

Advanced Games Studies – CGP3013M

Joe Martin – 15596040

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Presentation Slides

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Companies making content for their communities



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Content Examples?

- Achievements and Forums
- Seasonal events
- Patches

Let's go into some more detail...

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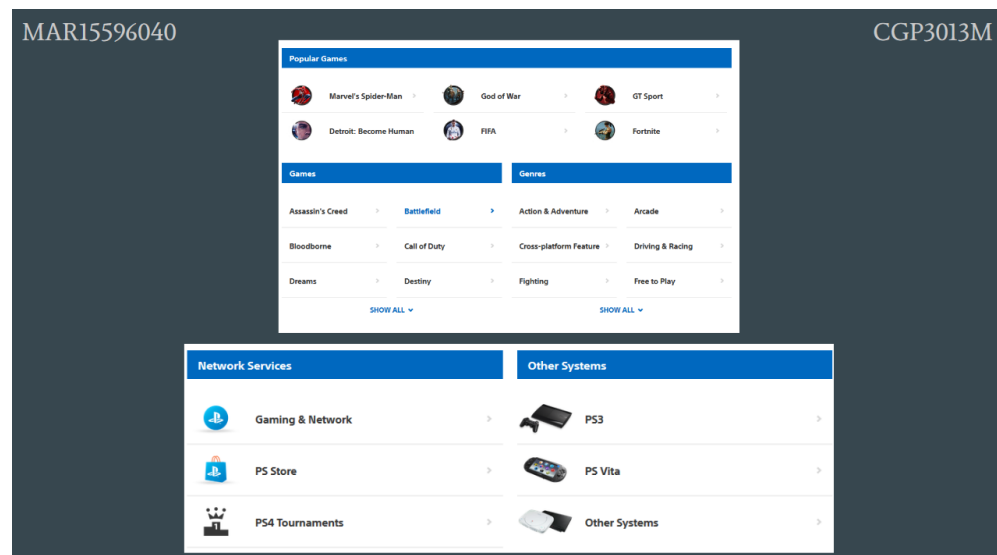
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Achievements and forums

Companies love to make platforms in which their community members can come together and discuss gaming topics. This allows their members to ask questions, find new friends, and just generally discuss the game they love with other members. This could lead to improved content for the games, a bigger and friendlier community, and it would also result in the company itself not needing to handle as many questions, as the community would be helping themselves.

A good example of a company that does this well is SONY with their playstation with their forum website. The site has different topics for games, gaming systems, and even questions related to support.

Sony Playstation(2018) Playstation Forum. Available from:
<https://community.eu.playstation.com/t5/English-Forums/ct-p/55> [accessed 15 November 2018]

