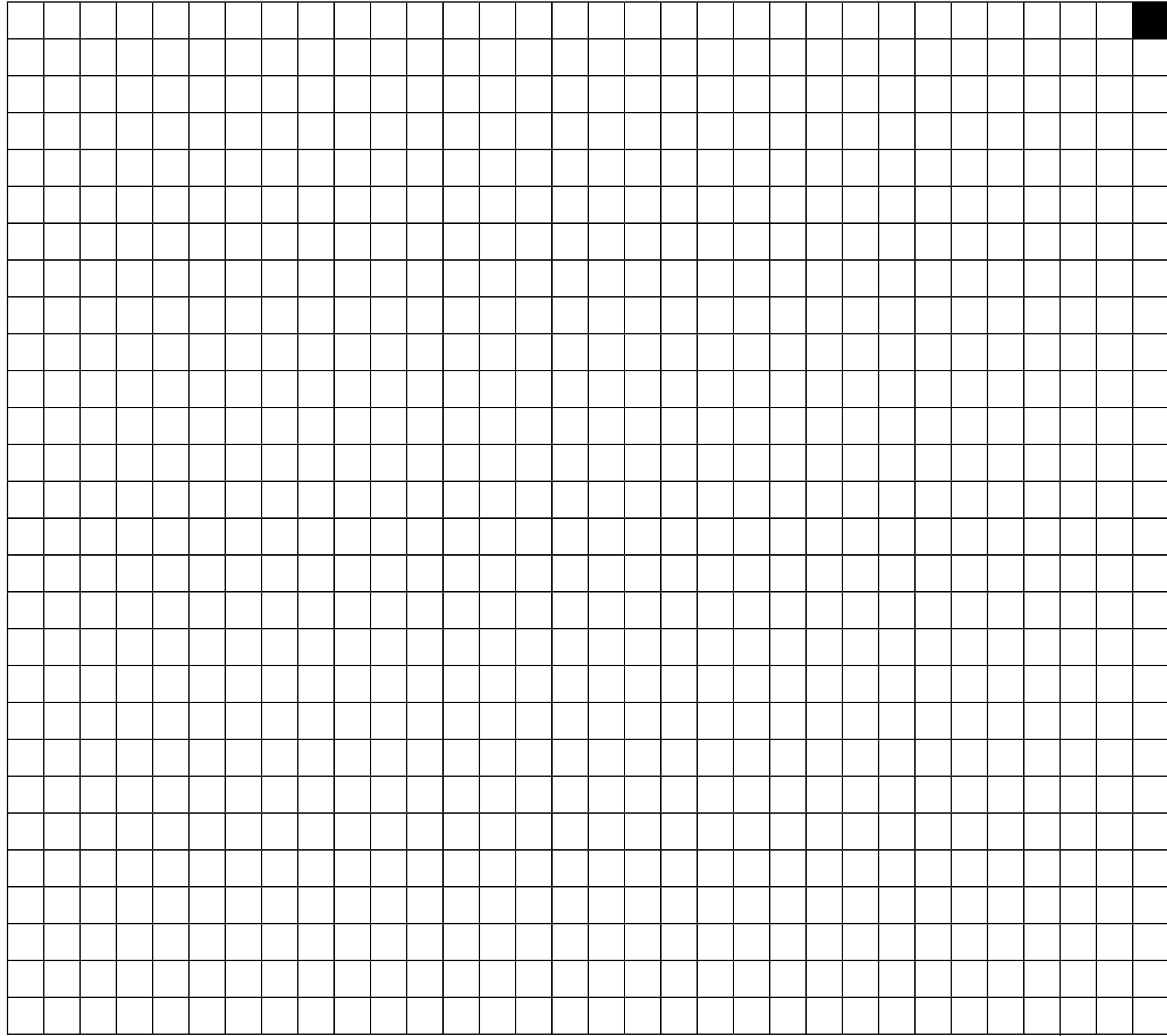


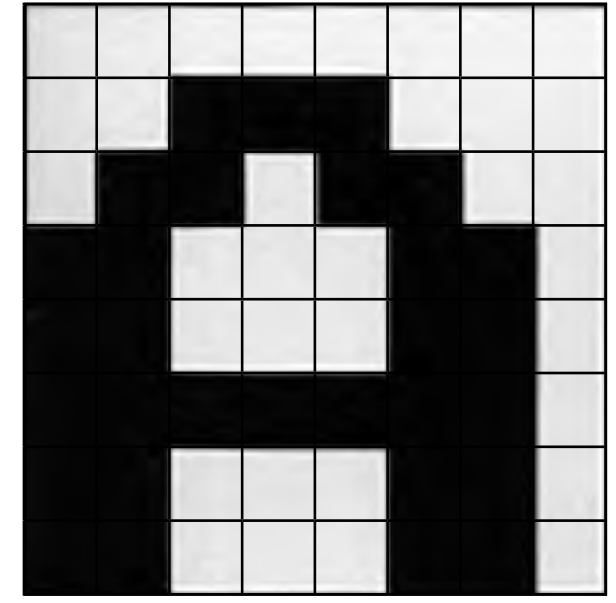


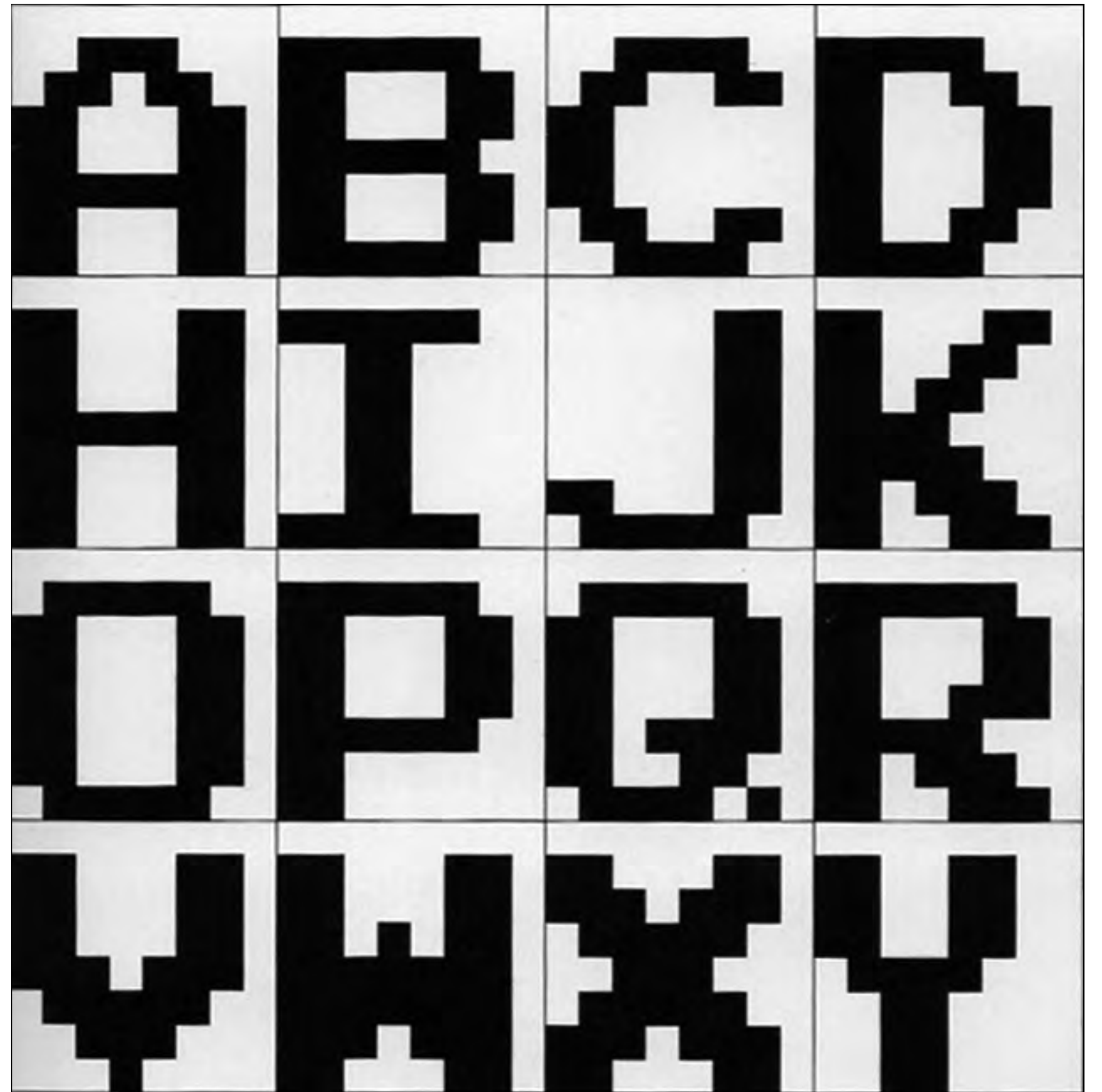


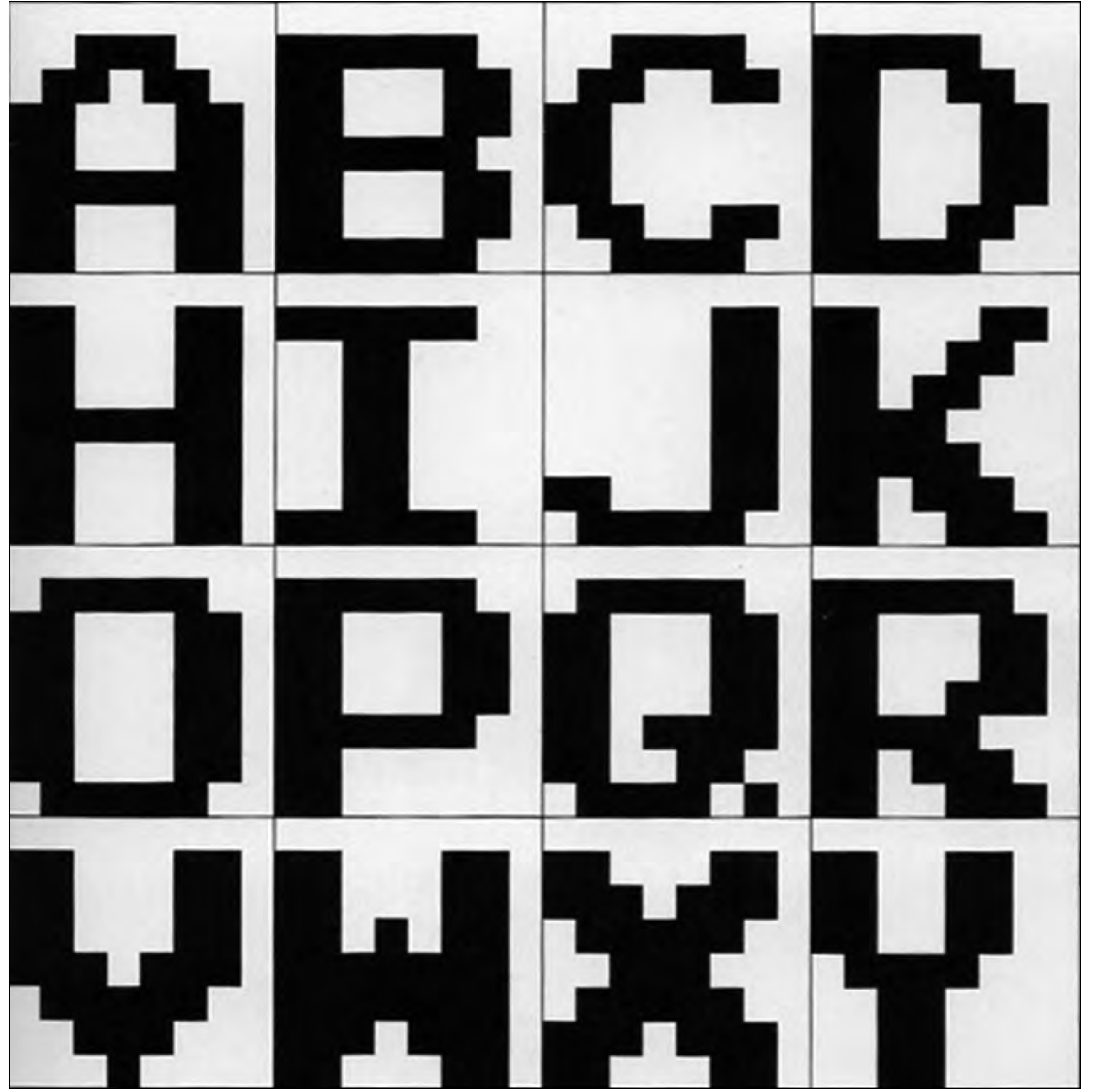
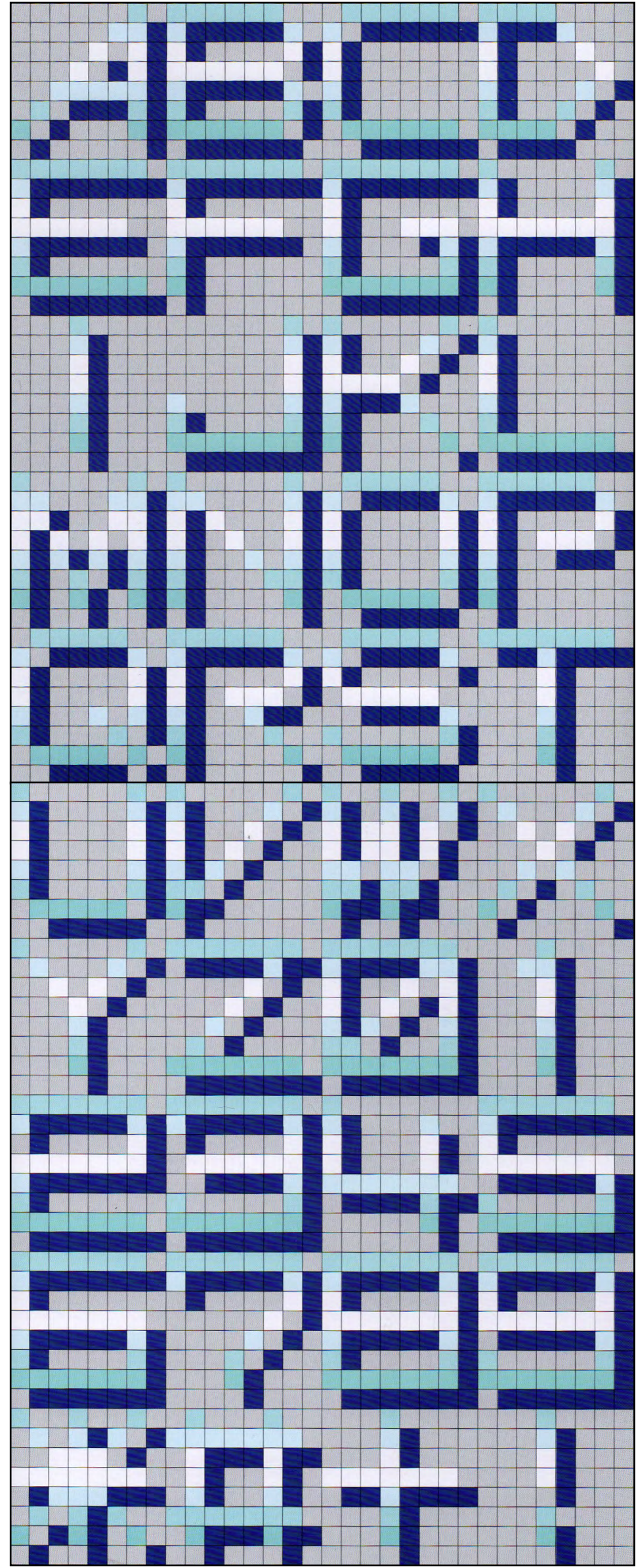
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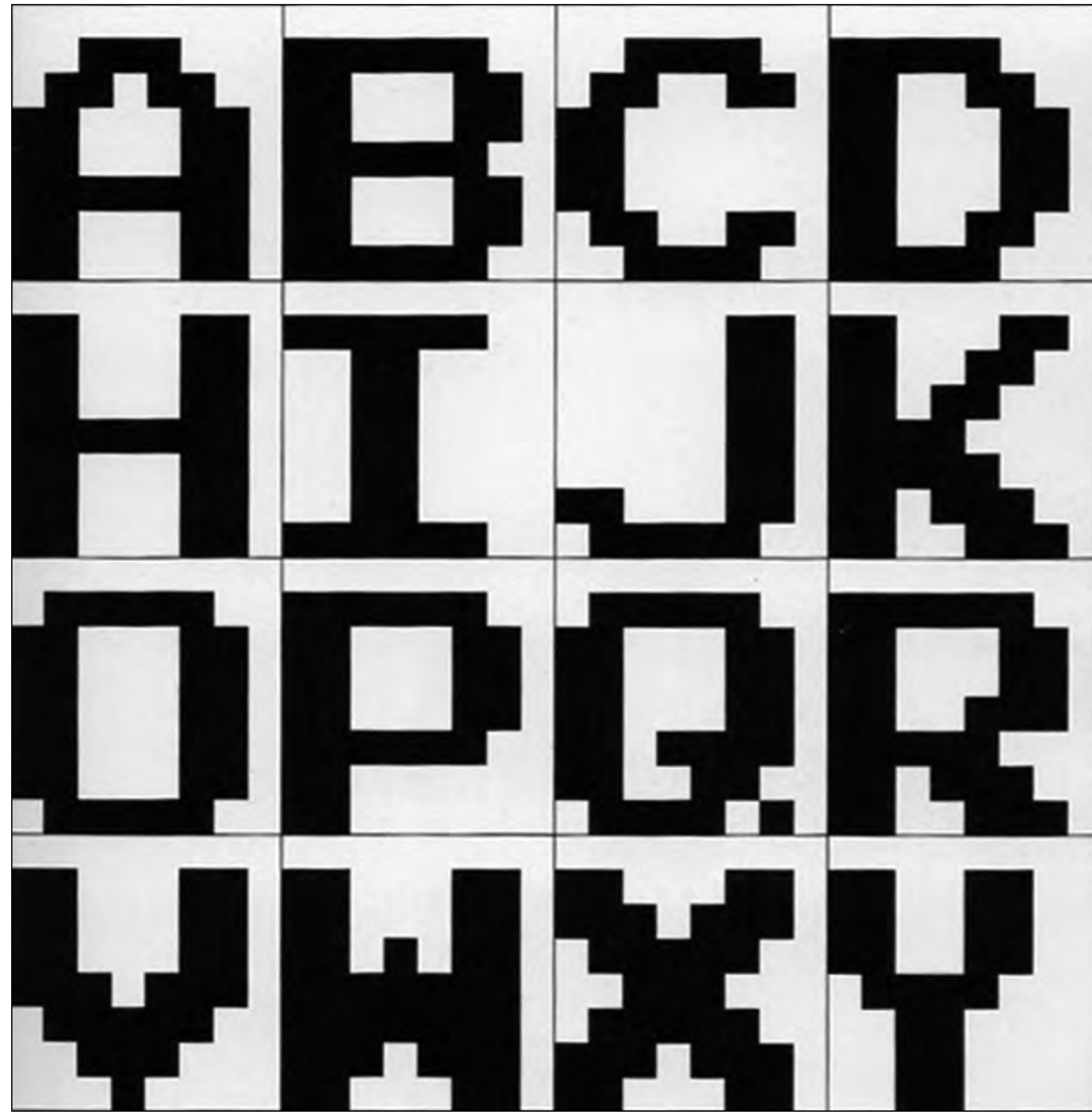
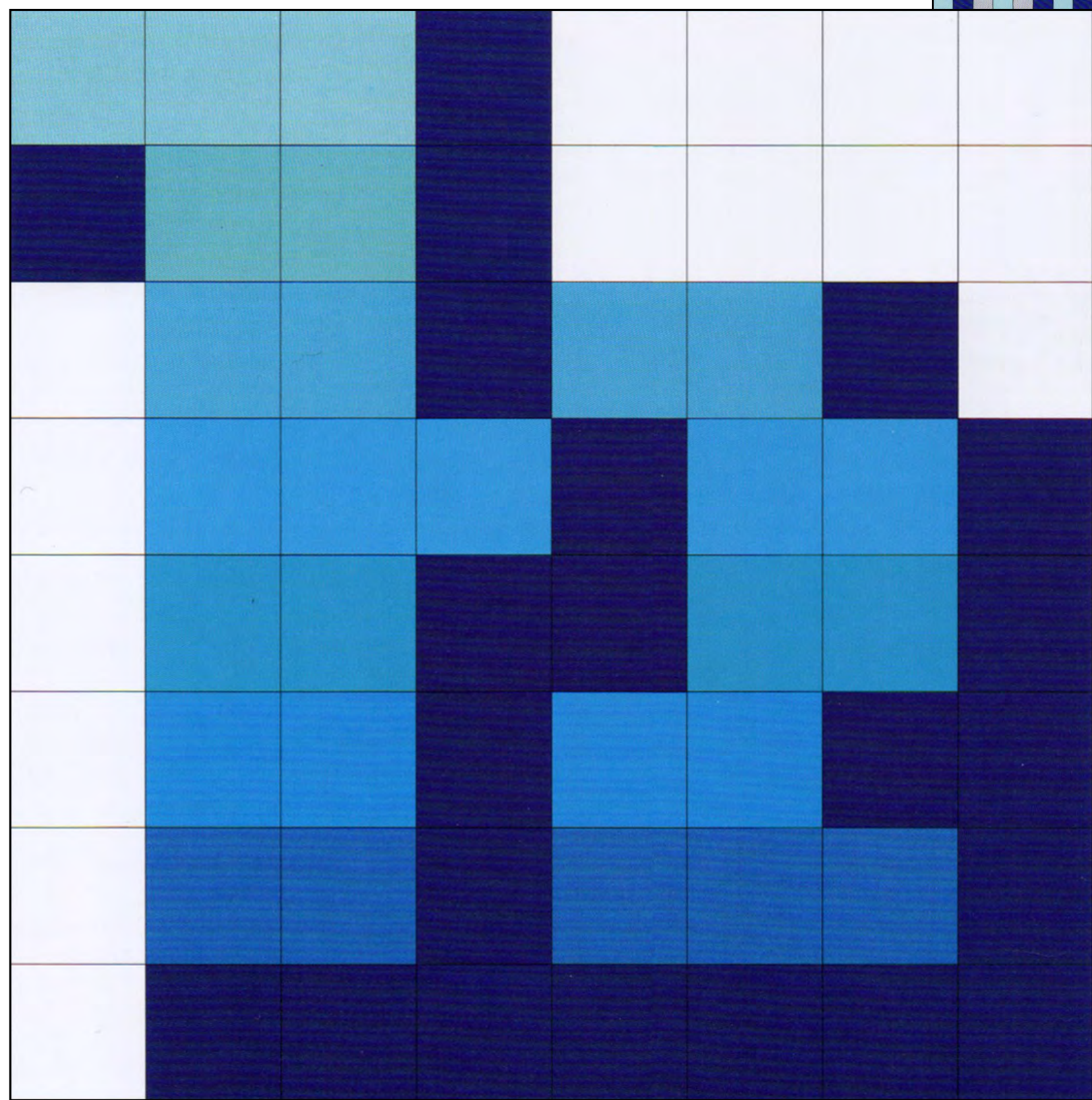
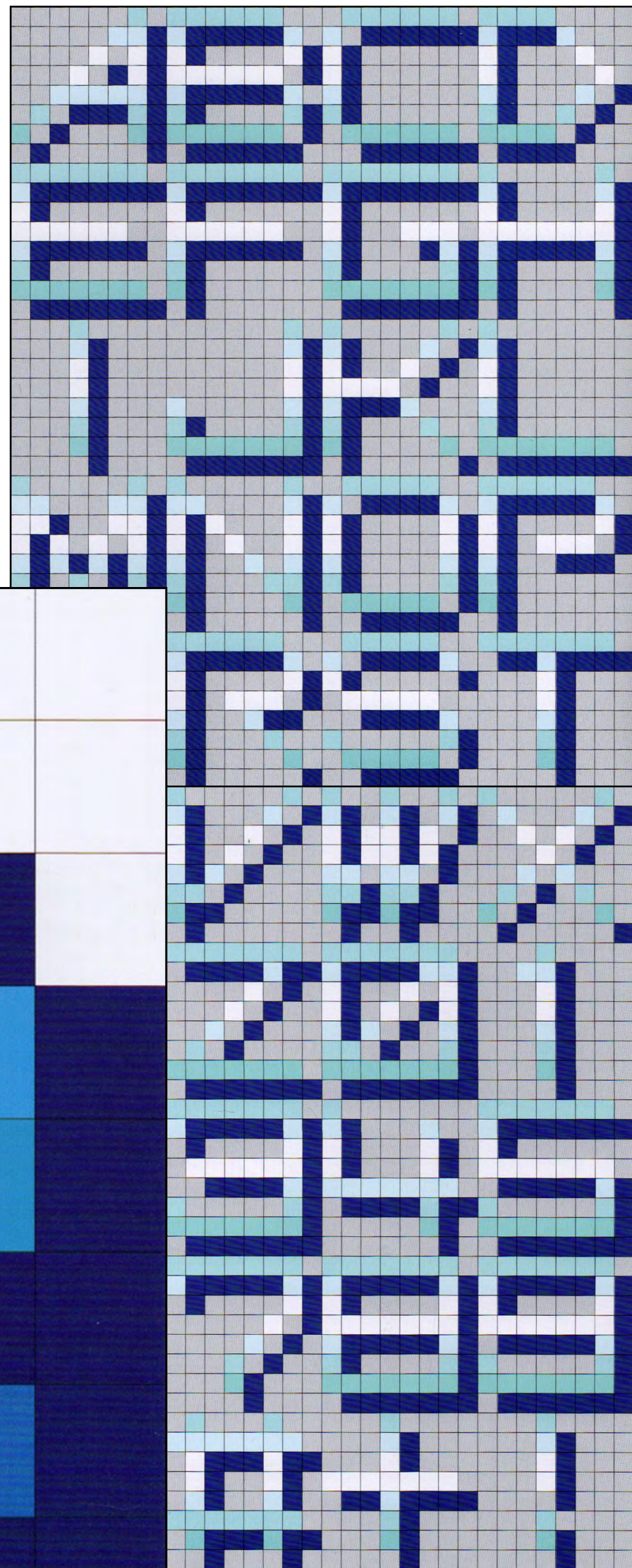












Legasthenie-freundliche Schriften

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m
