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CS 1010 – Intro to Interactive Entertainment
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Module 1 - TIO: Discuss Your Thoughts and Opinions about Interactive Entertainment

Interactive entertainment has always been something I've been excited to engage with in my leisure time. I have read most of the Choose Your Own Adventure books, as well as the directly inspired Give Yourself Goosebumps series written by R. L. Stine. Growing up, I recall being bored watching sports on television but loving to play FIFA or Madden. Being actively engaged with the media I'm consuming has always felt much more rewarding to me than passively watching, and I've enjoyed seeing the evolution of interactive entertainment become more common. In 2018, Netflix released Black Mirror: Bandersnatch, the first major interactive film. I spent hours completely engrossed in this experience and was very pleased to see media like this released on a large streaming platform.

Physical engagement with media has also been exciting to see develop. I've enjoyed playing Dance Dance Revolution and Beat Saber. I was also impressed by some of the fitness games that have come out in the last decade, such as Ring Fit. I'm excited to see more titles released that allow for either mental or physical engagement.

Alyssa McCrary:

I am stuck in the middle ground for many things, and interactive entertainment is one of them. I believe it can breach new bounds of human understanding such as VRchat allows you to play as anyone you want to be. I have seen deep roleplaying in YouTube videos but there are still limits to what can be done. Imagine real hand tracking that can translate our movement perfectly? I want there to be a way I can play around with these things without becoming a person covered in expensive metal pieces and sensors. I like the hands-on approach not being replaced in certain art forms. I know clay making could be expensive and not like 3D model interaction, but I love the part of making my own things in different mediums. Interactive entertainment seems to still be making new definitions as to what it is supposed to be. Is art a form of interactive entertainment?

In the provided definition, for media to be considered interactive, the person engaging with the media would be able to have some sort of control over the result due to their actions/choices made. While creating art doesn't seem to fall under that definition of interactive entertainment, there are a handful of ways art could be considered interactive. I think of art installations like Meow Wolf where there are sensors, buttons, and other ways to change and engage with the art. However, while it doesn't seem to fit in the course's provided definition, shows where the option to follow along with the art could be argued as interactive (think of The Joy of Painting by Bob Ross).