

The background of the slide features a close-up of two characters from the game LittleBigPlanet. On the right is Ratchet, a large, brown, knitted character with a wide, open mouth showing a pink tongue and a silver, glowing mechanical eye. He is holding a thick, braided orange rope. To his left is Sackboy, a smaller, grey, knitted character with a simple, smiling face. They are standing on a green, grassy surface. The background is a light blue grid pattern with some darker blue shapes. A small, circular, glowing blue object is visible in the top right corner.

THE GAMEPLAY OF *LITTLEBIGPLANET*

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GAME INCEPTION

- LittleBigPlanet is a platform-sandbox game released by MediaMolecule and Sumo Digital in 2008 for the Playstation 3. The original spawned two more sequels by 2014 and many other spinoffs followed, including the latest release (Ultimate Sackboy) in early February of 2023.
 - The trilogy series featured constant developer support and worldwide servers until a security breach in 2021 impacted the online playability, ultimately killing off all servers except for the third installment on the PS4.
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The Introduction to “Sackboy”

- The introduction of LittleBigPlanet immediately immerses you into a world wherein the player controls a soulful “sackboy,” gliding and hopping around while a gleeful narrator guides you through the controls, framed by the audio of “Left Bank Two,” an echo-y smooth jazz track by the Noveltones. In this tutorial, many names and photos of the developers appear on the screen in their own unique, artistic ways.
- Paired with the simple yet familiar sound effects accompanying the character as it roams around jumping from platform to platform, this videogame immediately works to bring a serene, positive immersion to the player. A gaming experience that aims to show the creative passion and overall enjoyment the studio put in to this overwhelmingly encouraging experience.



Where YOUR Creativity Progresses the Game

- What made this game incredibly special to many players around the world can be described into two major points:
 - The overall goal of the game
 - How the game enabled you to achieve your goal
- As described in the introduction of this presentation, LittleBigPlanet is a platform sandbox game. However, this game makes a notably large emphasis on the sandbox aspect, as its main gameplay is driven by how the player decides to tackle a problem – an obstacle in which can only be solved by being *creative*.





Earn the Stuff to Make the Stuff

- In the trilogy series, most of the obstacles are set up to allow the player to solve using their own creative abilities, and that is done with their unique progression system.
- Players have the ability to unlock various materials, stickers, objects and prefabricated machines. Using these items allow the player to progress the storyline by finding a way to place or decorate something using whatever they unlock to do so.



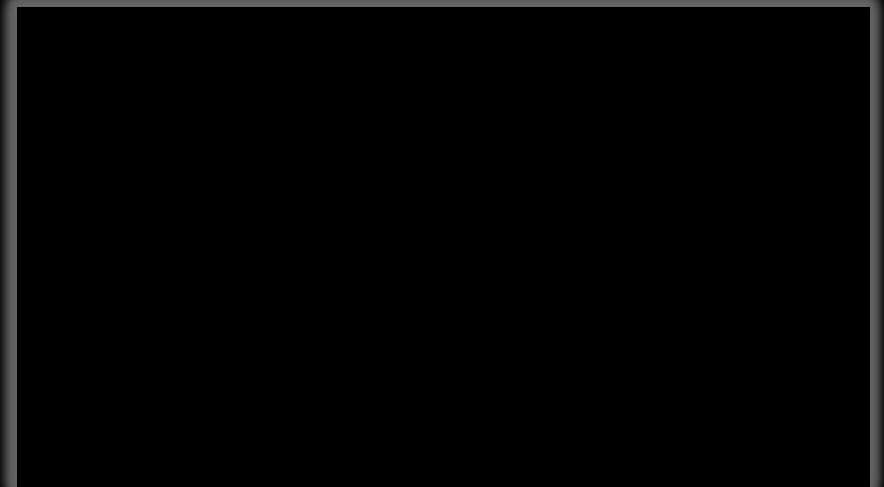


The Beauty of Modular Sound

- Sound is just as important to this game as the visual elements, and it is seen by the massive collection of sound effects and music. The catalogue reaches many different forms of audio, such as mechanical machinery, cartoon running, vicious monsters, and everything in between.
- The music itself reaches all spectrums of genres, and even includes short format audio clips meant for dramatic or theatrical cutscenes.
- The most notable feature of audio, however, is the 'interactive' music included within the tracks. These modular audio files allow the user to change different elements of the song, such as bass, specific instruments, ambience, volume, and radius of sound. This gave the creator even more freedom to change the way their crafted level played out as you were able to feature dynamic soundscapes within the levels however way you wanted it to be.