n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9 . ? !

j n

EasyReading
Design for all

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m
n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9 . ? !

q b

EasyReading
Design for all

OpenDyslexic
A typeface for
dyslexia

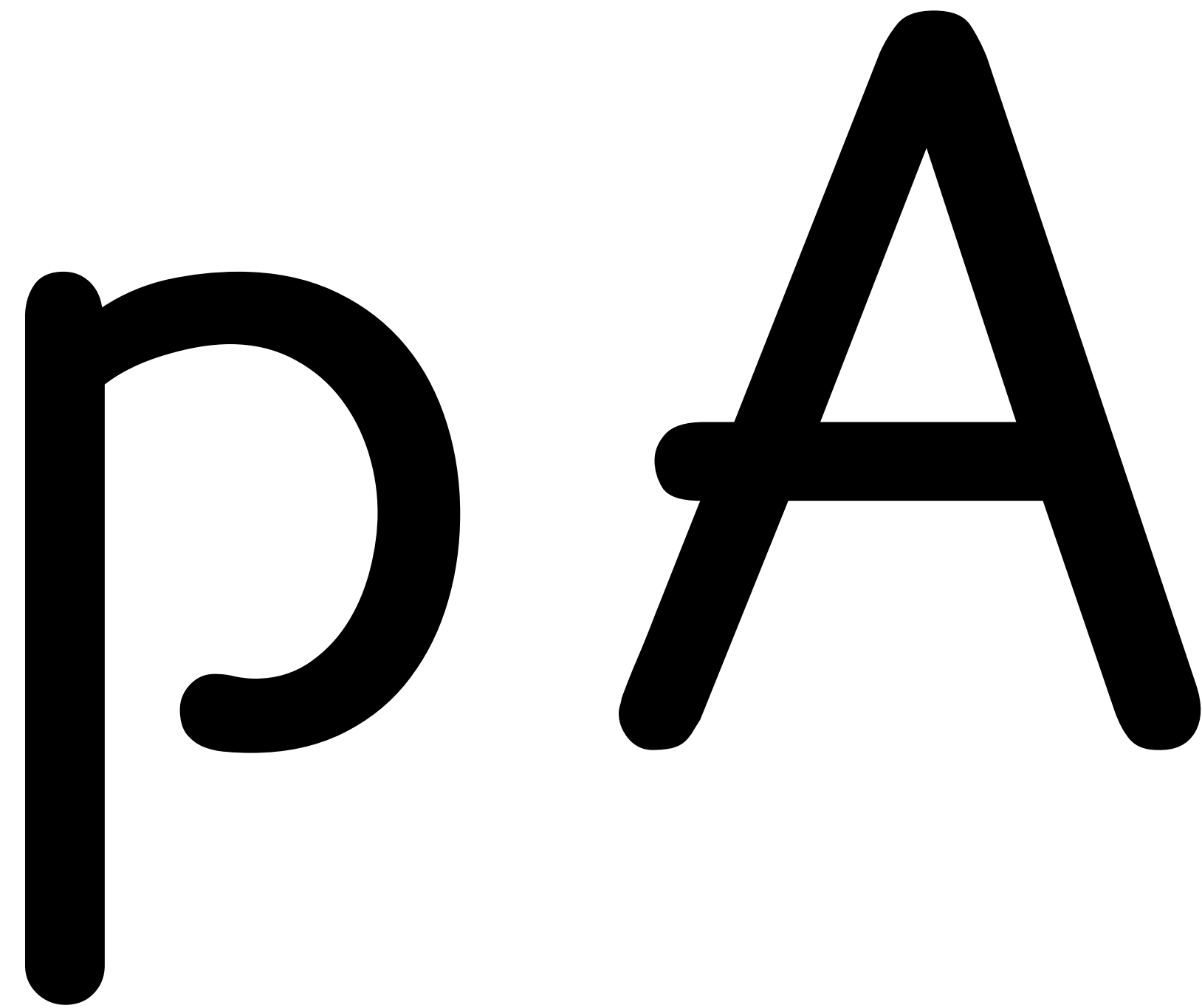
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m
n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9 . ? !

