

Investigating the effects of juiciness on flow and its ability to foster a state of flow in players.

(poster)

Aim's:

- To investigate the relationship between state of flow and juiciness
- To deduce the optimal amount of juicy features needed to help invoke flow
- Deduce if Juiciness induced flow creates a better experience for players

Objectives:

Research and develop an advanced understanding of the flow theory and current work in its area.

Discovering what are the known parameters of inducing flow, both in and outside of games means.

Discovering and understanding how flow is measured.

Study games that practice or highlight juiciness.

Research and apply means of employing juiciness to a game.

Discovering and understanding juiciness.

Applying the juiciness framework to the game design of the artefact.

Produce a game that showcases a range of different amounts of juiciness.

Produce several versions or builds of the same game each having a different bracket of juiciness.

Ensure the core game is well designed and built with polish.

Craft a suitable measuring instrument able to measure the state of flow of players in regards to juicy features.

User studies and data collection will be carried out using the aforementioned measuring instrument

Carry out data analysis on data from measuring instrument.

Achievement's of project:

- 3 versions of a game produced each with varying amount of juicy features.
- Small user study carried out
- Found there may be requirements for a study researching player experience and flow:
 - large sample size
 - correct implementation of all features
- Collected a large variance of data