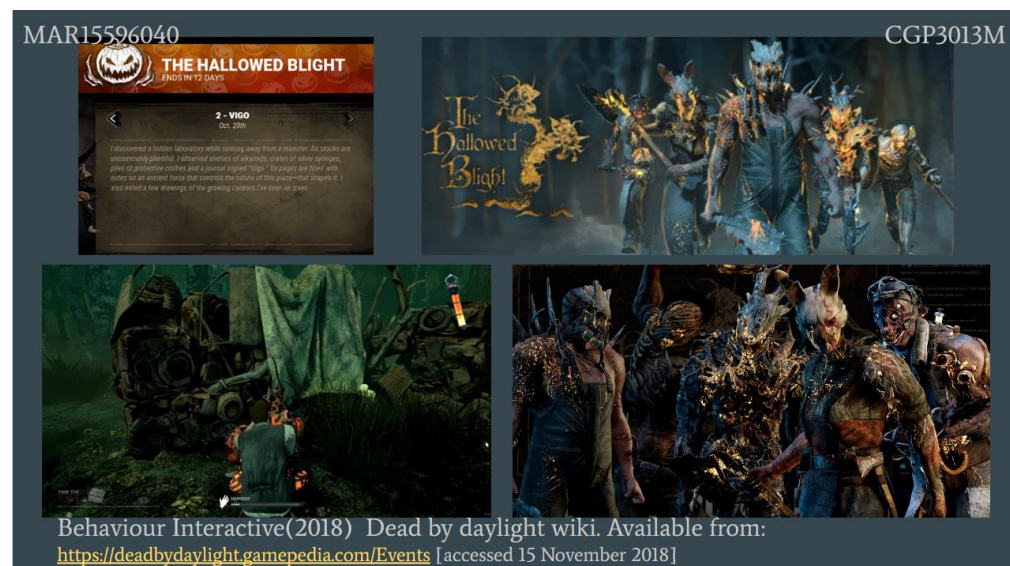


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Seasonal events

Seasonal events are a great way to encourage the community to thrive and come together. Seasonal events is when a company alters their game, by adding or changing content, to be fitting to the current season. This could include Christmas content, halloween content etc. The events are a great way to keep players interested, as it is a great change for the games, it doesn't go stale, and it allows new methods of play for their community.

Great examples of games that have events include Overwatch and Dead by Daylight. They both have had a halloween update this year, that both added in new skins for the playable characters. As well as that, they both added in a new way to play their games, with the halloween theme. Dead by Daylight, as a horror genre, also went one step further and released more lore about the game.



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Blizzard (2018) Overwatch Events. Available from:
<https://playoverwatch.com/en-us/events/halloween-terror/> [accessed 15 November 2018]

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Patches

Companies are constantly trying to push out updates to their games, so that they can fix bugs, potential game breaking issues, improve stability, and also adjust current content in the game for balancing.

A good example of a game that updates their game regularly is Dead by Daylight. The game has lots of different playable characters, both survivors and killers. With a large community playing the game, lots of balancing data can be produced so that perks, and abilities can be adjusted, to improve gameplay and make playing the game more fair. All updates are released to the public, so everybody knows the changes that have occurred. These updates are sometimes tested by the community before full release, via the “Public Test Build” of the game, which anyone can access through steam. Behaviour Interactive (2018) Dead by Daylight Patches. Available from:

<https://deadbydaylight.gamepedia.com/Patches> [accessed 15 November 2018]

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1.43 Patch Notes 2.1.0 - 24 July 2018
 1.44 Patch Notes 2.1.1 - 7 August 2018
 1.45 Patch Notes 2.1.2 - 20 August 2018
 1.46 Patch 2.2.0 (PTB) - 28 August 2018
 1.47 Patch Notes 2.2.0 - 18 September 2018
 1.48 Patch Notes 2.2.1 - 27 September 2018
 1.49 Patch 2.3.0 (PTB) - 2 October 2018
 1.50 Patch Notes 2.2.2 - 4 October 2018
 1.51 Patch Notes 2.3.0 - 16 October 2018
 1.52 Patch Notes 2.3.1 - XX October 2018
 1.53 Patch Notes 2.3.2 - XX October 2018
 1.54 Patch Notes 2.3.3 - 6 November 2018

PTB #7 - May 2018

The seventh **Public Test Build** started on 29 May 2018.

It marks the first of a new type of PTBs, allowing Players to test the new content of **Chapter VIII** user experience with new content, catching bugs and balance issues up front and hotfixing accordingly.

The main changes the Developers intended to test with this build:

- New content of **CHAPTER VIII: Curtain Call**
- New store for Chapters and cosmetics
- New store currency: **Auric Cells**

BRAND NEW PART (TOOLBOX ADD-ON) CHANGES

- Brand New Part can no longer repair a generator 100%
- Installing the Brand New Part will complete 15% of a generator over 5 seconds.
- During the install there will be 2 difficult skill checks
- Successful skill check will result in 5% progression each (for a maximum of 25% added progression)
- The toolbox is no longer consumed when the add-on is used, add-on is consumed instead

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Summary

- Lots of games companies actively work with their communities to present their game details. Ranging from patches to event details to improve the game
- They can look into special yearly events to actively bring the community together to celebrate holidays
- Creating platforms for communities to come together to engage with each other

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Should game companies be obligated to show ALL changes that are made to the games they produce?

My Group

I thought my group did the panel discussion very well. This is because, compared to other groups, our group went through both our own questions, and asked questions from the audience. On top of this, each question was thrown to every member of the panel. This meant that panel members could give differing opinions, and they could bounce off what others had said to further or contradict an opinion given. However, due to the time restrictions, we could not get through many questions, as it took a while for every member of the group to give their response, meaning the audience had less involvement, and our panel was less interactive than what it could have been.