p A

EasyReading
Design for all

OpenDyslexic
A typeface for
dyslexia

Lexie Readable
Comic Sans for the
grown-ups



p A

EasyReading
Design for all

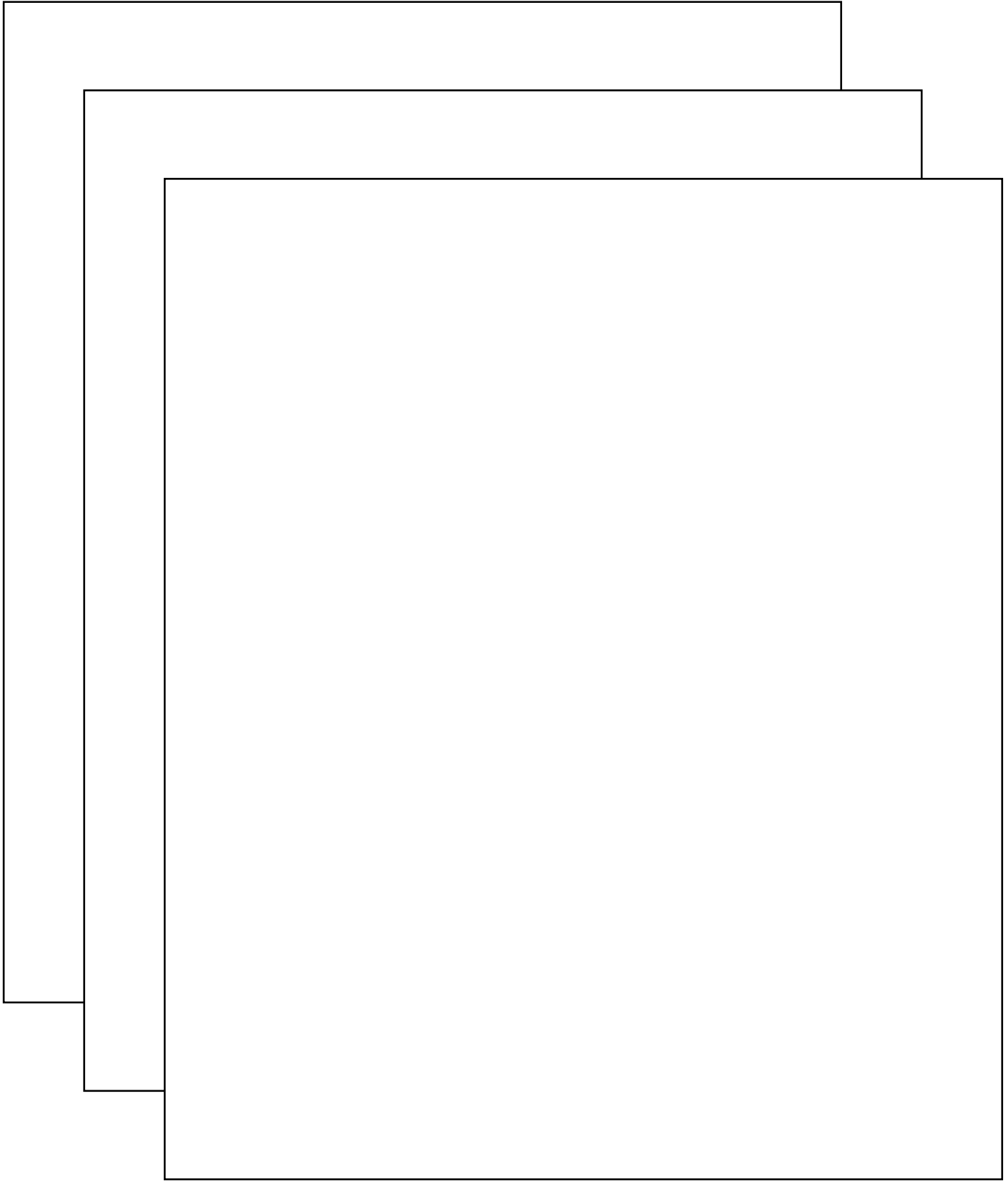
OpenDys
A typeface
dyslexia

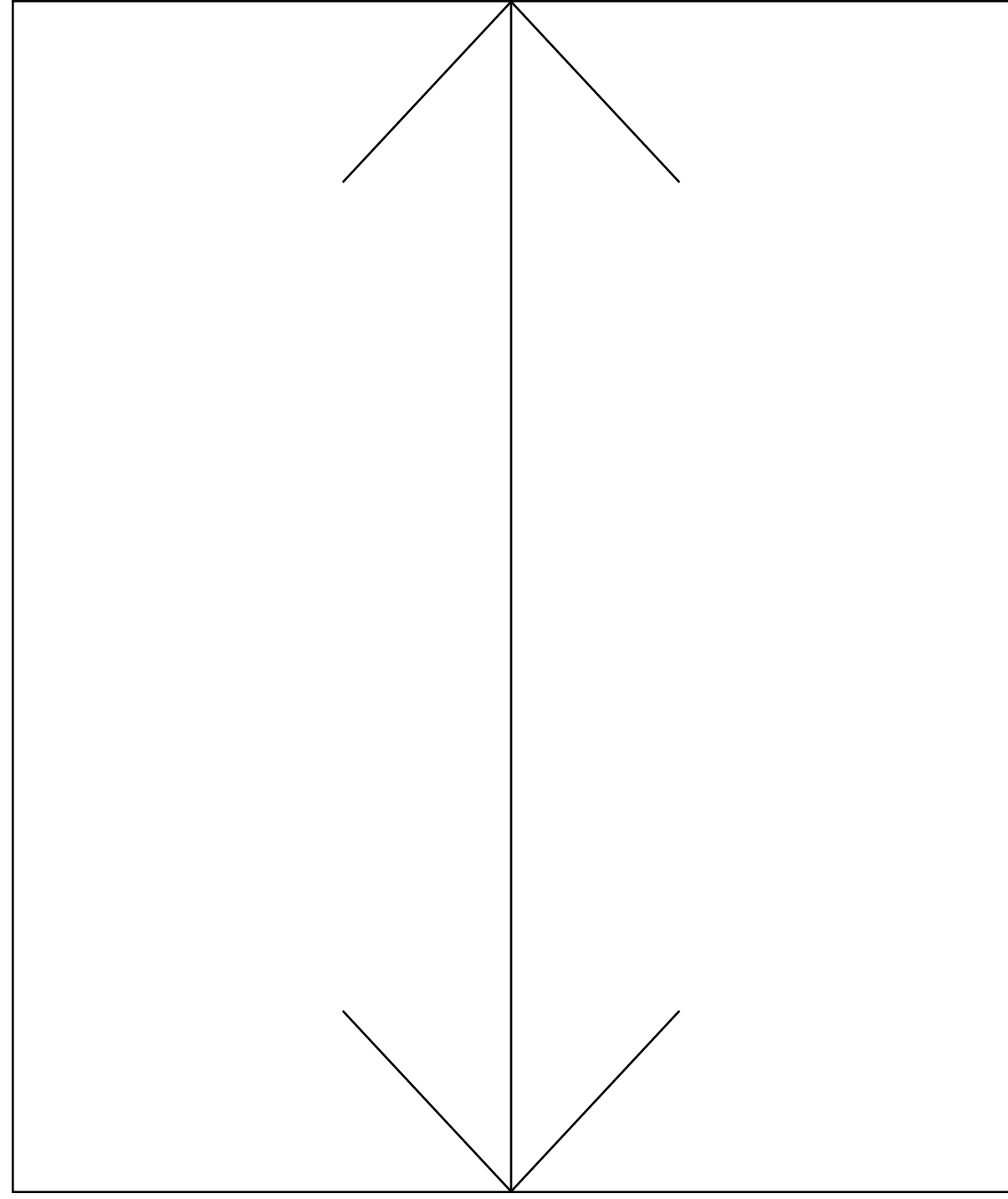
Lexie Readable
Comic Sans for the
grown-ups

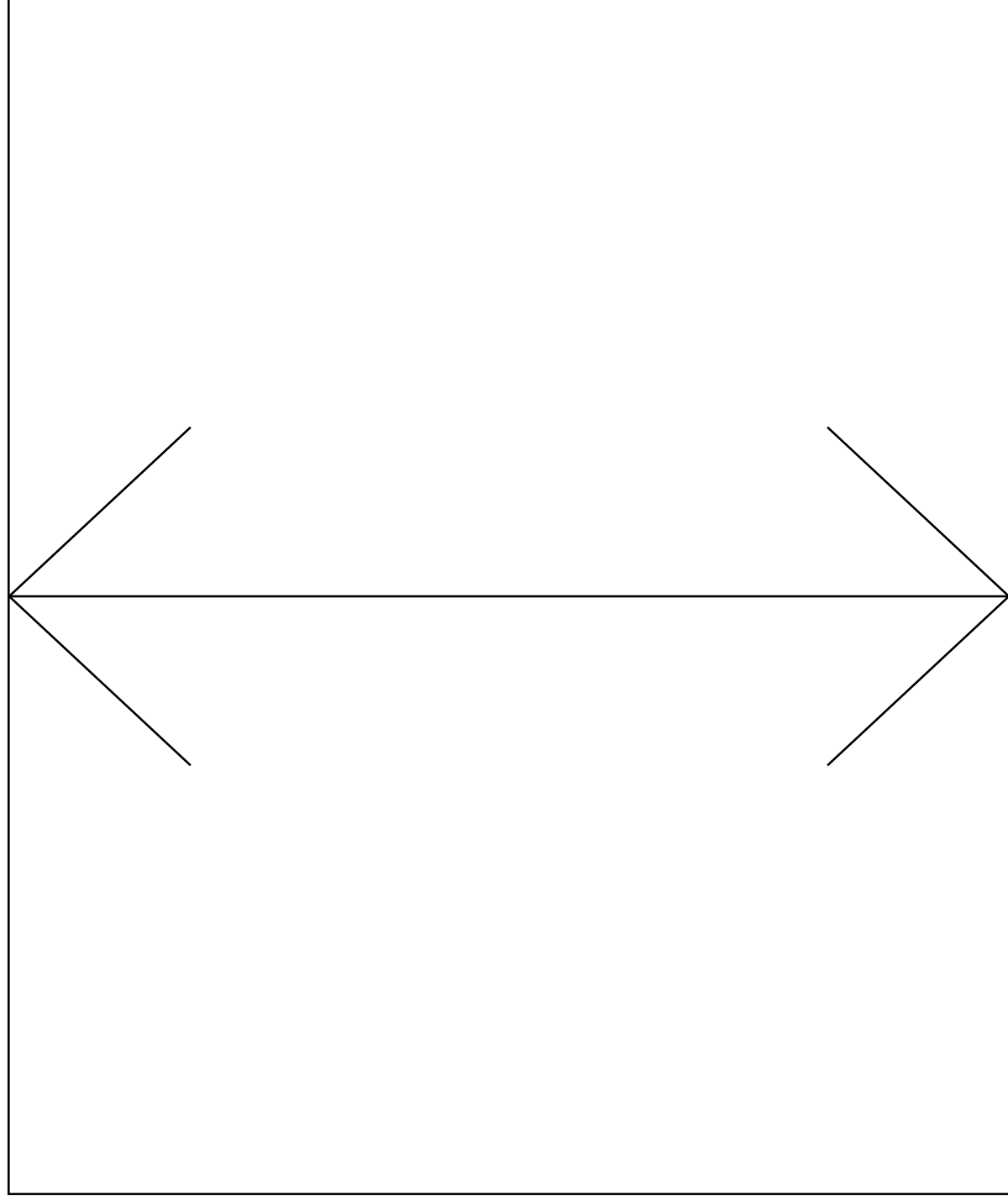
p A

EasyReading
Design for all

OpenDys
A typeface
dyslexia







Arcade Game Schriften

Legasthenie-freundliche Schriften

Arcade Game Schriften

Quadrat (8x8 oder 16x16)

Pixel-Ästhetik

Serifenlos, Roman

Verlängerte Ober- und Unterlängen

Legasthenie-freundliche Schriften

Arcade Game Schriften

Quadrat (8x8 oder 16x16)

