

CASE STUDIES : VIDEO GAMES

Have you noticed that when you play a video game and it becomes obviously more difficult, but it doesn't *feel* like it's that much more effort or more difficult?

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That is by design. Game makers carefully craft their story such that the difficulty increases with your skill. This keeps the game's perceived difficulty relatively smooth without becoming too overbearing*.

*** Games in the “masocore” genre like Dark Souls purposefully break this to be “super hard” as part of the game**