

Good Snack**SHILPA THOMAS**

Tuesday

**Auditory cues help players focus their attention on certain events**

The audio in computer games plays a vital role in supporting user interaction with the game environment. They serve to enhance a sense of immersion, cue narrative, or continuity, and cultivate the thematic unity of a video game. A change in the music's tempo can alert the player of a change in the events that are taking place in the game and helps the player focus on what comes next. Just as visual cues play an important role in games, auditory cues are equally important in setting the tone of an event. Hence, audio not only establishes the atmosphere of the game but also enables players to get ready to dodge an enemy's attack, jump off a platform, etc.

An example of this is seen in the platform-adventure game Gris. We see that the tone of the entire game is set not just by the water-color inspired art but also by an incredibly moving background score. In addition to establishing the mood of the game, the music acts as an indicator of approaching danger. To be more specific, the goal of the player in the windswept desert is to avoid being swept away by the sandstorm. The tranquility in the music suddenly disappears and becomes intense when the wind starts blowing. This change in the tone and tempo of the music warns the player and helps them prepare to face the wind. The player can then go into the 'heavy stance' to avoid being carried away by the wind.



The image shows the player using the 'heavy stance' as the wind approaches.

Screenshot from the video:

<https://www.youtube.com/watch?v=nM0l5iDarjM>



Edited by SHILPA THOMAS on Sep 22 at 2:37pm

Reply to Snack**MATTHEW SLIGTING**

Tuesday

**Allowing players to customize their characters can help engross them into the game**

Most games have a singular playable character throughout the entirety of the game; often having a singular appearance that doesn't change, or if it does change it is within the context of the game's story. Usually there isn't anything wrong with this but it can be sometimes difficult for the players to immerse themselves into these characters if their design doesn't match the player's liking. In the original Pokémon games of Red and Blue, the player has to play as a 11-year-old boy throughout the entirety of the game with no way to change his appearance. This was partly fixed in Pokémon Crystal where the player has the option of being able to play as a boy or a girl character, yet they were still bound to the character's base appearance. Finally in Pokémon X and Pokémon Y the player was given the option of not only choosing the character's gender but altering their hair color, eye color, and clothing, allowing players to essentially create the characters that they wanted to play as.

When playing as a character that the player creates or has complete control over their appearance it can further invest them into the game's story as they have more of an attachment to the player character. In addition, customization can be further exploited in some games where the characters appearance can change the gameplay by doing such things as providing enhancements or abilities to the character while wearing certain items. And, while customization in many games is encouraged, it is often not required. As previously stated there is nothing wrong with playing the game with the character's base appearance, it is simply something that can help the player better attach themselves to the character they are playing as.



**SHILPA THOMAS**

Friday



Hi Matthew,

I totally agree with you. Being able to customize characters does increase the immersion of the player. Being able to name the character itself is a way to make the character more relatable. Additionally, the customization helps portray the personality of the characters. The Sims 4 is an example where the player has the freedom to customize the characters. The player chooses how the character looks from head to toe, thereby bringing their imagination to life. In addition to this, they also allow the players to assign traits to the sims.

[The Sims 4 Console \(PS4\): Create A Sim](#) ↗



Edited by SHILPA THOMAS on Sep 25 at 8:01am

↩ Reply 👍

Bad Snack**SHILPA THOMAS**

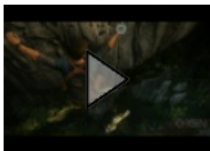
Tuesday

**Restricting player's control mid-game: Glorified cutscenes?**

To increase the immersion of players in games, game designers have replaced the traditional cutscenes with "interactive" ones. During these segments, control is taken away from or limited to the players forcing them to follow specific steps to progress. Slowing down the character's speed and forcing them to walk great lengths is an example of this. While this may be alright the first time, lugging yourself through this a second time is not enjoyable at all. By this time, the player would have explored the environment and would be waiting for the slow-paced scene to end. Even if the player wants to dive right into the action, they can't since they are blocked by the dragged out boring forced walks. Some games don't even provide the option to skip these segments like cutscenes, which frustrates the player further. This decreases the player's interest in the game and often leaves them feeling annoyed.

One of the games where this can be seen is Uncharted 4. In chapter 13 of the game, the player has to walk slow-paced for quite a long time. It becomes quite apparent that the designers have tried to sneak in a narrative in this segment. What's more, the player's control is entirely restricted during this time. At some places like scaling the cliff, even if the player tries to kill themselves, the game doesn't allow them. This makes the process of going through these sections very tedious and leaves a sour aftertaste.

<https://www.youtube.com/watch?v=Nvk8tI8RoGQ>



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