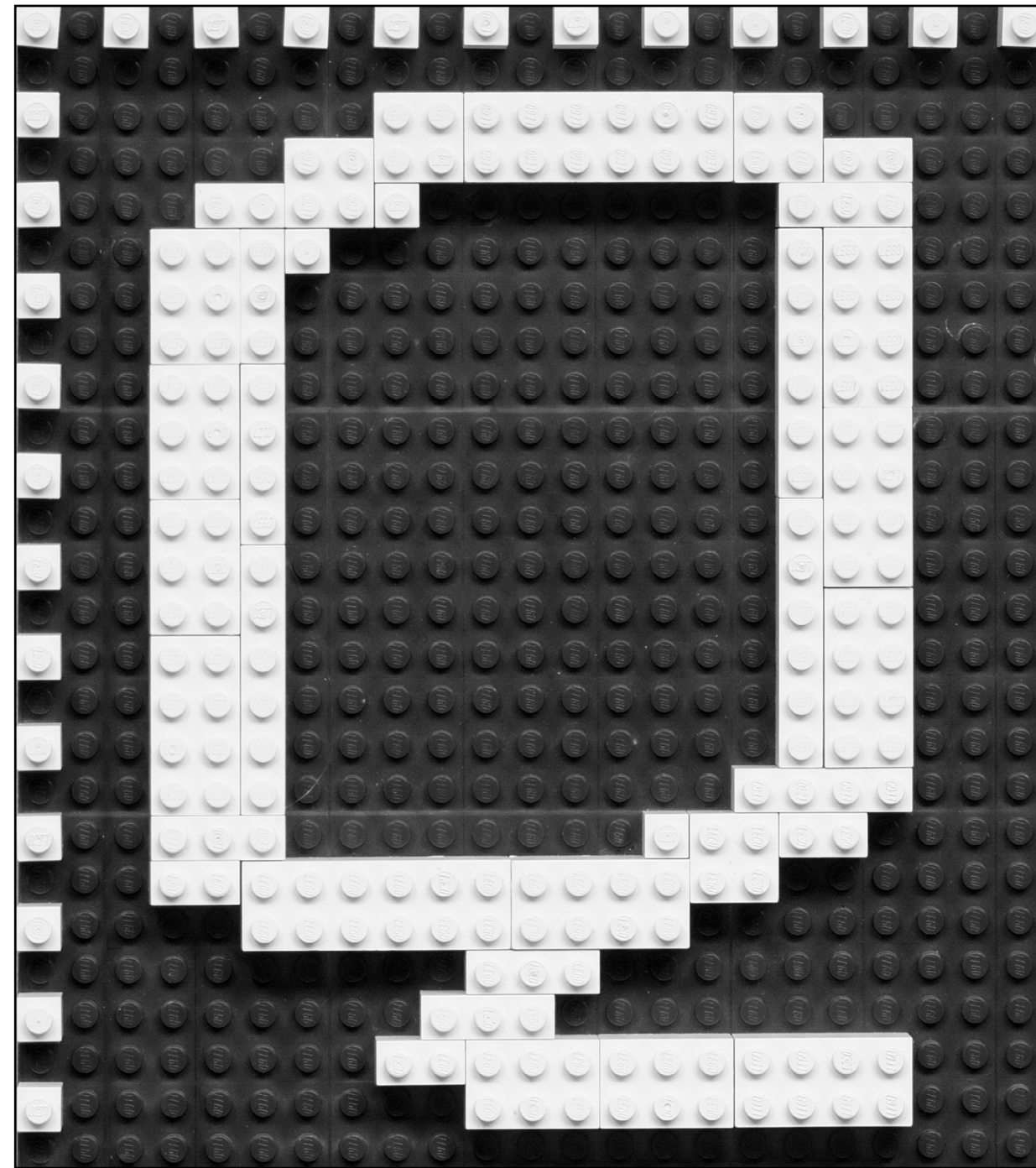
Pixel-Ästhetik

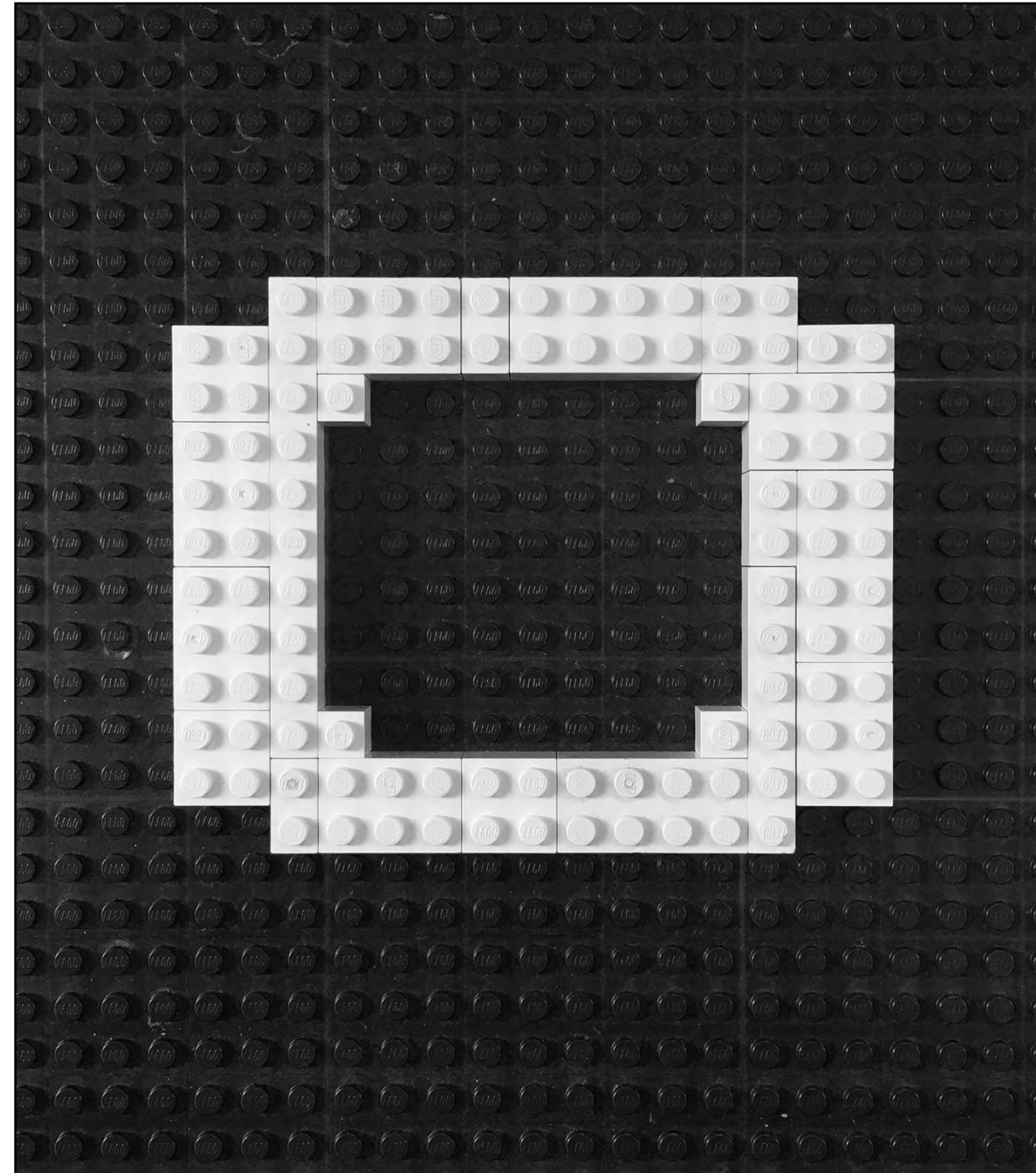
monospace

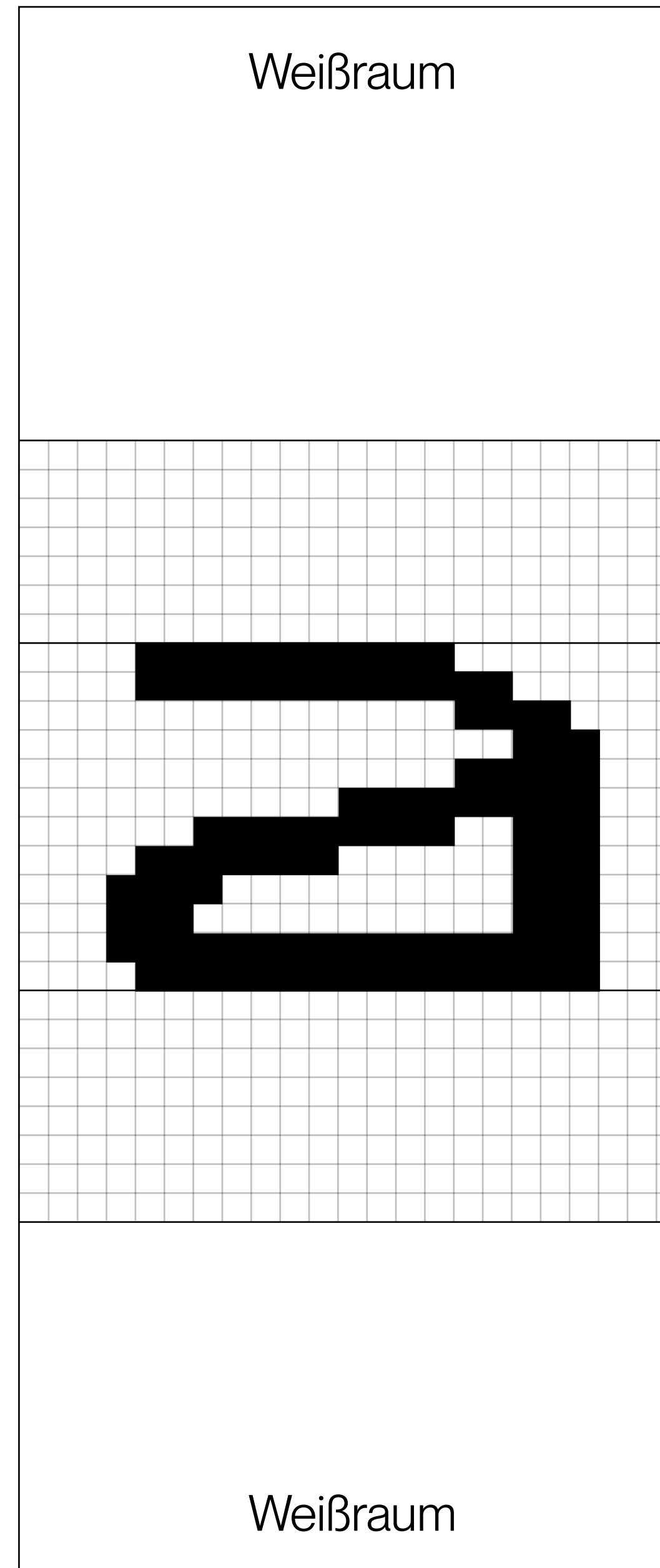
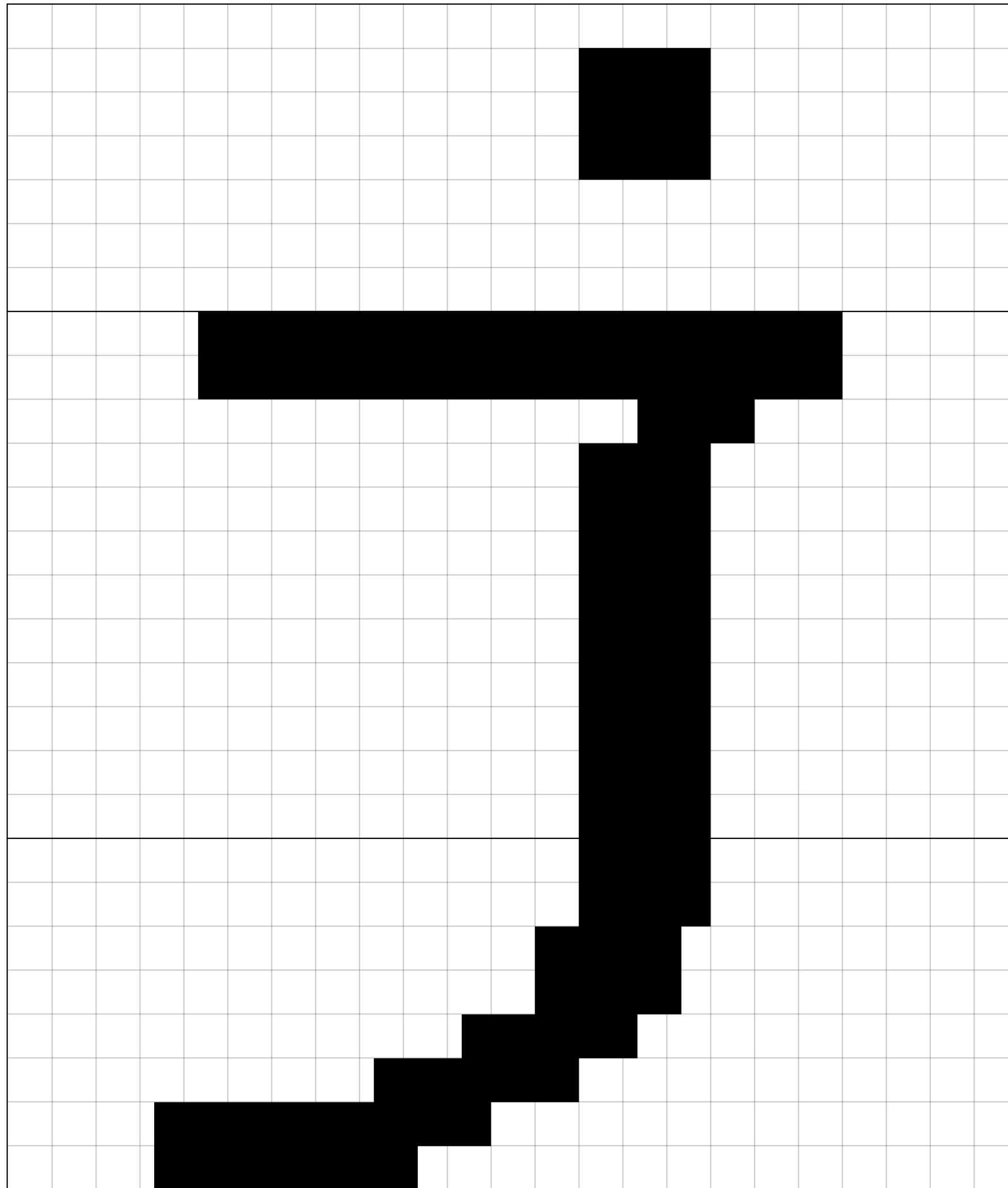
Serifenlos, Roman

Verlängerte Ober- und Unterlängen

Legasthenie-freundliche Schriften







Weißraum

Weißraum

Wordabstand ist am wichtigsten

Fette, gleichmäßig starke Buchstaben

Vertauschen von b d p q

kurze Absätze

Serifenlose Schriften

Kursive oder kalligrafische
Schriften sind schwierig zu lesen

Comic Sans für Hausarbeiten

verbesserte Lesbarkeit für
monospace vorstellbar

Erster Eindruck zählt

Schlichte, undekorierte Schriften

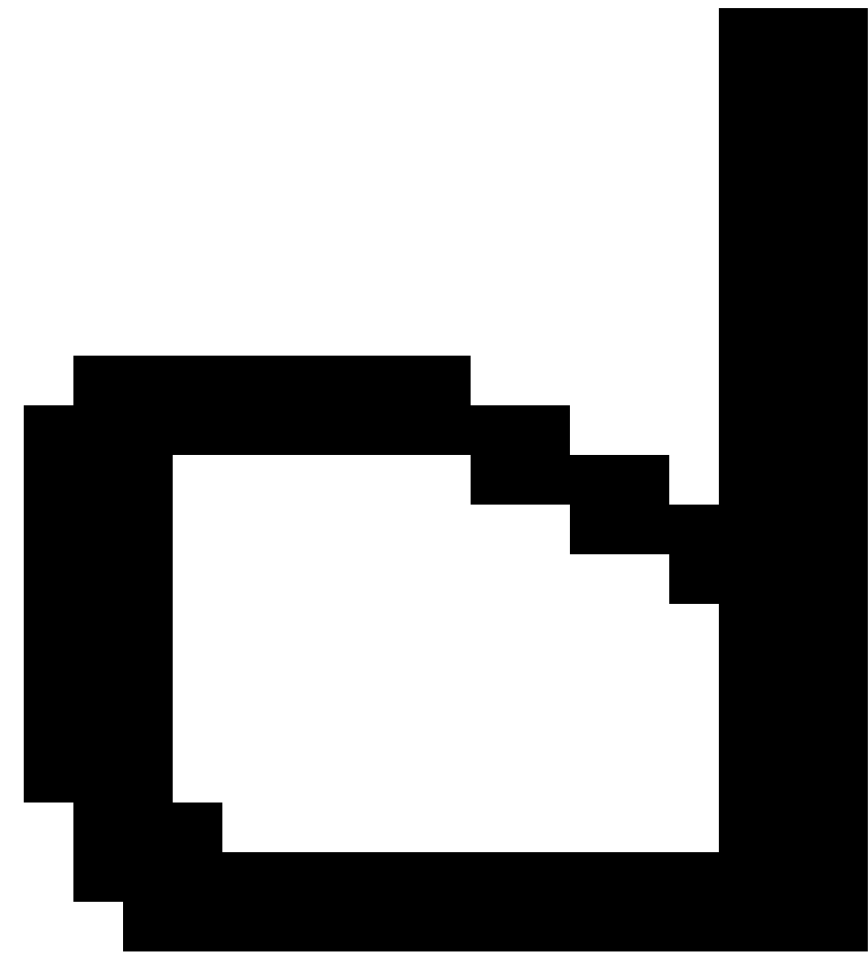
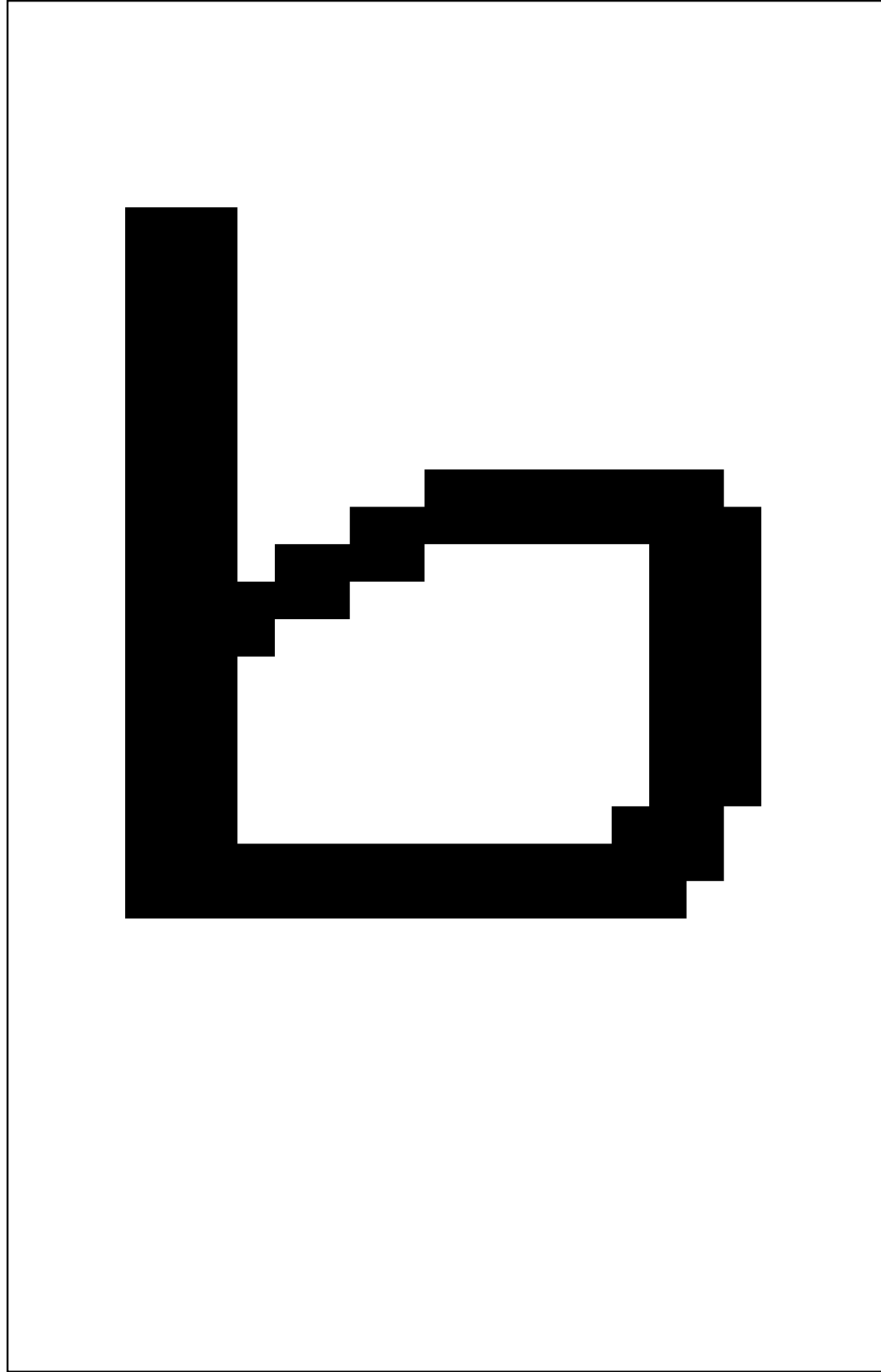
Eher eckige Buchstabenformen

