The protagonist has no fighting skills. The environment (empty space) is naturally hostile and makes the player feel isolated an alone. The style of the space ship feels inhabited and dead at the same time (like a carcass). The body horror is immensly unsettling and detailed.

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LiS2 - an interactive decision based game. I felt engrossed, like I was involved in an interactive movie. I was emotionally attached to the characters, trying to make the right decisions for them and limiting negative consequences. I was smiling at the cut scenes with music, and panicking at stressful scenes. It was very emotionally and philosophically stimulating for me, and I have been reflecting upon it for weeks.

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I was playing through the levels and just experienced a sense of calmness overwhelm me. I took myself out of the game and reflected on how the game made me feel like this. I felt such a strong sense of peace and calm that is hard to describe.

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in playing Darkest Dungeon i found it very interesting how the battles shaped the characters psyche, and how that using them in battle

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I played the game Kairo, or Cairo I can’t remember, it was an atmospheric puzzle game with big rooms filled with mist and interesting lighting, all the textures were concrete

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Most notably I remember loading into WoW for the first time as an early teen. I felt extremely immersed and in awe of the world. It was incredible to actually be in the world that I had formerly only experiences in an RTS. To be able to interact with a world that was completely familiar but still brand new to me. It was nostalgia for a place I had never been.

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The game and it's graphics, music and story made me feel calm and happy in a way nothing else could at the time. Playing it felt like a journey to another, better place, and that's art to me.

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An experience that shows the distortion of time and how we interpret the past. A lesson in how we canwhile dealing woth the morality of archaeology as a field, to whom does the unearthed art of the past belong? Does an institution's moral imperative to preserve outway the rights of thoae living on the land

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There is this game that really challenges a player to think about and question what we know of the world. The game basically loops over and over and as you complete these loops the world starts breaking down. The things you knew, the rules you lived by all go out the window, leaving you questioning what the meaning of life really is.

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When I played this game, I was immediately awestruck by it's simplistic beauty--both visually and audibly. The storyline could also be considered a work of art, albeit somewhat abstract. It made me feel contemplative, happy, sad, and nostalgic. Because it is a puzzle-based game, it made me think about the solution. Sometimes it was sort of frustrating, but I also played it while I was laying in bed, about to sleep. Otherwise, everything about this game could be considered art, from the visuals and music to the story and puzzles.