

= Just Dance (video game) =

Just Dance is a dance video game developed by Ubisoft Milan and Ubisoft Paris and published by Ubisoft . The game was released exclusively for Wii on 17 November 2009 in North America , 26 November 2009 in Australia , and 27 November 2009 in Europe . Expanding upon a concept introduced in a minigame for Rayman Raving Rabbids : TV Party , players mimic the motions of an on @-@ screen dancer 's choreography for a selected song , using the Wii Remote to judge the player 's motions and accuracy .

Just Dance was released to mixed reviews , with criticism directed towards its simplistic gameplay , poor motion detection , and a lack of progression or additional content beyond what was included on @-@ disc . At the same time , the simplistic gameplay of Just Dance was praised for making the game more accessible to a casual audience , and was also praised for featuring a " fun " soundtrack and dance routines , and for becoming more enjoyable when played as a multiplayer party game rather than alone . Just Dance was a major commercial success , selling over 4 @.@ 3 million copies worldwide. and establishing a franchise that , as of October 2013 , had collectively sold over 40 million units , making it Ubisoft 's second @-@ largest franchise .

= = Gameplay = =

After selecting a song , players are presented with an on @-@ screen dancer , as well as an occasional display of scrolling pictograms representing specific poses . While holding a Wii Remote in their hand , players follow the motions of the on @-@ screen dancer and their choreographed routine . Players are judged on a ranking scale for the accuracy of each of their moves in comparison to that of the on @-@ screen dancer , and receive points . Just Dance can be played by up to four players at once .

Along with standard play , three other modes are included ; the " Warm Up " mode serves as a practice mode . In " Strike a Pose " mode , players are instructed at random to freeze (similarly to Red light green light) . In " Last One Standing " mode , players are given seven lives ; players lose lives on mistakes , and gain them back after hitting five correct moves in a row .

= = Development = =

The concept of Just Dance originated from a minigame developed for inclusion in the Rayman Raving Rabbids series . Ubisoft France 's managing director Xavier Poix and his team felt the Wii Remote and Nunchuck would work well for music games ; Rayman Raving Rabbids 2 featured a music minigame that IGN compared to Guitar Hero ? where players shook the Wii Remote or Nunchuck when prompted to play an instrument . For Rayman Raving Rabbids : TV Party , the concept was iterated into a pose @-@ based dance game . Proving popular in demonstrations , the concept was refined and re @-@ developed into a stand @-@ alone game .

Just Dance was developed by a small team of around 20 at Ubisoft Paris , and was only officially pitched six months prior to its eventual release . Poix explained that unlike the Raving Rabbids games , which he described as being a " gamer 's game " , Just Dance was designed to contrast skill @-@ based rhythm games with a concept and control scheme that would be accessible to a mainstream audience , encouraging them to " [get] off the couch and [have] fun together " . Ubisoft producer Florian Granger noted that Just Dance was designed to help players overcome their inhibitions and anxiety towards dance , helping them build a " vocabulary " of moves they can practice in a " safe context " , and with the game itself being the focal point of attention rather than themselves . He reminisced that " everyone remembers going to a nightclub or school disco where it takes a couple of hours before anyone has the bottle to get up and dance . Most guys do the fix @-@ placed @-@ beer @-@ bottle dance or neck @-@ shake to the beat . "

Creative director Gregoire Spillmann argued that existing dance games were merely instructing players to press buttons with their feet , rather than actually dance . Acknowledging Dance Dance Revolution players who use its gameplay as a base for their own dance routines , Spiller likened

Just Dance to be a reversal of the concept , in which the dance moves themselves were " fit " into the gameplay , and could be applied outside the game as well . The team deliberately focused on building the mechanics of Just Dance solely around the Wii Remote , eschewing dedicated accessories such as dance pads , arm or leg bands , as well as the Nunchuck attachment . Spillmann explained that such accessories were " distractions " that restricted the motion of players ; for instance , the team felt that the Nunchuck 's short cord limited how it could be used in routines , and that removing it helped the game focus less on precision and more on letting players feel like they are dancing . The lack of dedicated peripheral also contrasted with other music games that utilized increasingly intricate and expensive controllers .

While Poix felt that his team had developed a game that could potentially become successful , his colleagues at Ubisoft Paris doubted Just Dance . Poix explained that " people thought it would never work , because people don 't dance , or that it wasn 't precise enough for people to actually learn to dance . " Granger felt that the development team would be " cynical " of Just Dance due to the oversaturated market of casual games on the Wii , but noted that there was a " sense of excitement " among them , as it would be based upon a proven codebase , and used " respected " games such as Dance Dance Revolution as an example to build upon .