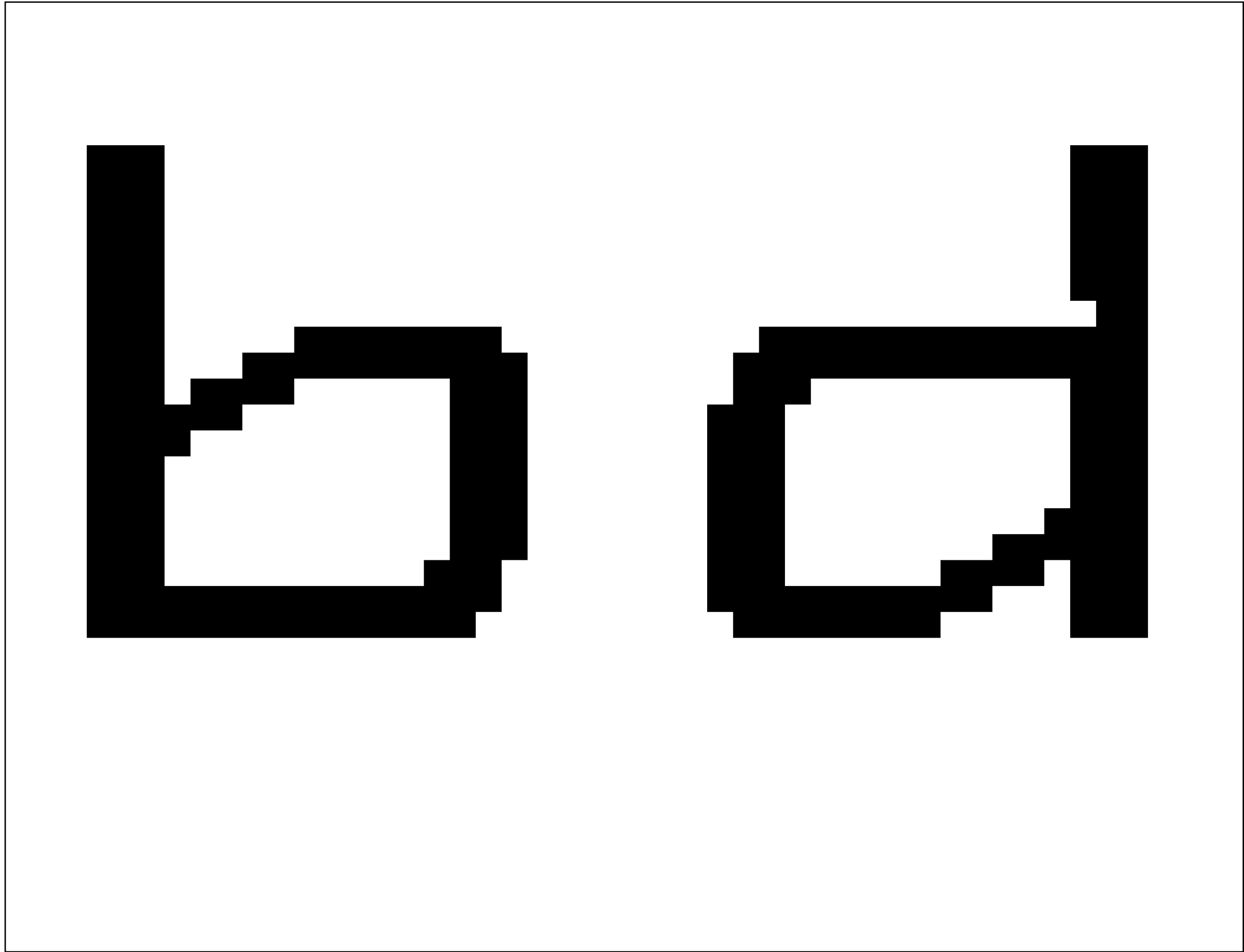
Orientierung an Ober- und
Untertönen

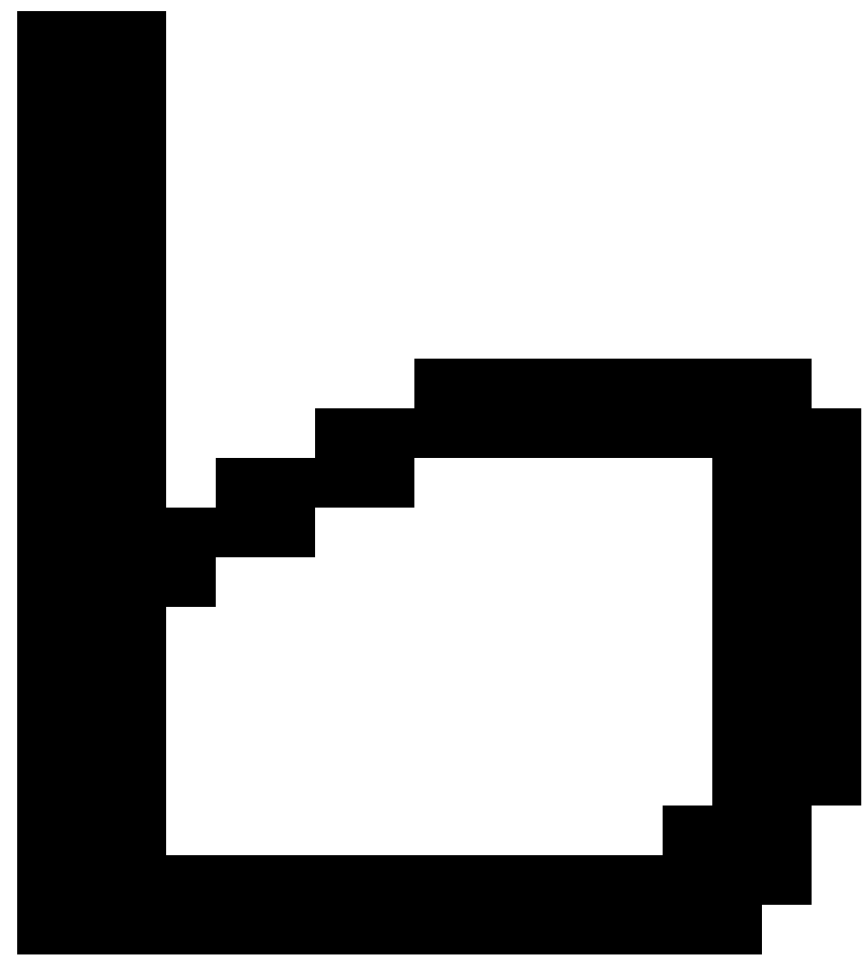
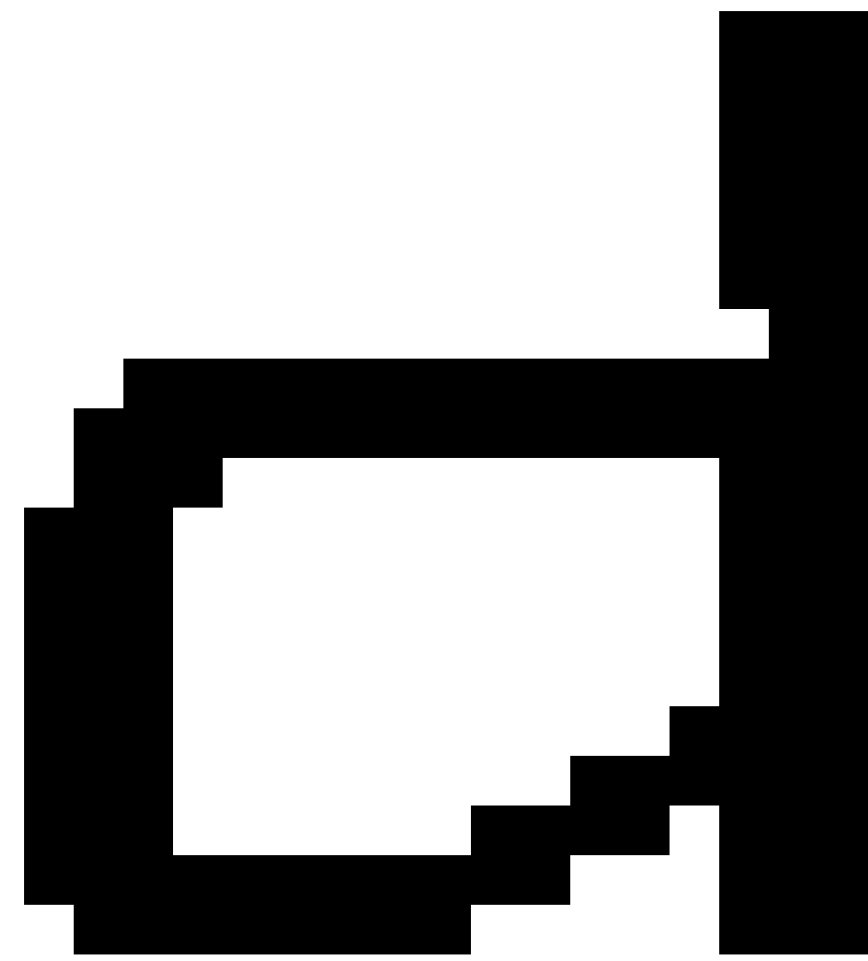
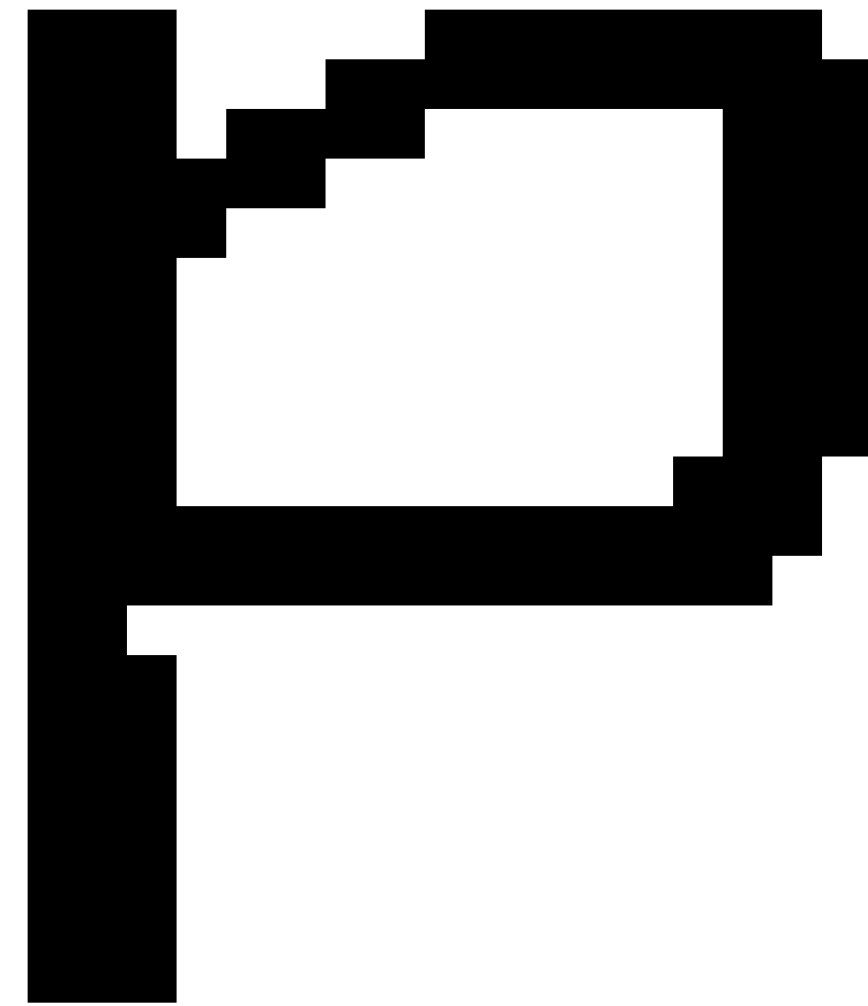
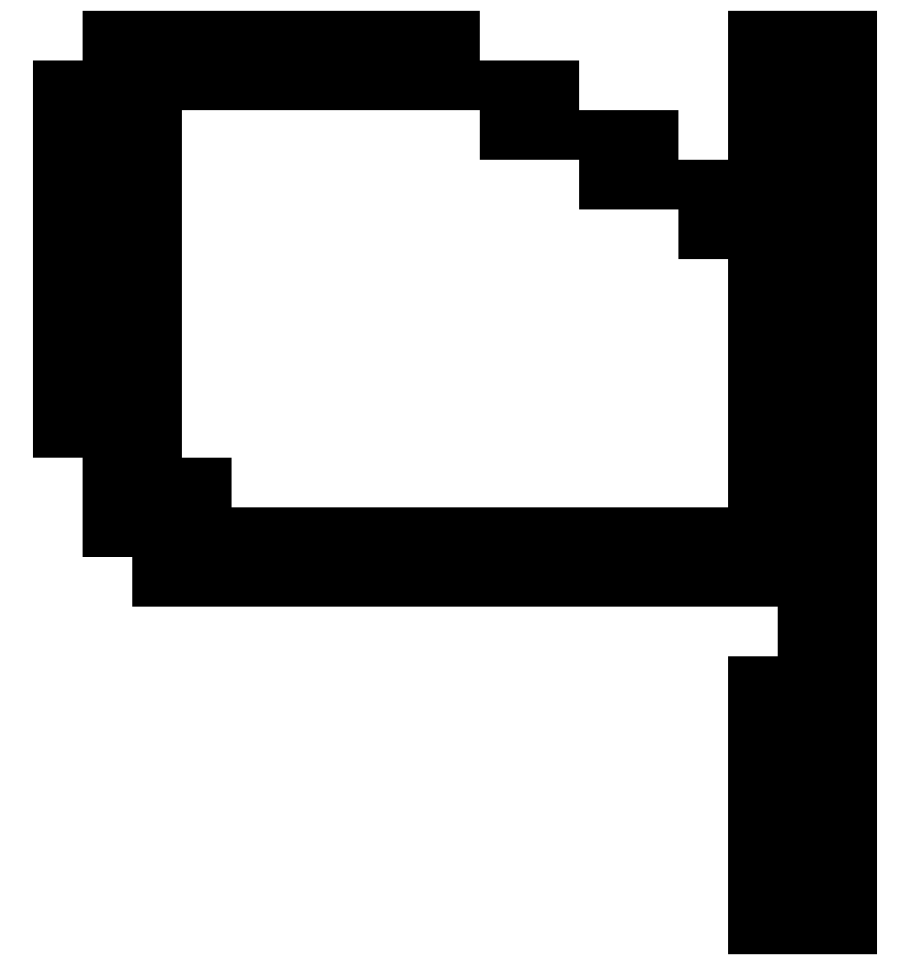
Unterschiedliche Buchstaben
sind hilfreich

