



Player Feedback Document

“Music Agency in Video Games”

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1. Introduction

This document serves as a collection of all the answers we've gotten from our various playtests. What follows is the questions that appeared in the form, as well as the answers we've gotten so far. Some answers were more detailed than others.

2. Questions

- 1. What impact does music agency have on the playing experience of the game player?**
- 2. Does providing music agency motivate the game players during game play?**
- 3. Would gamers be willing to change the music in the game, if they were provided the opportunity during gameplay?**
- 4. To what extent did the playing of music from a winning position excite or create a reaction for you or keep you motivated?**
- 5. What was your expression to the music being played in a losing position in the video games?**
- 6. To what extent did the autonomy within the game influence your enjoyment of the game**
- 7. Did the autonomy motivate your game playing abilities such as improving your playing desires and abilities**

Bonus Question 1: What was your reaction to the music being played during combat and free exploration?

Bonus Question 2: Is there any other feedback you would like to share with us regarding the current version of the game?



3. Recorded Answers

3.1. Jordan Chicksen, 10/09/2024

A1: *I find it quite interesting that you can change the music, from a mechanical sense. Seeing how it was used in a side quest really made me see the value in having this feature, apart from music changing mainly being an aesthetic choice for the player. It is still quite cool to have aesthetic options like this though.*

A2: *It does, because of how it was implemented in the gameplay, specifically the side quest with the different musicians. Apart from that, I feel like I would choose one music style and then stick to that for most of the game, unless I had to use the music to solve puzzles or change the game in a mechanical way.*

A3: *I think that I would keep the music the same during gameplay, unless there was a reason to change it due to the mechanics of the game, like if my attacks changed depending on what music I had playing.*

A4: *In the specific instance of that side quest where music was used, it felt really rewarding and gratifying to read the different riddles and then have to change the music accordingly. That was a great moment*

A5: *I didn't play enough to enter a losing state.*

A6: *It was a really good feature to have, but when used with quests or other game mechanics. However, if there was no mechanical incentive to change the music, like if it was purely based on aesthetics, I wouldn't find myself changing the music much because the song that I started the game with was enjoyable enough to carry on listening to it.*

A7: *I didn't play the game long enough to truly feel whether I was doing good or bad in the game.*

BA1: *I thought that it was great to have two separate tracks, it really separated the two types of gameplay styles for me and immersed me in the experience.*

BA2: *Keep making music related puzzles, and possibly, make the music in the game a collectible, like the player has to find the music in the world to be able to use it in quests.*



3.2. Mikhail Govind, 10/09/2024

A1: *It makes it more a tune sounds I prefer for specific moments. For example, it was fun having western music for combat and seemed fitting.*

A2: *In a way yes, when choosing or changing the instances the different music plays in, I was curious to see how it functions and what kind of sound in that specific genre played which made me want to engage with all the different mechanics.*

A3: *Not really. Maybe if I really wanted to change a specific audio if I did not enjoy it but otherwise I believe it might be overwhelming to change music during the missions.*

A4: *I don't know if it did. I was curious to hear the sound but as all the different sounds are available for all "events", it doesn't feel that much of a rush to hear that sound but perhaps if there were specific music that could only be played for the winning would.*

Note: player set winning music to AI generated, which had no audio slotted in

A5: *Similar as above.*

Note: player did not die during session

A6: *It felt cool that I could choose these things as you do not get to in other games but I suppose it stays there. Feel like this could be built upon, perhaps unlocking new music throughout the game.*

A7: *Similar to above answers. I wanted to engage in the mechanics to hear the sounds play.*

BA1: *Was cool, a bit choppy/cut in but cool.*

Note: Final music will transition better, the temporary music is just random tracks (thus the choppiness)

BA2: *As mentioned in the above question, I do feel like when the music swaps out choppy. A smoother transition would be appreciated. Also, the camera moves up to look at the sky during the exploration modes*



3.3. Zamahayise, 10/09/2024

A1: *It was beneficial to know when the gameplay mode would change from explorative to combative.*

A2: *Yes. I was more motivated to complete the quest.*

A3: *No.*

A4: *It didn't create excitement. I was not sure if I was in a winning position.*

A5: *It was a bit de-motivating because I was in a losing position instead of a winning one*

A6: *It influenced my enjoyment greatly. I was intrigued to hear the change of music throughout the game.*

A7: *Yes it did.*

BA1: *It was great, given that I selected music that you wouldn't hear usually in games for exploration and combat.*

BA2: *It would be beneficial to have guidance on how to play the game and a narrative could help with helping the player understand why they need to chase the human and how it could be beneficial to them.*

Note: Cutsscenes not added yet

3.4. Erin Harper, 10/09/2024

A1: *it caters to what I enjoy as a player and how I would like my gameplay experience to be*

A2: *Yes, as depending on the music used within the game you can feel like you either need to defeat enemies with more upbeat kind of music or simply just enjoy free roam with music that is very chilled/relaxing*

A3: *Yes, as for the various quests you can change your music to suit those quests*

A4: *I think from a combat perspective, having music during combat always motivates me to win, and it's all dependent on the kind of music played and how the beat of it goes, that causes a reaction from the player*

A5: *I think it suited the mode*

A6: *I think depending on where it was played and what kind of music was played*

A7: *Yes it did*

BA1: *I think it was great it really allows you to be one with the game*

BA2: *I think the current version of the game is great, I would say that the ability to run and the music menu should just be indicated on the screen as well, as I didn't know I could do that yet (if not maybe add it in the game scene just include a controls menu so the player can see it all)*

