

Alex Gartner

Professor Eric Brown

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### **Final Reflection**

This project has been extremely useful for me in cultivating a new understanding of web development and a new understanding of gaming culture, game development, and the overarching preferences of gaming consumers. I feel as though I will continue to use what I have learned in this project to further my studies in my major, both the ability to create useful, working, and effective websites and the ability to understand the needs, desires, and opinions of gamers.

In terms of the way my topic, “The Stagnation of AAA Games,” has affected my understanding and my opinions, it has allowed me to cultivate and pinpoint the overarching opinions of most gamers, they are as follows: Gamers appreciate games with well-defined mechanics, regardless of their genre or depth. Gamers appreciate transparency of development, developers who interact with their community, and games which are not rushed to meet an expected deadline. Gamers appreciate games which do not aggressively monetize, they better tolerate games which monetize in a sensible manner with respect to their audience.

One aspects of my topic, “The Stagnation of AAA Games,” which surprised me was: That, despite their differences in preferred genre, each of the people I interviewed valued player agency in the games they played. The type of agency, whether it was connected to gameplay or aesthetics, did not matter, what mattered was that the game truly embodied the ideals of

escapism and allowed the players to choose how they wanted to escape. This desire, or need, of agency is indicative of the major pillars of gaming as a medium, in comparison to other mediums of entertainment, because a player is truly the active participant in how a game is played and enjoyed.

If I were to further research and expand upon the topic, “The Stagnation of AAA Games,” I would increase my sample size in all categories of interviewee, more developers, more professors, more students, more gamers. While I do believe I have achieved a good spread of interviewees, a professor, a student, and a gamer, and their opinions were extremely valuable in coming to my conclusions, their opinions are not truly indicative of all gamers or professional, budding or otherwise. With an increased, more diverse, sample size, I would be able to draw truly conclusive conclusions. I also feel as though my questions could use a rework or be expanded upon as, while I believed them to be clear and understandable, there were a couple instances where my interviewees were confused, the question being either too technical or conceptual, and I feel as though simplifying or expanding upon each question would have benefited the interview process.