Kurze Absätze, ungesperrte Wörter

Vertauschen von n r





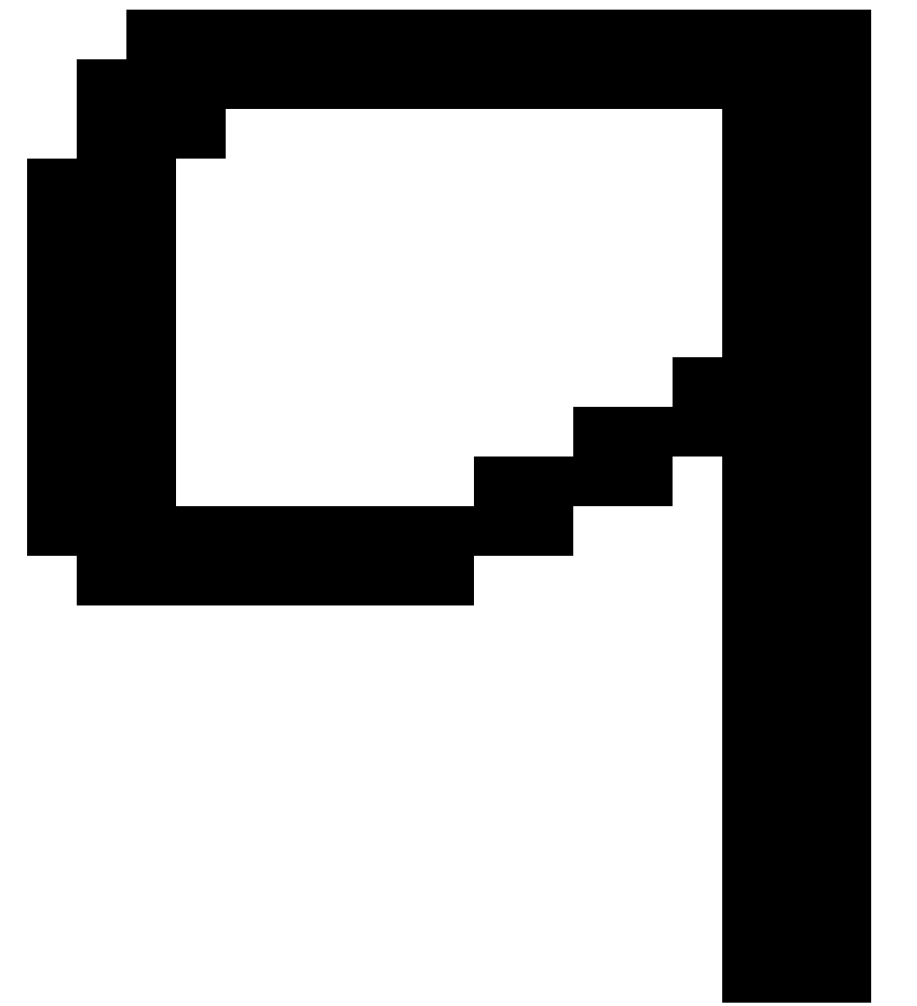
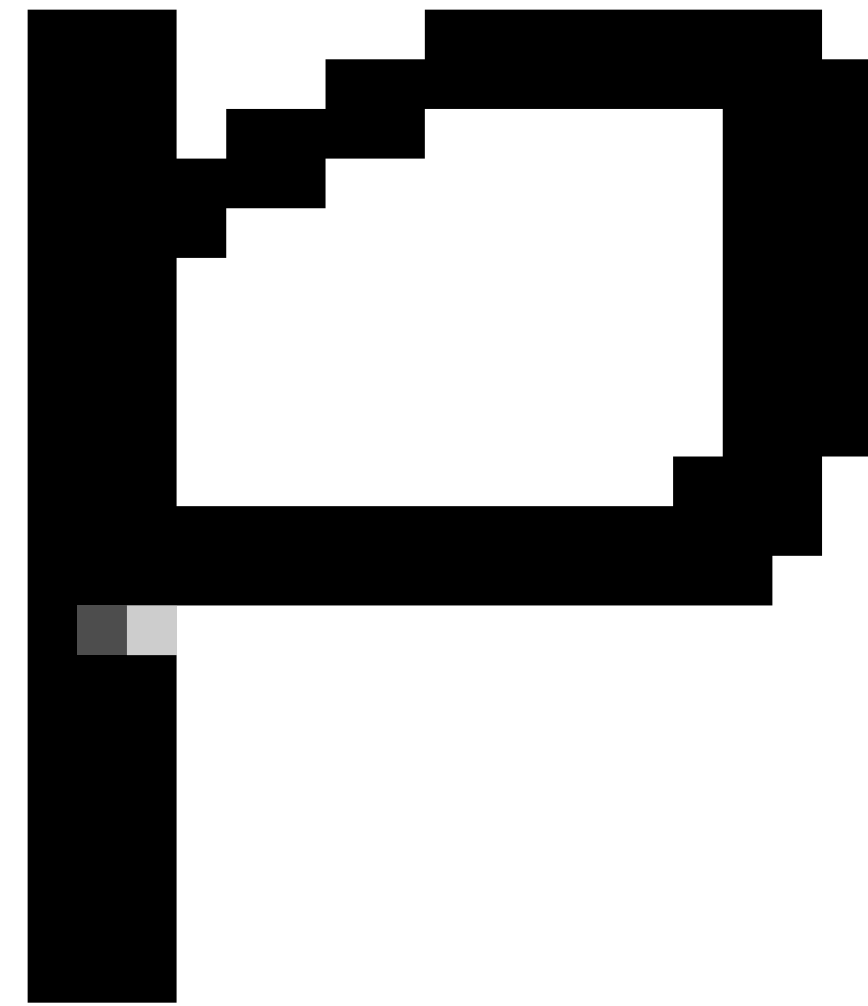
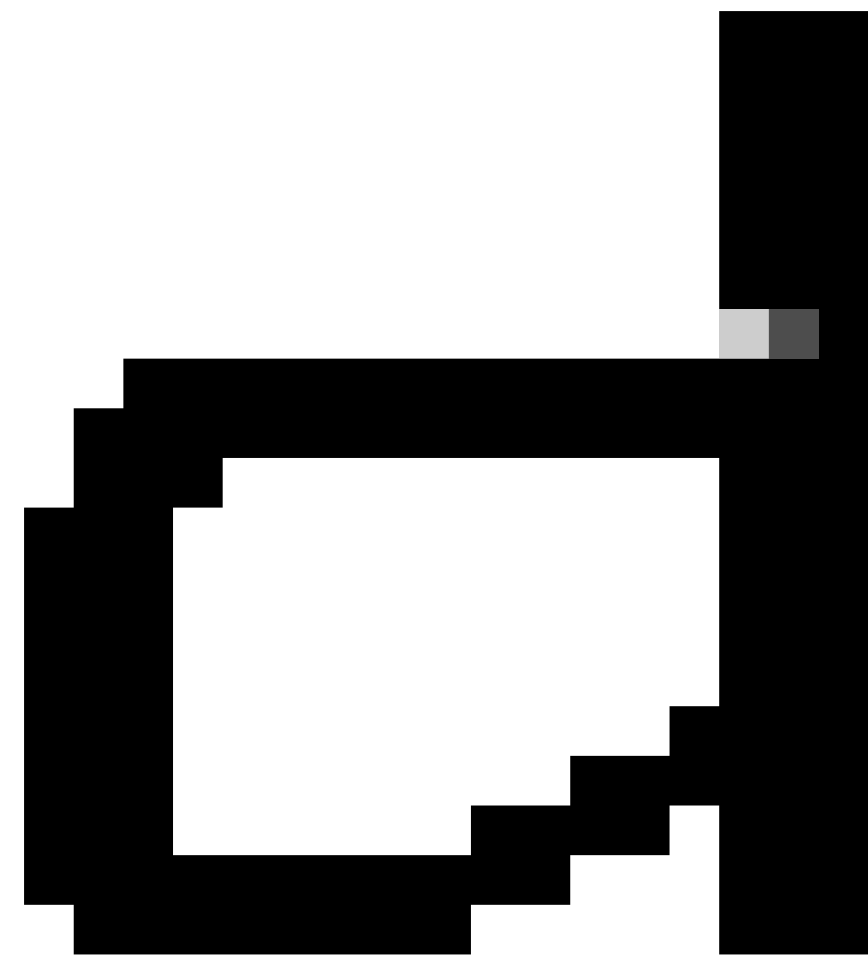
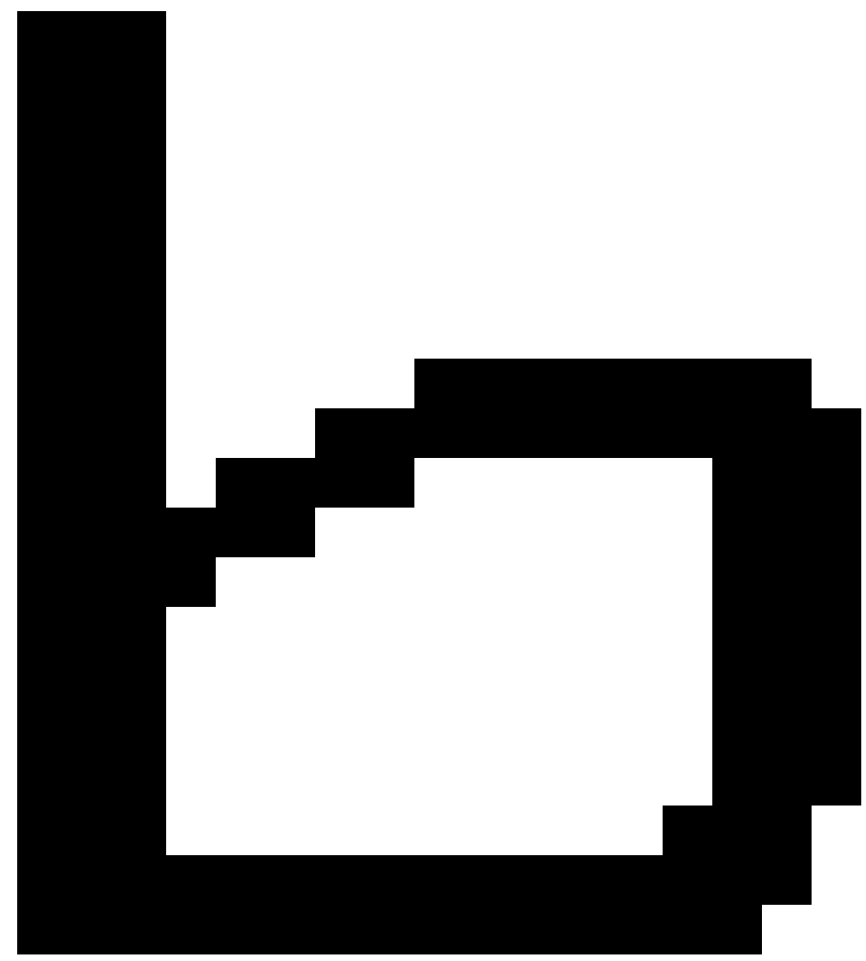
A thick black outline of the number 10, rendered in a simple, blocky font. The '1' is a vertical bar on the left, and the '0' is a rounded rectangle on the right.A thick black outline of the number 11, rendered in a simple, blocky font. The first '1' is a vertical bar on the left, and the second '1' is a vertical bar on the right.A thick black outline of the number 12, rendered in a simple, blocky font. The '1' is a vertical bar on the left, and the '2' is a shape with a curved top and a horizontal base.A thick black outline of the number 13, rendered in a simple, blocky font. The '1' is a vertical bar on the left, and the '3' is a shape with two curved humps and a horizontal base.

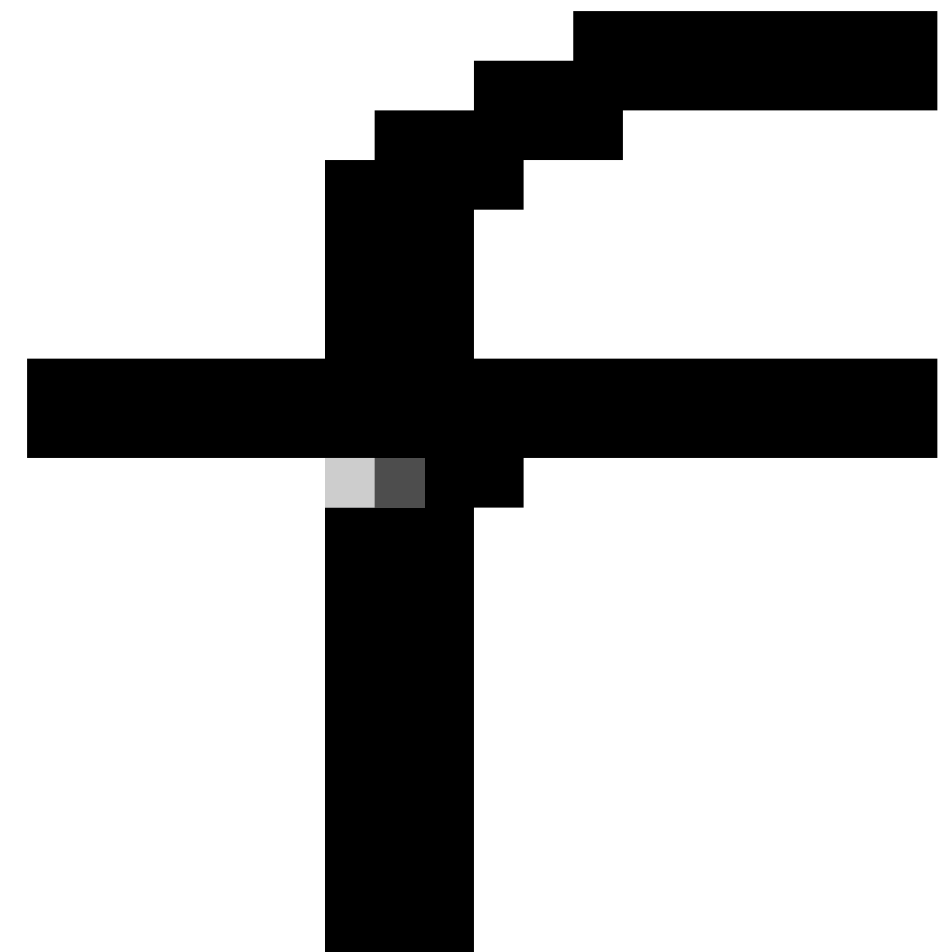
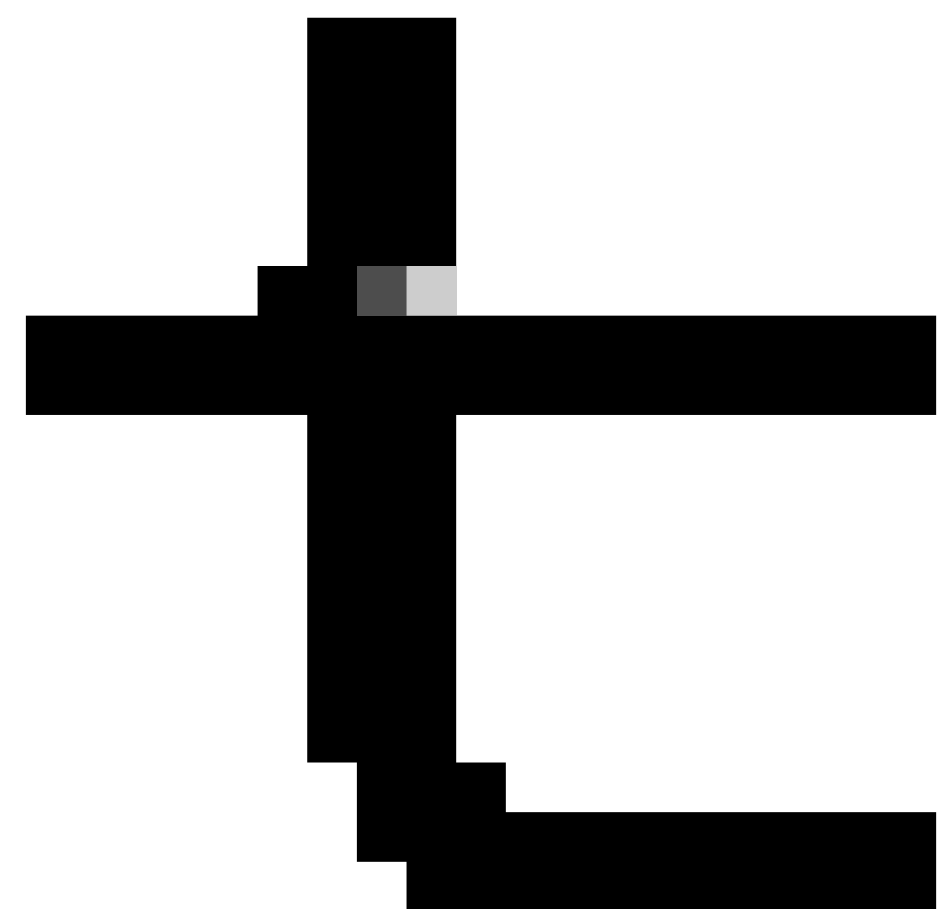
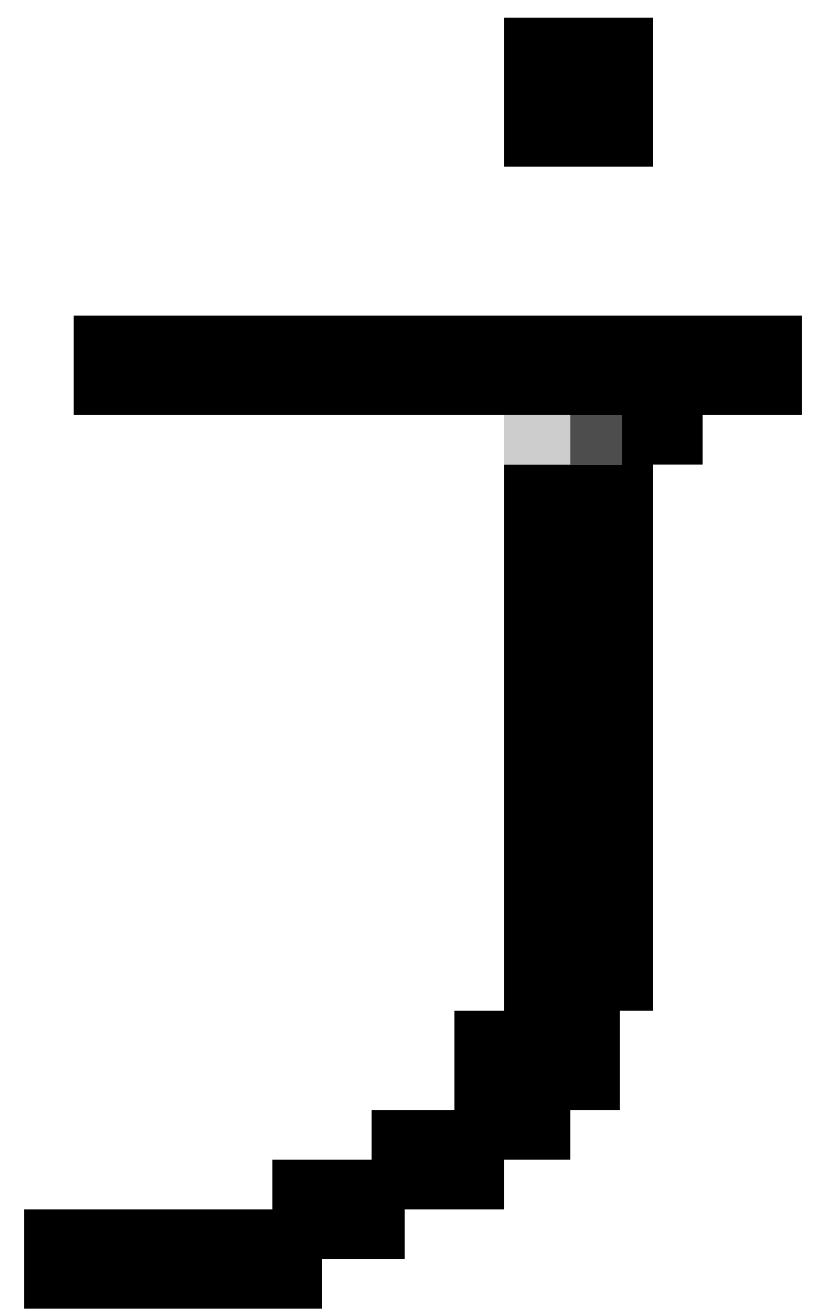
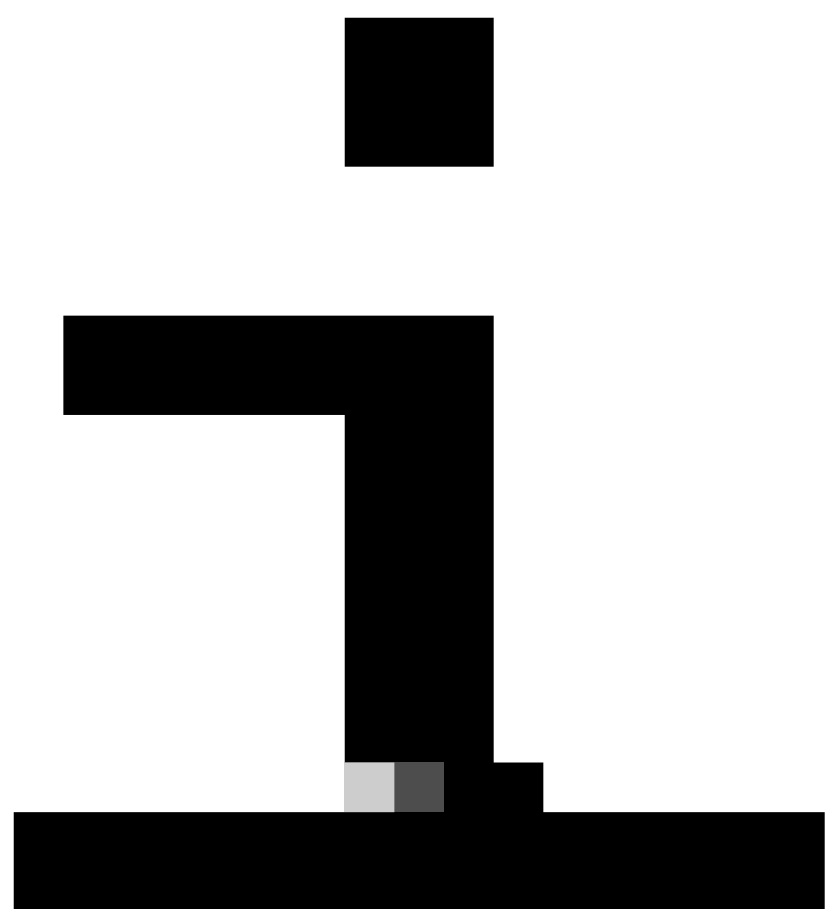
A thick black outline of the number 6, rendered in a simple, blocky font. The number has a vertical stem on the left and a rounded, slightly irregular top and right side.