3.5. Daniel, 12/09/2024

A1: *It seems interesting in theory, but it was not that noticeable*

A2: *No*

A3: *Yes, I would prefer to choose my own music genre*

A4: *It was less noticeable due to environmental noise*

A5: *Did not experience this music*

A6: *Not much*

A7: *No*

BA1: *It was nice*

BA2: *Better camera for using jetpack in combat*



3.6. Richard Lynch, 12/09/2024

A1: *It gives the game a more personal feel. Almost feels like the game is aimed specifically to me*

A2: *Yes. It allows me to play the music I get pumped to, which allows me to bring that energy into the game.*

A3: *I'm not particular about the music in games - I wouldn't mind either option*

A4: *The victory music did not get much of a reaction out of me, maybe it wasn't noticeable enough (loud enough) or i was distracted when i reached the victory state. It would have affected me in a positive manner if the music was upbeat and encouraging, whimsical even.*

A5: *Again I did not notice the music upon losing, but it would be a good indicator of losing.*

A6: *I like it, i really enjoy games with free reign that gives the player the chance to explore the world and learn about it for themselves.*

A7: *Yes, because it led me to finding the flying mission which taught me to fly. Which makes me think about what other things I could find in the world.*

BA1: *I like the game feel it creates, it's unique and intriguing.*

BA2: *You the goat, keep going, I like where it is going.*

3.7. Ofentse Tyalimpi, 12/09/2024

A1: *For me it was nice but it did not affect my playing experience.*

A2: *No it did not i did enjoy certain songs selected though*

A3: *No, I would prefer the game to have set music*

A4: *If there was a way to preview music before i select it it would have added to my choice. Because i selected a genre and not a song so it did not excite me but the surprise hit i picked was fun.*

A5: *I did not lose when i played*

A6: *It did not as i did not feel like i choose songs but more genres which lead my choice not adding to my enjoyment.*



A7: No it did not because the choice did not feel rewarding , this imo is in part due to not knowing what the songs sound like.

BA1: It was pleasant having a song for the different gameplay states i found myself in.

BA2: I would love if the game featured song previews to make my song choices meaningful.

3.8. Raea, 12/09/2024

A1: Having that agency is another avenue for engagement which personally appeals to me

A2: It encouraged me to explore all my options to hear what will play: flying, melee, shooting, etc. Especially if I get to see my own input of custom tracks which can tailor and be in symphony with my own playstyle

A3: Yes, I would prefer to choose my own music genre

A4: I think the experience of victory or defeat songs, for me, influence me unconsciously. The integration of response to my actions will always be an experience elevating thing

A5: I think the experience of victory or defeat songs, for me, influence me unconsciously. The integration of response to my actions will always be an experience elevating thing

A6: The intent and minutia of the game were verbally explained to me, which might have made exploration a little less encouraged. Though there were details that were only made clear to me through the explanations. The game may benefit with more intuitive and/or integrated forms of explanation of the goals and options. I imagine that is a goal in the continued development of the game.

A7: Yes. Being given the option to both fly and deal damage below me was an invitation for me to try weird strategies

BA1: While I know the abrupt changes between tracks will be improved, that was rather surprising. It was also nice to see the different tracks for each genre

BA2: During combat, I wanted to play the sprinting music but it seems the combat track takes priority over the others. While that makes sense, maybe a more fully fledged track with elements regarding different actions would be interesting and fun: (Combat = Drums, Sprinting = Synth Lead, etc.). Each individual track could then fade away after some time instead of immediately so the players feel their past actions fade both through gameplay but also through the music.

3.9. kk, 12/09/2024

A1: *It was very interesting, I liked how it would change when it was going faster or slower*

A2: *Yes, I feel motivated when the music is faster. When the music is slower, I feel a lot calmer.*

A3: *Yes, I would prefer to choose my own music genre*

A4: *I felt very motivated*

A5: *I think the music was good at telling me I had lost.*

A6: *I felt a bit disoriented at times because of the autonomy within the movement in the game.*

A7: YES

BA1: *I liked the music. I felt motivated to keep moving around and exploring the scene in the game.*

BA2: No

3.10. ThtGrlKhanye, 12/09/2024

A1: *I feel music can convey different emotions when playing*

A2: *Yes it does, if I am in combat having music that is more upbeat makes me feel like I am in actual combat.*

A3: Yes

A4: *The music kept me motivated to keep on playing the game*

A5: *The music made me not want to play the game as much anymore, but on the other hand it can motivate you to do better next time*

A6: *It influenced my enjoyment because no one wants to play a silent game and it made the game more exciting.*

A7: *Yes it did.*

BA1: *It gave a sense of tension and urgency to defeat the enemies.*

BA2: No

3.11. TheBlazingNeptune, 12/09/2024

A1: In my experience it felt like the music varied the intensity of the situation. In classical I felt very majestic and elegant, where as in retro it felt very quick and intense

A2: YES! I really enjoyed being put into "different" scenarios when the music changed, and I think being able to mix and match the different music would be interesting as well. From gameplay maybe if the world itself changed if it stuck to a specific genre that could motivate me, but the only motivator for the music customization would be to hear all the available options

A3: No, I would prefer the game to have set music

A4: I didn't notice that it was genre specific cause I got only one level ;-;. But I would replay the level just to hear the difference in music!

A5: ;-;

A6: I love being able to go wherever and choose my own music.

A7: Yes

BA1: I thought it was sick, I enjoyed it, it's not a unique thing to games but getting the variations was. I really appreciated that

BA2: nah you doing good, you got this!