

Realism in games

ABSTRACT

With the graphical capabilities and processing power of modern computers many developers are making more realistic looking and feeling games. But how about we step back and look at the real world as inspiration for the game mechanics and worlds we create. Using that inspiration to make mechanics feel more intuitive to learn and the puzzles more rewarding to solve.

STUDENT NAME: RHYAN MCLEOD

WHAT IS YOUR RESEARCH PROBLEM STATEMENT?

True realism is un-achievable but how can we use the real world and how it works to our advantage when designing a game. How can we craft the game mechanics and the world around peoples' intuition about the real world?

WHY YOUR RESEARCH IS IMPORTANT?

To reduce the tutorial time that players spend in a game and make mechanics easier to learn.

WHAT IS THE EXISTING RESEARCH LITERATURE IN THE AREA?

Generally talking about what is realism in games, making tutorials and creating good game mechanics.

WHAT IS YOUR PROPOSED RESEARCH METHODOLOGY?

Using quantitative and qualitative research in academic papers, articles and opinion pieces.

WHAT RESOURCES WILL YOU NEED TO CARRY OUT THE RESEARCH?

Internet, research journals

WILL YOUR RESEARCH NEED APPROVAL FROM AN ETHICS COMMITTEE?

No

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