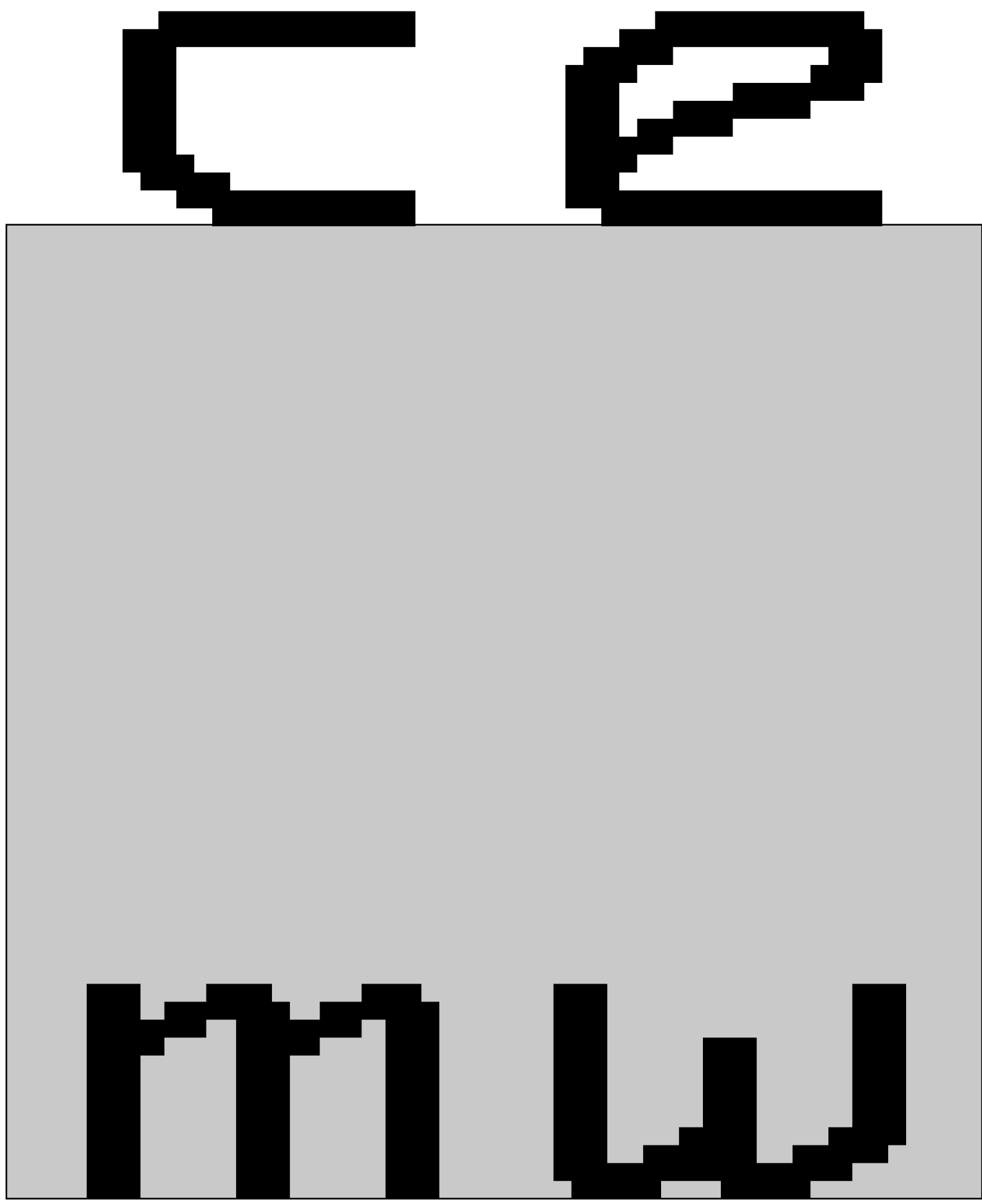
A thick black outline of the number 7, rendered in a simple, blocky font. It features a horizontal top bar and a vertical stem on the right side.

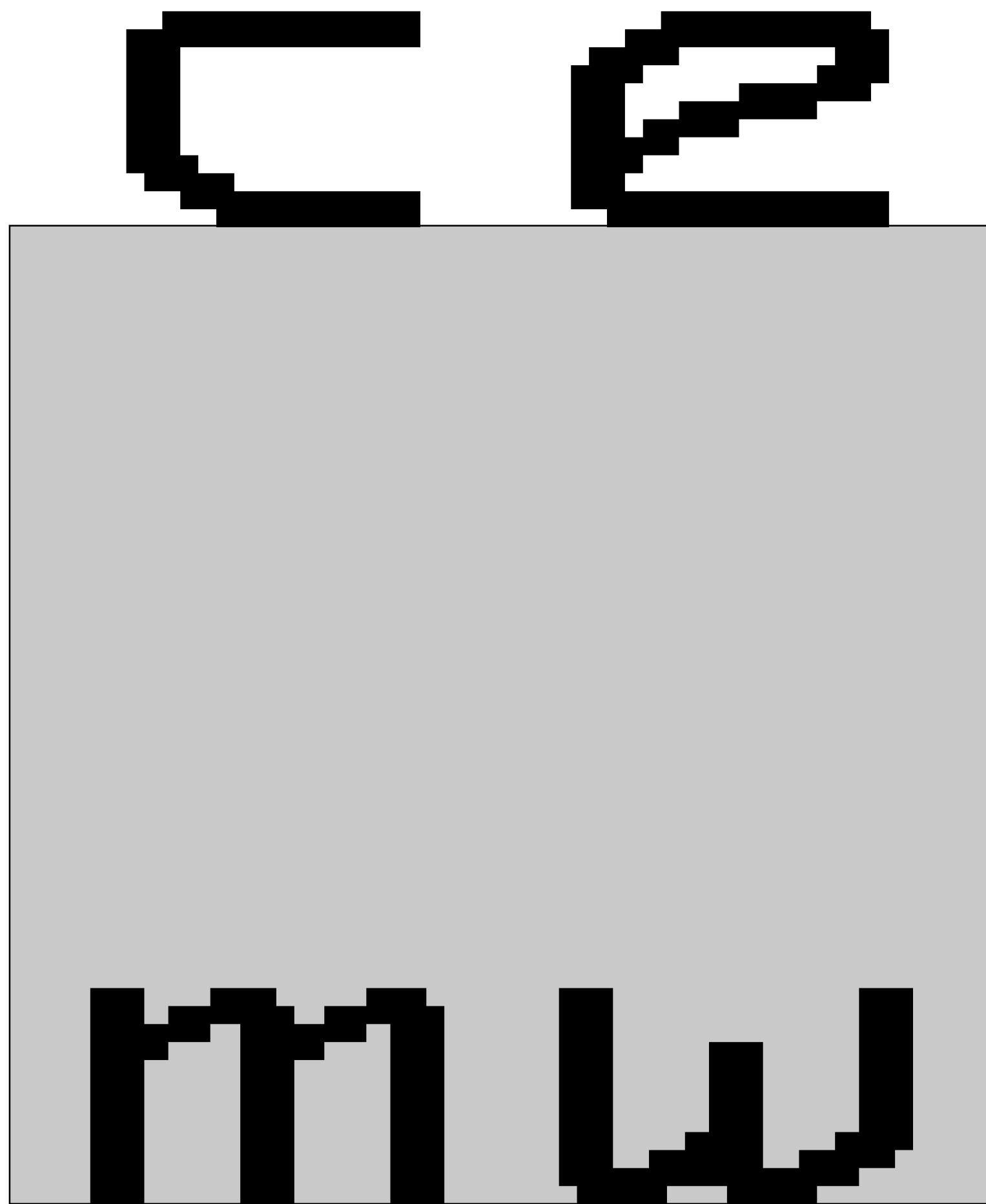
A thick black outline of the number 8, rendered in a simple, blocky font. It consists of two stacked horizontal bars connected by a vertical stem in the middle.

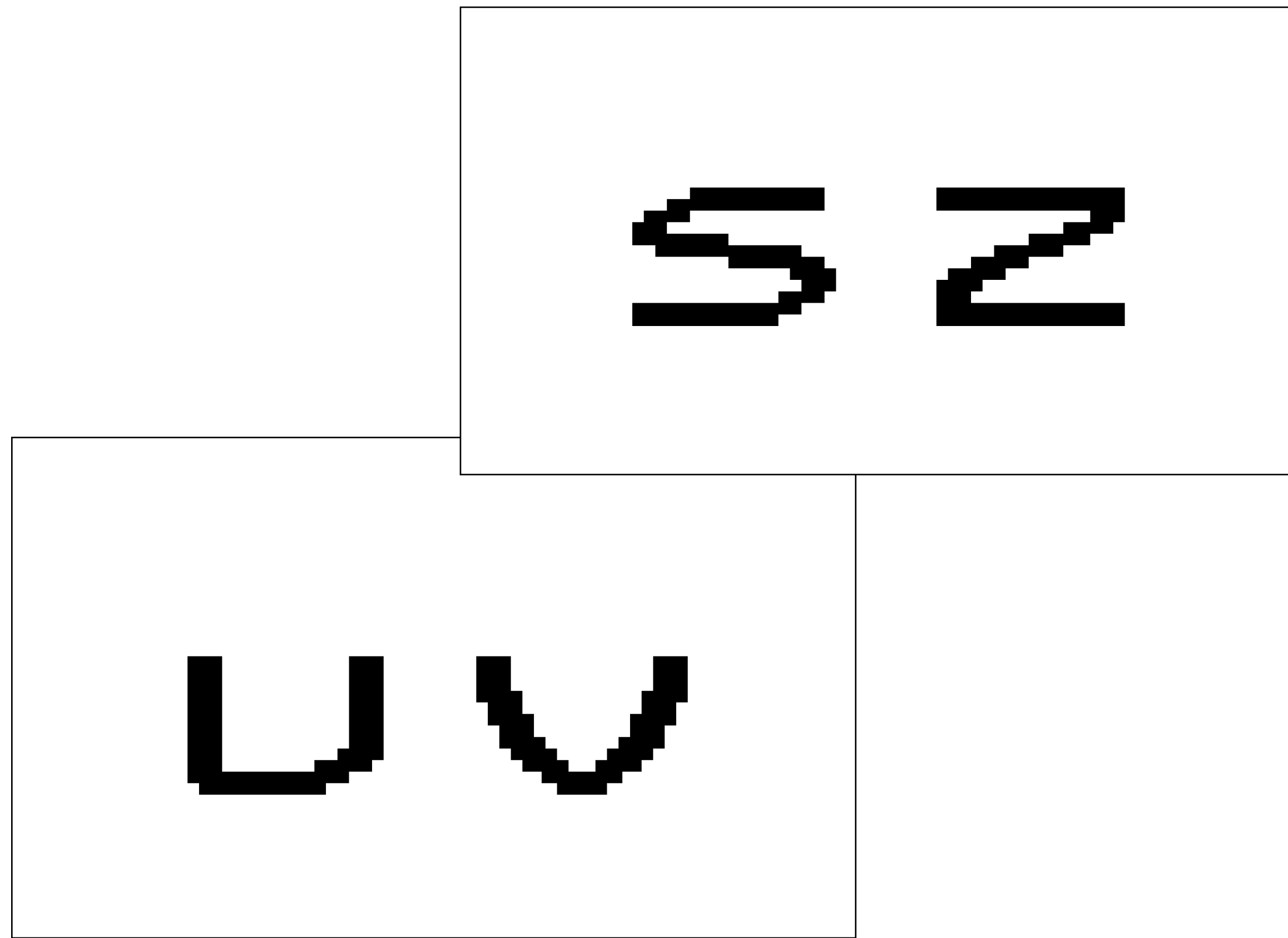
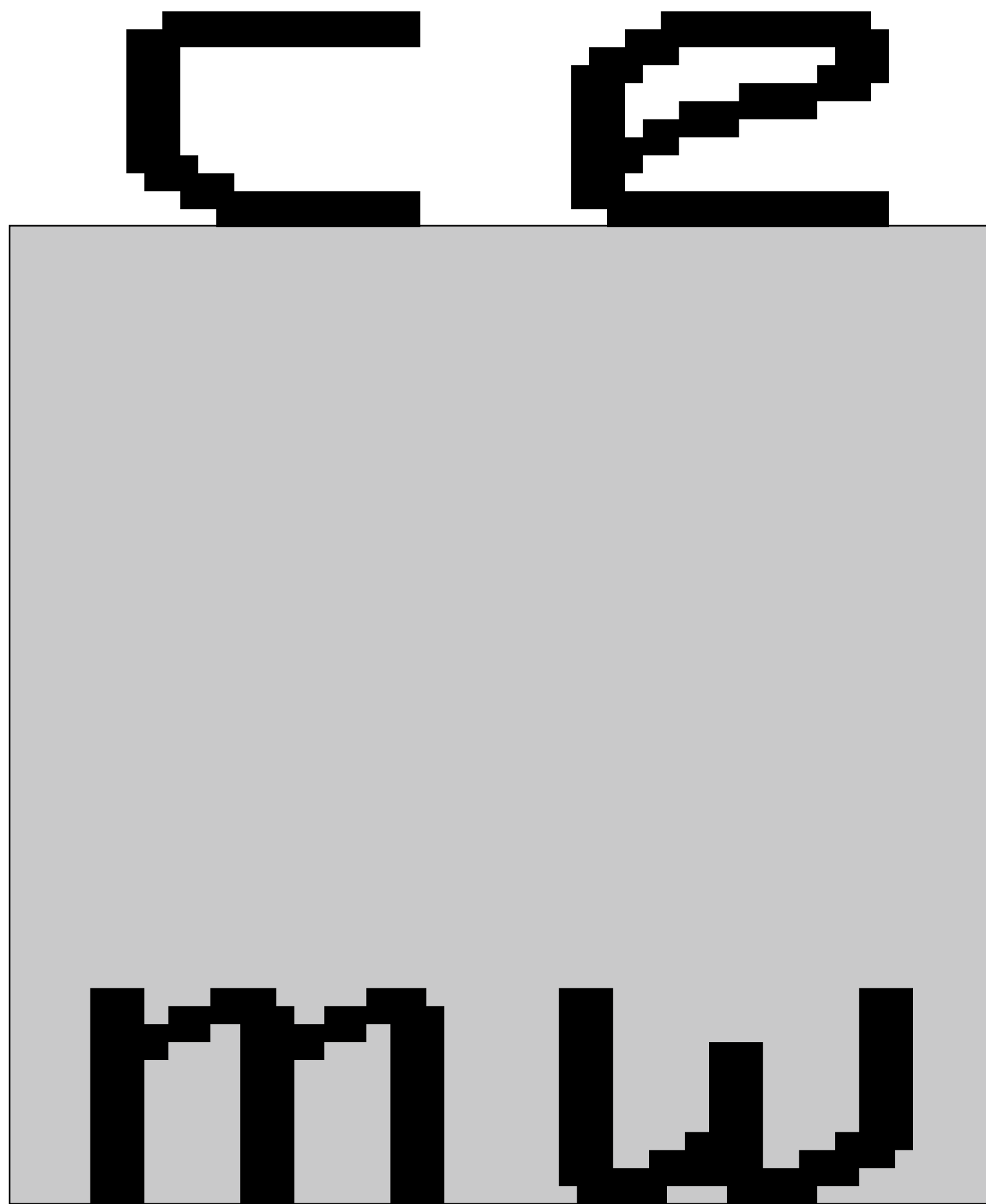
A thick black outline of the number 9, rendered in a simple, blocky font. It has a horizontal top bar and a vertical stem on the right side that extends downwards.

