o you play video games, or do video games play you?

The Stanley Parable (and in our case, its demo) is one of those experiences that people either loved, or completely hated. There's really no gray-area response, because the game obviously - even harshly - makes fun of us for playing it.

This is one of my favorite forums. I hope you're able to learn a little about each other and how we individually perceive games. Before we get started, make sure you've watched the Discussion video for this Level, "Do Your Choices Actually Matter?" Afterwards, please watch this ending from The Stanely Parable actual game, which contains its infamous "Choice" PSA:

<https://player.vimeo.com/video/235477877?color=669933&title=0&byline=0&portrait=0>

Did playing the Demo give you some context to that what The Stanley Parable might be trying to say?

Please respond to the following:

Add an original discussion about about your feelings on choice systems and narratives in video games. In your own words, describe "player agency" and what that means for the likes of The Stanley Parable Demo. Are the choice systems in games arbitrary, or do they reflect real-life decisions or freedoms? Also, what did you think of the demo?