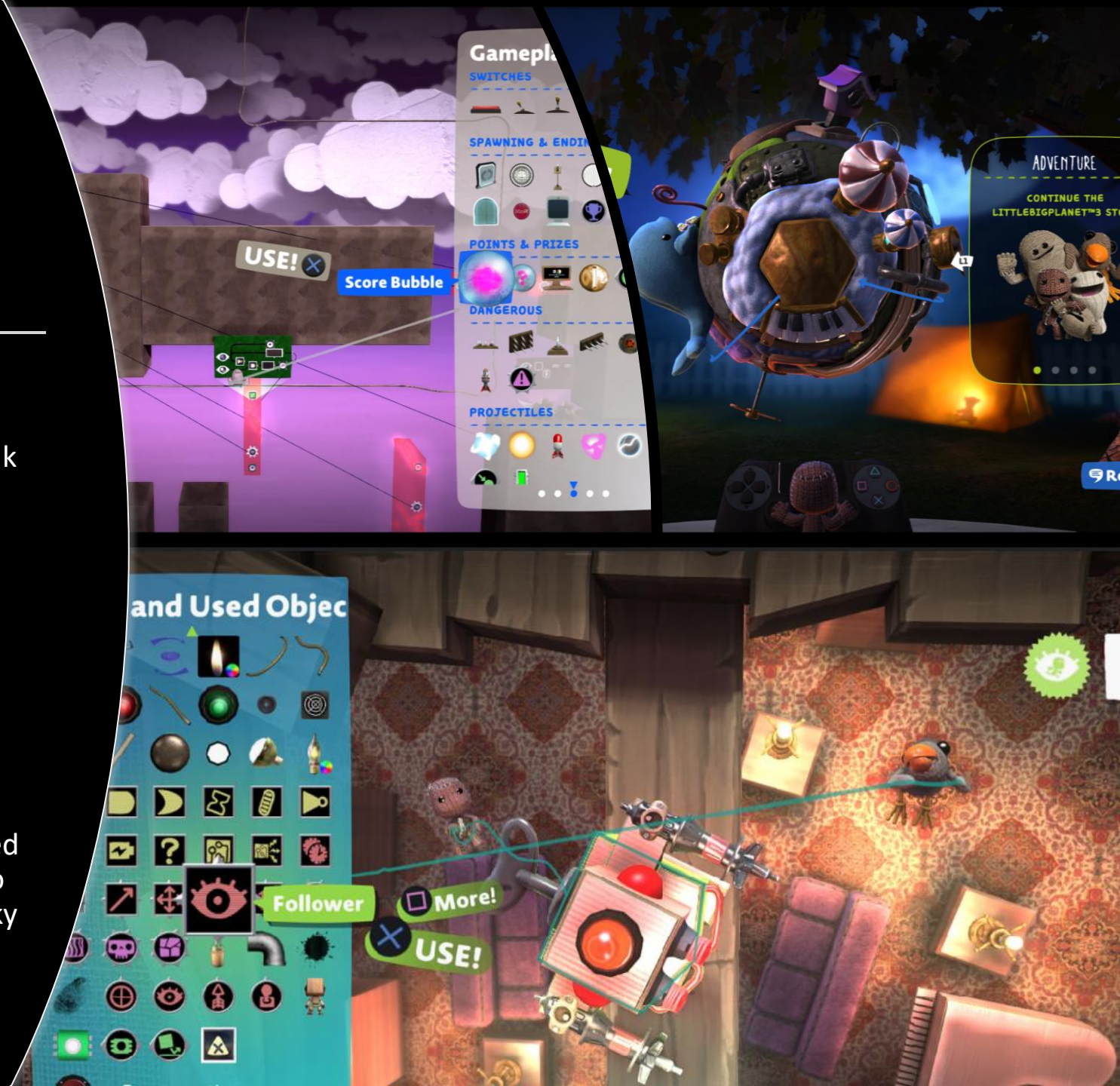


The Gardens Interactive – LittleBigPlanet 1



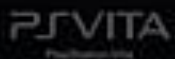
Handing You The Keys

- One of the most prominent and long-lasting features of LittleBigPlanet is the extensive “Create Mode,” a blank canvas game mode that allows the player to take their creativity to a whole new level.
- Players are invited to use any and everything they unlock throughout the main storyline into their own personal worlds, free to make whatever they may imagine. Created levels could also be shared by other players to enjoy, and even give the ability for others to earn handmade creations to use for themselves.
- Whether players created cinematic experiences with their modular music and sound effects, playful PvP styled maps with whimsical materials and stickers, or simply to create worlds to blow up stuff, LittleBigPlanet left the sky to be the limit for its creative fanbase.



The Lindley Effect in LittleBigPlanet

- Putting the Lindley paper into the context of LittleBigPlanet can be done by focusing on a few points of interest:
- Lindley's explanation of playing games for the sake of pleasure (1)
- The sense of a detached yet connected reality (1)
- The satisfaction of a completed task or victory in response to the player's choices (1)
- In this videogame, the sense of driven motivation through creativity not only allows the player to experience a sense of reactive pleasure due to their completed obstacles, but done so in a way that gives the player a unique sense of self-inspiration. This is due to the fact that just about every task or obstacle must be completed in a creative manner, meaning the player must come up with a unique way to beat the obstacle and progress the level.
- In Lindley's paper, it is described that we as humans enjoy games for pleasure and a sense of reality. LittleBigPlanet achieves both of these goals by creating levels for the player to enjoy and solve in their own way, rather than a linear, formulaic structure seen in most games today.





Sources Cited

(1).Lindley, Ernest. "A Study of Puzzles with Special Reference to the Psychology of Mental Adaptation" in The American Journal of Psychology. July 1897. Volume 8 number 4.