= = Soundtrack = =

Just Dance features a soundtrack consisting of 32 songs . There is no unlock system , nor any downloadable content .

= = Reception = =

= = = Critical reception = = =

Just Dance received mixed to negative reviews from critics ; Metacritic lists the game with an aggregate score of 49 out of 100 based on 21 critic reviews , indicating a " generally unfavorable " reception .

GameSpot was relatively positive , praising Just Dance for having simplistic gameplay , and remarking that its dance routines were " both fun and at times downright hilarious " . However , GameSpot felt that the game 's motion detection system was " frustrating and unrewarding " , and also panned the game 's graphical quality and lack of career modes or downloadable content . In conclusion , giving the game a 5 @. @ 5 out of 10 , GameSpot felt that Just Dance would appeal best as a multiplayer party game , where players " [can] attempt the silly dances , laugh at each other 's mistakes , and sing along to the cheesy pop tunes " , but was " water @-@ thin " as a single @-@ player game .

Nintendo World Report noted that the soundtrack of Just Dance consisted primarily of " fun " pop music , but contained a few songs considered " cheesy " . The game 's user interface was described as being " colorful " but minimalistic , while the appearance of the on @-@ screen dancers drew comparisons to iPod commercials . It was also noted that the pictograms additionally used to represent moves sometimes contradicted with the instructions implied to the player via the on @-@ screen dancer , " making it look like timing relies on the pose you make rather than the movements you do " , but that " once you ' get it ' , Just Dance becomes very enjoyable , very enduring , and extremely silly and fun . " In conclusion , it was felt that Just Dance was " very rough but shows promise , especially when played with friends . "

IGN felt that Just Dance was " an experience so devoid of depth or even basic game concepts that it would be considered a rip @-@ off even if it was one of those Chinese knock @-@ off systems masquerading as an existing console " , further criticizing the game for its basic gameplay mechanics , " sloppy " motion detection , lack of variation or unlockable content , and ironically excluding the Lady Gaga song the game 's title references . IGN concluded by urging readers not to buy , rent , look at , or think about Just Dance , " lest someone at Ubisoft find out and they prep a

Just Dance 2 . Such would be the end of all things , mark my words . "

= = = Sales = = =

In contrast to its critical reception , Just Dance was a major commercial success for Ubisoft ; for a period , it was the top @-@ selling video game in the United Kingdom , and in March 2010 , Ubisoft announced that Just Dance had sold 2 million copies worldwide . In October 2010 , the company announced that over 4 @.@ 3 million copies of the game had been sold worldwide .

= = Legacy = =

The success of Just Dance led to the development of a sequel , Just Dance 2 , which focused on adding new features and refinements to the game ? such as improvements to its motion tracking system , new game modes , and support for downloadable content . Sales of Just Dance 2 surpassed that of the original ; with over 5 million copies as of January 2011 , it was the best @-@ selling third @-@ party title for the Wii . Laurent Detoc , CEO of Ubisoft 's North American operations , stated that this achievement " [solidified] the Just Dance brand as a pop culture phenomenon . " Poix felt that " there 's a pressure within Ubisoft to keep Just Dance enormous , and we think we can make it enormous . But it wasn 't like that initially , because at the end of the first one , people ? even us ? had our doubts that it would last . After the first one we thought maybe there would be a second one , and then it would be over . "

The release of motion control accessories for the Wii 's competitors in the seventh generation of video game consoles ? PlayStation Move for PlayStation 3 , and Kinect for Xbox 360 , spawned competing motion @-@ controlled dance games such as Dance Central , Dance Masters , Dance Paradise , and SingStar Dance . The 2010 Wii release of Dance Dance Revolution also added a mode combining its traditional dance pad gameplay with choreography gestures performed using the Wii Remote and Nunchuck ; in its review , IGN declared that the dance pad had become " antiquated " by motion @-@ controlled dance games .

Just Dance 3 would introduce versions of the game for PS3 and Xbox 360 , as well as Wii , and was ultimately the second best @-@ selling video game of 2011 overall , finishing only behind Call of Duty : Modern Warfare 3 . Tony Key , Ubisoft 's senior vice president of sales and marketing , complimented the success of Dance Central for proving the viability of dance games for Kinect , but iterated that as a brand , Just Dance had become " a juggernaut way beyond anything that any dance franchise has ever done . " As of October 2013 , the overall Just Dance franchise had collectively sold over 40 million units , making it Ubisoft 's second @-@ largest franchise behind Assassin 's Creed .