**Notes on using empathy in video games**

There are many different methods and techniques that we can uses in order to create empathy, to make the player feel an emotional response within our game. The following techniques are listed below.

* **Cognitive:** Cognitive empathy is to understand another's perspective and to identifying with a person, who is emotionally troubled or damaged.
  + In terms of our group game we could uses **Cognitive Empathy** to create a mother and child relationship between the player and the companion. Doing so by putting the player into situations we they must see the companion suffer but having the opportunity to rescues or help them straight away. Creating not a sense of forward progression of player wanting to help their companion and their dying world but a reason to return to the game.Taking into consideration on who our target demographic is, this method seems the most appropriate.
* **Emotional:** Emotional empathy is to understand and to respond to another's state of emotional trauma with use of the appropriate emotions.
  + In terms of using this within our group project, we could use **Emotional empathy** to create a symphonic relationship between the player and their companion. Making the player feel sorry for their companion and their dying world, creating a sense of forward progression for the player, them wanting to help this little creature and their world due to symphonic reasons.
* **Empathic Concern:** Empathic concern is to respond to someone's suffer with sympathy and compassion.
  + When wanting to use **Empathic Concern** within our group project, it would work rather if we were to combine it with **Cognitive empathy** to help reinforce that feeling for compassion and concern for one's child. It will help boost our player's emotional response.
* **Personal distress:** Personal distress is about self-centered feelings of discomfort and anxiety in response to another's emotional trauma or suffering.
  + We could use **Personal distress** to help boost and reinforce a feeling of emotional empathy, although this would require us to fully understand what makes our target demographic feels emotional. Which means we need to add or to implement some force emotional triggers into our group project for this to work.

**References**

POV | American Documentary Inc. (2017). *10 Insights Into Empathy Video Games | Thank You For Playing | POV | PBS*. [online] Available at: http://www.pbs.org/pov/thankyouforplaying/empathy-video-games/ [Accessed 26 Oct. 2017].