I also think that the presentation slides could have been improved greatly. The main point of a panel is for your voice to be heard, for you to get your opinion out about a topic of your choice. The slides should just be there as a visual aid to the audience, and I think we relied too much on putting key information up there. It was difficult to follow, may have taken away from what the panellist was talking about.

Personally, I felt like my slides on the presentation had too many words. I thought that my explaining, and talking was good, and engaging to the panel and the audience, but for them reading the presentation, it could have been a little hard to follow. I should have left more brief notes, so it was quick, to the point, and was much easier to follow.

I think that the topic of “Negative effects of Gaming communities”, by Thomas Barr on our group was very well discussed. He introduced new key terms to me and the audience, and it felt like he was both educating and stating his opinion during the presentation, including very good examples of games. Talking about “Gatekeeping” was both very informative, and gave a very good, clear, and new insight to that aspect of the gaming community.

Group 9A

My favourite part of this group was the individual presentation. Each panel member had a clear and distinct topic to talk about, and they discussed it in a very professional manner. They were all informative, all included lots of details and examples, and some went even further with some scientific and social studies. The presentation slides were very short, and showed key points, points in which were used to support what the panel member was discussing. This allowed the presentations to flow together very well and left me engaged and wanting to hear more of what the members had to say.

I would say however that they should improve on the panel discussion. The group was able to give through a lot of questions from the audience, and in that aspect, it was more engaging than my own groups. However, the panel members at times did feel very far apart from each other. What I mean by that, is that they didn't really engage with each other, or talk about each other's presentations. It was almost like we were involved in several small panels, of individual people. The questions answered however were very well responded, I would have just preferred to have heard a contradicting opinion from another member.

I thought that the topic on Violence was the most eye catching. He gave very good evidence into how violence creeps into most games, without us even realising it, including Pokémon and The Sims. He then made very good points into human satisfaction, and into how it differs from history, how we would have got such satisfaction from what we can all agree to be much more violent, jousting. As well as his own opinion, I also liked how he added in studies into his work. He talked about the increase in hostility, and the physiological arousal that games give us when they include violence. Not all evidence was supporting one side either, he showed several studies that contradicting each other, and it was very good to see very different sides to the topic.

Group 11B

From this group, a big part of improvements I would say would come from the individual presentations. This point is not valid for all members, but just a few of them. I felt like a lot of them lacked confidence and were reading from a script. This gave the presentation a very dull experience and made it very hard to take in the information that was being said. Away from the members presentation ability, I would also say that they followed the same flaw as my own group. They did speak clearly and explain the points that they were making very well, but the slides did seem to be a little bit messy and have too much at once. It was difficult to read and left me ignoring it to focus on what the member was saying, which at times was a shame, as I would have loved to have seen the facts on the screen.

Away from the individual problems, I do feel like they worked very well as a panel overall. This was shown very clearly when it came to the panel discussion at the end. The conversations and questions were flowing off one and other, and they were interacting with both themselves and the audience, and this made the entire panel seem very much more alive, and more interesting to be apart of. The answered the questions very well, with very good reasoning and examples to back their own individual points.

I liked the topic on Ageism, by Jack Faghy. The start of his presentation started off unique, I really liked the idea of starting the presentation by giving a big list of questions that he will be answering within the time. It makes it very focusses, gives you a quick overview, and it was very nice to have them answered in detail. Jack spoke with much confidence, and that confidence filled the room when he was reading and explaining the different facts and opinion he had to offer. He gave very good and clear definition of key words, that might have been unclear. He took these key words, and he explained how it was linked to the topic in which his group and himself were discussing. Included on the slides were bullet points of key facts he was explaining, which made it very easy to follow, and to also read back on. He used figures very well in the slides. He used different types of charts to show data that he had found online, from bar charts, to pie chart. Another final point that I would like to say about Jacks presentation, is that at the end, when his references popped up, he didn't just leave the presentation there, he went on to explain why he used certain tools and sites he had, and the limitations that he came across during his research.