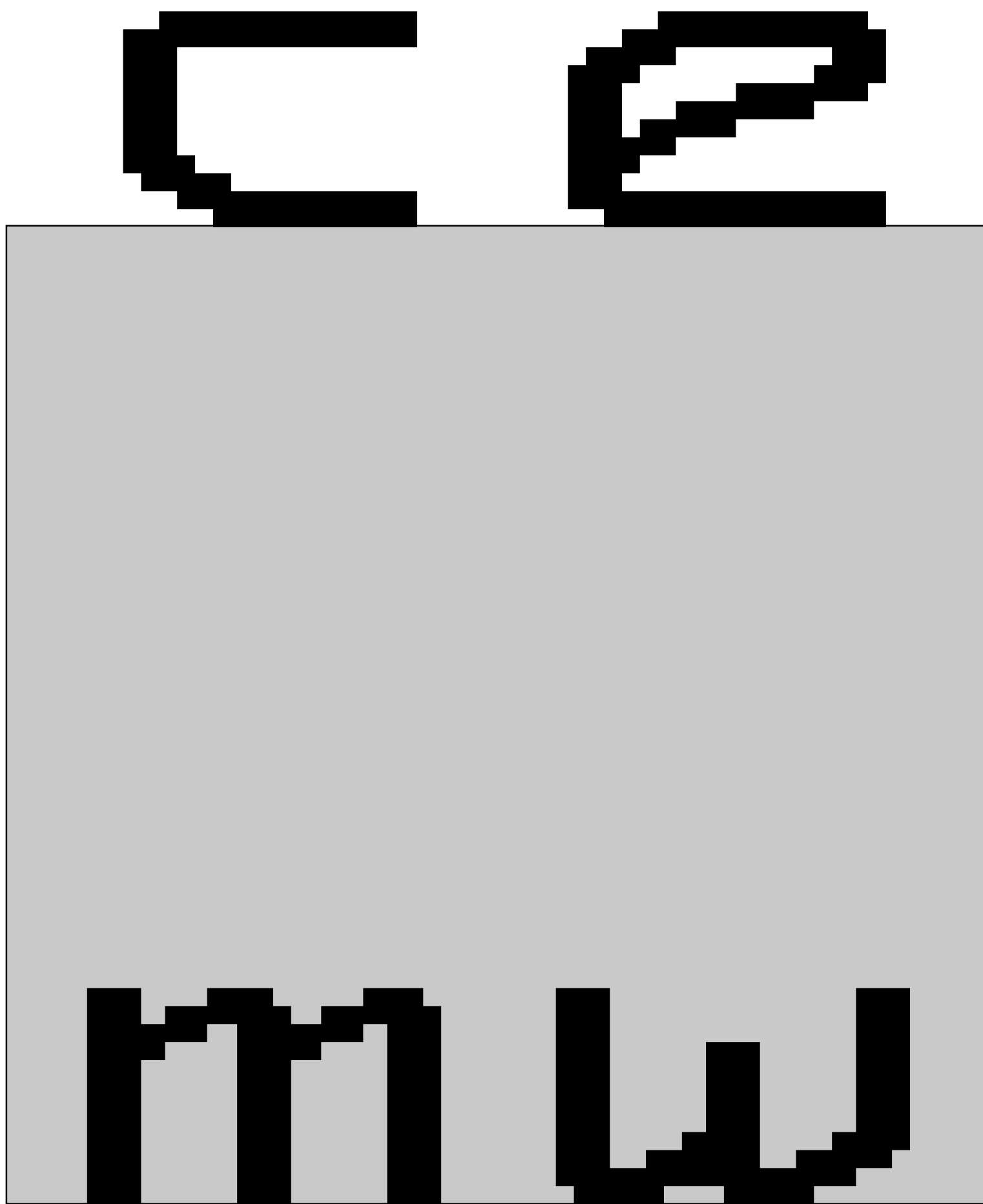










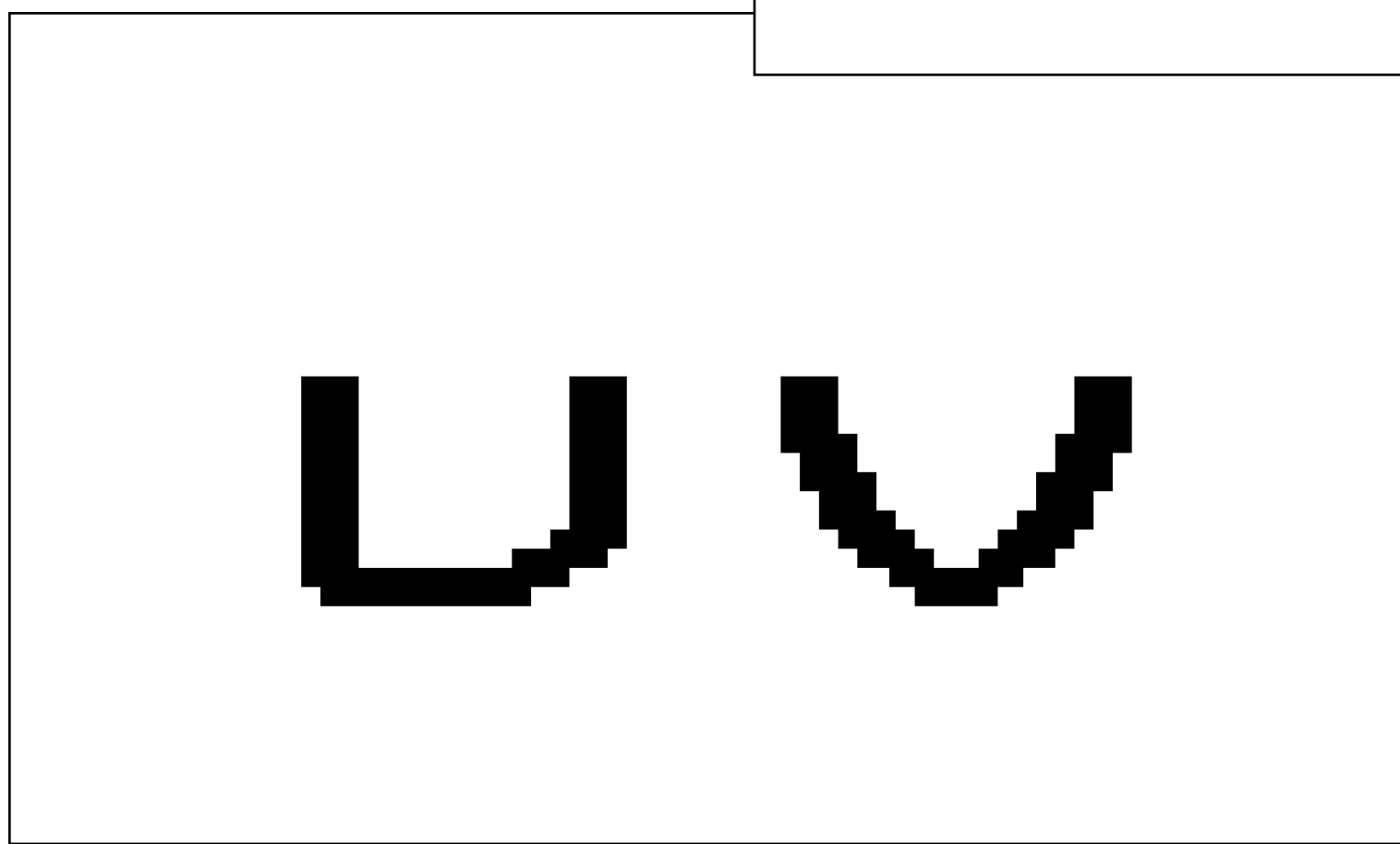


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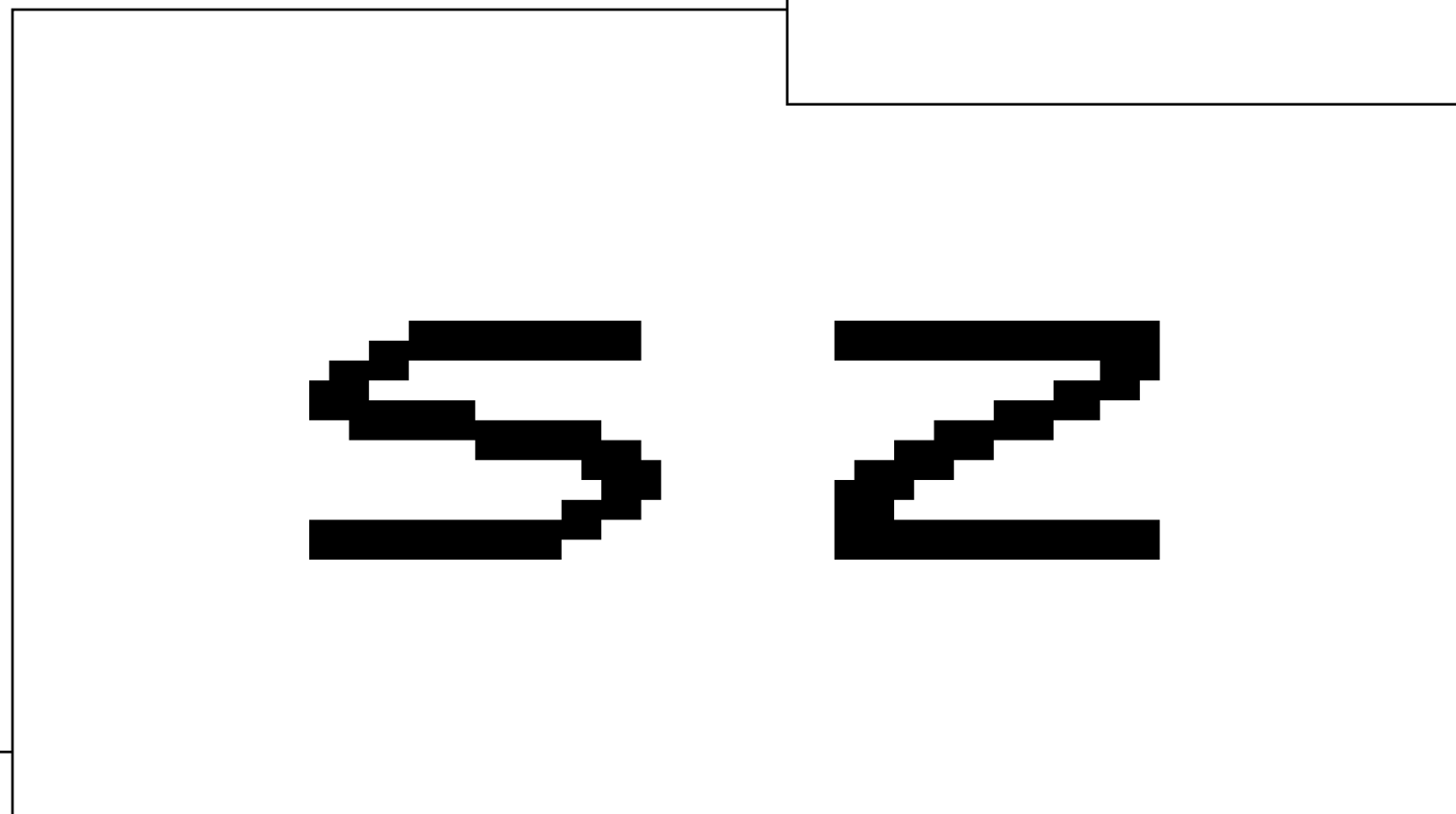
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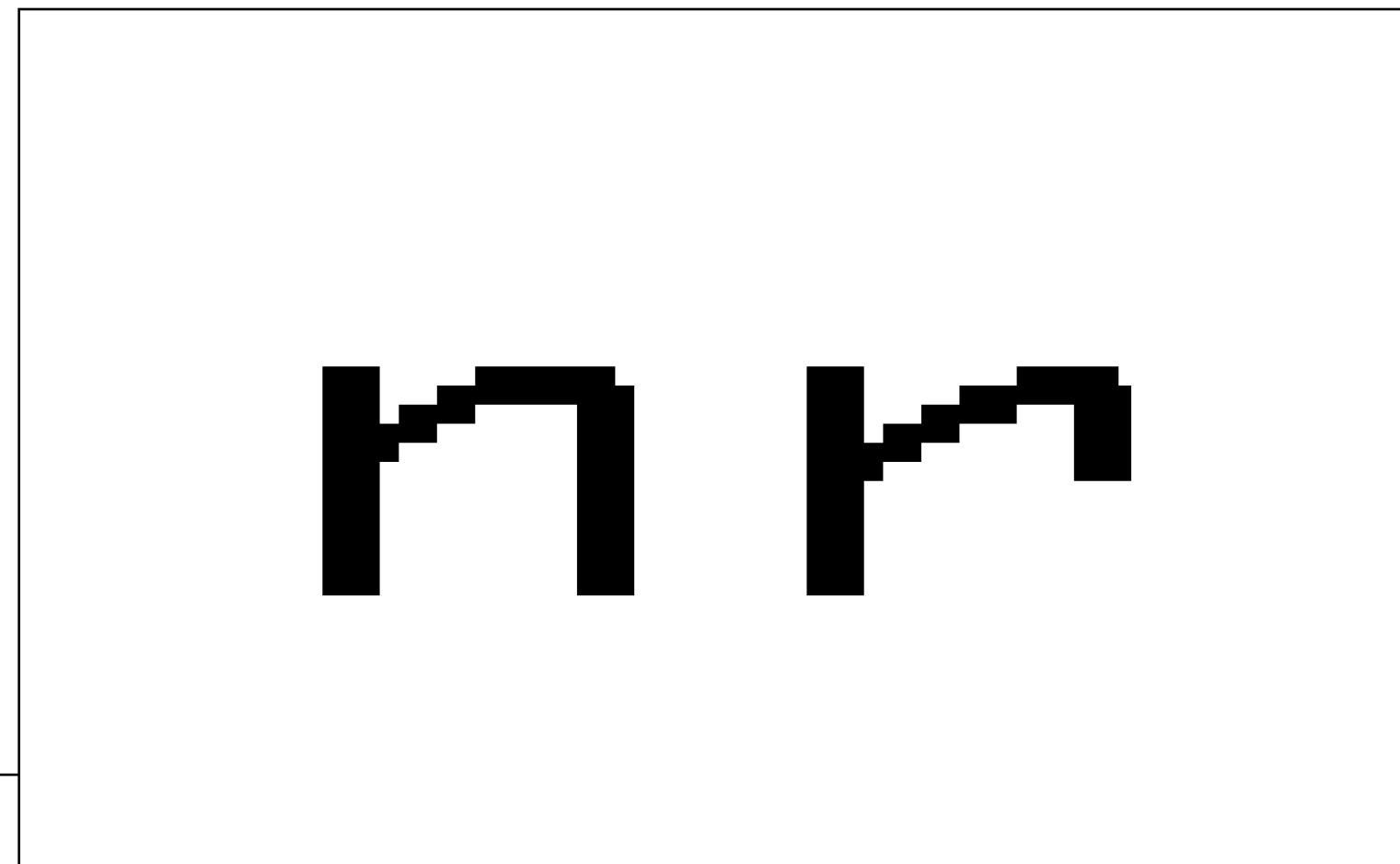
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The idea is simple, get out in nature and find a hidden treasure. Each digital Geocache is cleverly hidden somewhere on your map. If you are skilled enough to join the ranks of the Geocats, you will have admittance to the GeoLodge and GeoGarden.

The feline denizens of the GeoVerse have an affinity for catnip, which is why they can grow their very own plants in the GeoGarden.

The idea is simple, get out in nature and find a hidden treasure. Each digital Geocache is cleverly hidden somewhere on your map. If you are skilled enough to join the ranks of the Geocats, you will have admittance to the GeoLodge and GeoGarden.

The feline denizens of the GeoVerse have an affinity for catnip, which is why they can grow their very own plants in the GeoGarden.

A B C D E F G H I J K L M

N O P Q R S T U V W X Y Z

a b c d e f g h i j k l m

n o p q r s t u v w x y z

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5 6 7 8 9 . , : ; :: ! ? * ? # / \ - - - _ () { } [] „ “ ”

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Lasagne

I recently bought a game that has been in development for over 30 years! I sure feel sorry for those early backers... Do you want some advice?

Yes

No





that has been in development for
1 sorry for those early backers...

Yes

No

ARCADE

GEISTESFLUCH





that has been in development for
1 sorry for those early backers...

FE.LINE



Map



Home



Exit

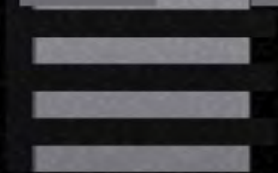
HANG
IN

Happy Birthday!

It's been a long time, and I hope you're enjoying life on your own. Last weekend, your cousin and I took a trip to the fjords and we saw actual icebergs on their way down the coast! If I can offer you some unsolicited advice; See as much of the universe as you can, because 9th life gets closer with every passing day.

Here's your present. It's my "Feline Navigation System" from when I was a kitten.

Keep exploring,
Aunt Tabby.





video games of the 1980s and initially only permitted fonts were a maximum of 8x8 bits due to screen size. These pixel-based bitmap fonts emerged independently from scalable computer fonts and were often designed by the developers themselves for a specific



TYPEFACE

[qix mono] is a legible monospace typeface for video games

Arcade video games of the 1980s and 1990s initially only permitted fonts to measure a maximum of 8x8 bits due to small screen size. These pixel-based bitmap fonts emerged independently from scalable computer fonts and were often designed by the developers themselves for a specific

Ausstellung

Marienstraße 1

3. Etage / Raum 204

Website

www.qix-mono.info