**Abstract**

Chord Crisis is a web browser rhythm game developed along with its website. The objective of Chord Crisis is to create an online hub for gamers of this genre. The game utilizes taps, gestures, and dynamic tempo to challenge and immerse players. Included with the game is a beatmap creator for players to construct their own beatmap. Once a beatmap is created, the player can upload their own creation to the website where beatmaps are shared.

**The Game**

There are different types of rhythm games out in the market. They range from basic taps to full-body movements such as Just Dance or Beat Saber. Chord Crisis mixes two types: taps and gestures.

*Image of a tap and gesture actions.*

Although taps and gestures are not as engaging as full-body movements, these types of actions are registered with the keyboard and mouse or touchscreen whereas full-body movements may require extra equipment (virtual reality headset, camera, etc.). This tradeoff was a decision made as availability such as virtual reality equipment (2020) is not as common as a keyboard and mouse or touchscreen devices.

*Image of different distance of the notes (With dynamic tempo and without [metronome])*

**The Beatmap Creator**

User-generated content is the driving force for Chord Crisis. The community’s dependency on developers to publish content (beatmaps) would be a never-ending cycle of expectations. Failing to meet those expectations would be fall of any game. To facilitate the process of creating content for the players, Chord Crisis has a beatmap creator. This gives rise to user-generated content where players can share their beatmaps for others to try. In a study done by Francesca and Simone on *Little Big Planet*’s user-generated content, giving players access to a dedicated editor hands the task from a small group of elite programmers to “ordinary people contributing, cocreating, commenting, and spreading user-generated gaming levels.” Therefore, players no longer rely on developers or need technical programming skills. This is all handled by the beatmap creator.

*Image of the editor*

**The Website**

Providing the beatmap creator to the player may have solved the lack of content problem, but it remains limiting if there is not a social network to share their own creations for others to try. Chord Crisis’s website is the platform that connects the community into a social hub. The function of the website is to host the game, the beatmap creator, and stores user-generated beatmaps. This creates what Francesca and Simone calls a “participatory culture” where “users are engaged in activities such as commenting, voting, sharing, and quoting user-generated gaming levels”.

**Citations**

Comunello, F., & Mulargia, S. (2015). User-Generated Video Gaming: Little Big Planet and Participatory Cultures in Italy. Games and Culture, 10(1), 57–80. https://doi.org/10.1177/1555412014557028