**Summary:**

When investigating into what problems a lot of “immersive games” had was its attention to “realism” in terms of visually stunning graphics to aid or compliment immersion in these games. One game series that has done this is, the Call of duty series. With games such as Call of duty: Modern Warfare and Call of duty: Ghosts. Another issue that we found is that, games which focused on having immersion in tandem with realism. This led to the player being the focal point of the game while this may not be entirely negative, it did lead to the game world becoming less convincing. Because of this the player would be able to predict what would happen next which is counterintuitive for creating immersion. Using this brief, our group has decided to explore and identify these issues and problems within Immersive games and how we can create a game to solves these issues.

**Theme:**

After identifying the problems in immersive games that we wanted to solve, we decided to pick a theme that would aid in this solution. We decided to explore which emotions would be beneficial in helping immerse the player into the game in which we want to create. Upon researching different types of emotions in humans we decided that the emotion that would best complement our goal would be **empathy**. Upon further research, our group decided that we would need to refine the way in which we want to use empathy in our game, as it can be conveyed through various emotions so we decided to look at the various emotions and see which ones would best suit the game we want to come up with. Once this was done be decided to emotions **Love** and **joy** along with their secondary and tertiary emotions to create the right emotional responses we want through the use of empathy.

**4keys:**

We will want to identify and choose from the four keys to fun for our game. We will want to avoid using hard fun where possible as this could potentially alienate the group of casual player who play mobile games. We will want to implement elements of serious, social and people fun into the game. The reason for this is elements of these aspects of the keys of fun can be used in tendem to make a game that can be enjoyed by a multitude of people

**immersion:**

Upon further research, we considered how we can tie together immersion into our game through the mechanics that we want to explore within out game. We looked at the three main types of immersion; cognitive, sensory and narrative. Cognitive immersion is mainly focused towards creating focus using fast-paced challenges, the player is focused on the game play, as they try to adjust to the increasingly difficult challenges and responding to them accordingly. Sensory immersion is focused towards providing a game world that envelop the players senses while they are playing, this is not just limited to visual aspects but also audio that help enrich the experience for the player. These things help player willingly transport themselves mentally into the game world. Narrative immersion is focused on creating an empathetic connection with the player. Using meaningful narrative, this can influence the players sense of presence in the game world and further strengthen the connection between them and one or more characters in the game.

Based on the three different types of immersion our group decided to pursue the use of cognitive immersion in our game as we feel this will better compliment the type of game that we are making. However, we will be incorporating techniques from both narrative and to an extent sensory immersion into our game where possible to further enrich the sense of immersion we are creating within our game, alongside getting the right emotional responses from the player.

**Empathy:**

As empathy in games can be rather broad, our group decided to research into the different types of empathy that can be used in games, and see which one would complement not only our game but the type of immersion that we chose. There are two main types of empathy used in games, cognitive and emotional empathy. cognitive empathy is where the player becomes the character and acts out that role using role-play, it allows you to put yourself into the shoes of the character without necessarily engaging with their emotions. The other is Emotional empathy is where you feel the other persons emotions alongside them, almost as if you had “caught” them. This is created using care-taking: as the player takes nurtures the character(s), protecting them from harm, and giving them tender loving care as well as teaching them this helps build the connection between the player and character. Because of this we decided that using emotional empathy will be best for us to try and convey emotions that tie into love and joy.

**Key Skills:**

To further enhance the sense of immersion and empathy, we will need to find a way of having the game carry on even when the player stops “playing”, this will require the character to have needs and wants even while the game isn’t open, like how humans do in real life. We also want to focus on not restricting the player in what they do, to avoid making the game too linear, we want the player to find their own way of completing mini-games or taking care of the character as this will give them the freedom to do what they want, which further plays on the aspect of not restricting the player. An issue with this is the player may feel like there is “no right way” to do this, therefore this could be introduced to the player in a tutorial that shows them what the character needs to stay happy and healthy.

**Constraints:**

Our game will be a 2D Snack Game. Developed for Mobile and will incorporate Compulsion, Core, Positive and Negative Loops. Using theories and concepts from behavioural psychology and hook cycles we will maximize the emotional responses from the player to enrich their game experience.

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