* Immersed players seem to feel more satisfaction with their actions.
* Immersed players more likely to make choices in context of the game world.
* Psychologists who have researched immersion in video games refer to it as ‘precense’ and not ‘immersion’
* spatial presence is often defined as existing when "media contents are perceived as real' in the sense that media users experience a sensation of being spatially located in the mediated environment."
* People who experience immersion tend to only consider choices that make sense in the context of the imaginary world. For example, “Someone immersed in Red Dead Redemption, might be more likely to use travel methods, like stagecoaches, that make sense within the game, instead of methods that don't (like fast traveling from a menu screen)”.
* People immersed in media also tend to enjoy it more.
* Players form a representation in their mind of the space or world with which the game is presenting them.
* Players begin to favour the media-based space (I.e., the game world) as their point of reference for where they "are"
* Steps to create true immersion (spatial presence) involve character traits, animations, reliable physics, things acting to all these rules, as players would anticipate. **\*THOUGH THIS IS NOT WHAT WE ARE PURSUING FOR OUR PROJECT\***
* Lack of incongruous visual cues in the game world
  + Consistent behaviour from things in the game world
  + An unbroken presentation of the game world
  + Interactivity with items in the game world