Abstract

The presented work is concerned with systematic analysis of the user interface of computer simulation and serious game Europe 2045. The author then puts forward modifications of the current user interface, which aim to enhance the user experience, and allow for further utilization of the computer simulation. Europe 2045 is approached as an information system, and proposed modifications of its user interface are based on evaluation, which was provided by users of Europe 2045 during the years 2008 – 2012.