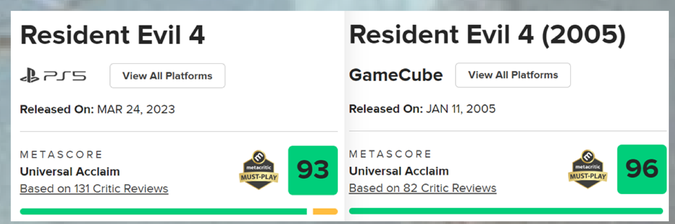
ORIGINAL VS REMAKE

BREATHING NEW LIFE INTO OLD PROPERTIES

ABSTRACT

This research presents a comparison between the original game and the remake, focusing on Resident Evil 4. This study examines the relationship between iconic games from their original age and their modern remakes. The comparison takes into account a number of factors, including storyline, fan expectations, gameplay mechanics, nostalgia, technical improvements, and creative reimaginings of the original material. The challenge is striking a balance between maintaining the authenticity of the original experience and updating it to meet the needs of both current fans and prospective ones. In the end, how well these two types of gaming experiences are compared comes down to personal taste and how well remakes are able to honor and revitalize the original works.



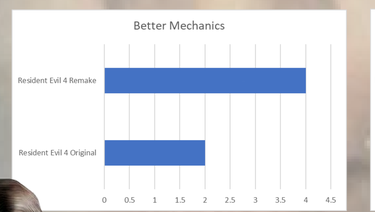
INTRODUCTION

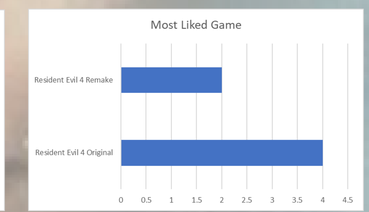
"All living things have the ability to adapt to survive," according to a quote from Darwin. We can observe that there has been significant change taking place in every industry over the last few decades. Analogously, a product may undergo an evolutionary shift that manifests itself in several mediums, a phenomenon recognized as adaptive works. Original works have been adapted for a variety of media, including video games, films, novels, and more. Although they contain their essential elements, they don't add much to the original piece.

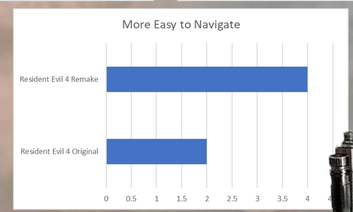
The gaming business has been changing and is now linked to rapid technological advancements, which is why we occasionally see remakes of popular games. Sloan and Austin claim that a remake game with upgraded audio-visual quality for current technology is being developed on top of the original game. Remake games are frequently sold as nostalgic products because they incorporate beloved classic games into the state of technology today. The original and recreated versions will be the main subjects of this study to determine participant preference.

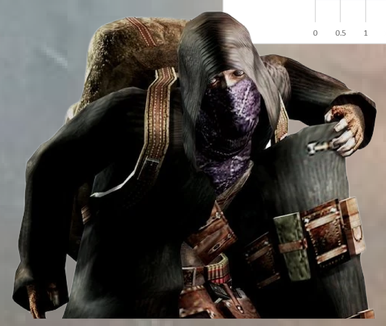
METHODOLOGY

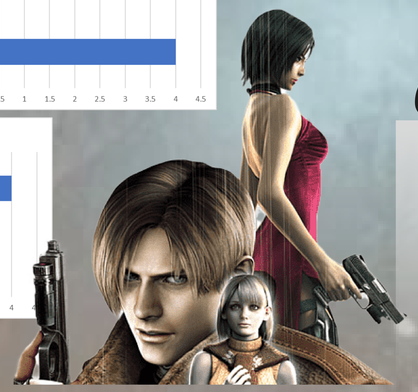
Participants in the research were interviewed in-depth to compare the remake to the original game. The participants played both games for twenty to thirty minutes each, and then they had a ten-minute interview thereafter. Additionally, while some participants had played both versions, others had never played any of them before. This has made it possible for me to comprehend how participants see the game.











RESULT

The results are shown below according to each participant.

PARTICIPANT 1: This participant claims to have played both versions and given a time-based description of each game. "The previous iteration, released in 2005, was the greatest PS2 game available at the time," he stated. Additionally, the previous version's control was a little challenging because it used a keyboard in place of a mouse, making it challenging to aim the gun. However, the redesigned version features a mouse and keyboard combo, which makes things much simpler. There were significant differences in the tale and the artwork.

PARTICIPANT 2: This participant claims she has never played since she thought the new version of the game was scarier than the previous one. "The remake version's control and graphics are simple and incredibly lively," she said. Although the characters in the previous edition were pixelated and the game lacked instructions, the visuals were nonetheless good for the PS2 console.

PARTICIPANT 3: This individual claims to have played both games more than once. "The remake does not have few sections/ scenes which were there in the old version," she said in comparison to the original. A few characters' deaths in the remade game have also been changed. She had a great time participating in both games. The remake game was created to resemble a real-life incident thanks to several adjustments made to the original edition.

PARTICIPANT 4: This participant claims that although he has seen the gameplay of the original edition, he has only ever played the remake. He was against playing the previous version due to its awful visuals and ridiculous gameplay mechanics, such as the wooden platform and sword not breaking. The remade version, he said, is scarier than the original but has a better sound effect.

PARTICIPANT 5: This participant claims that she has finished the remake version but hasn't played the original. She said it would be a waste of time for her to play the older version if the plot was the same in both. She stated, "The gameplay and mechanics of both the games are not completely different," after comparing the remake to the original edition. She continued by saying that the gameplay in the previous edition was entirely keyboard-based and lacked control lessons, making it challenging to play.

PARTICIPANT 6: This participant claims that while she has played the original version, she has not played the remake. "Remake version is hell lot a scarier version than the old version," she said, indicating that she would not play the remake. "She won't spend money on a remake version if she has already seen the original because it is a waste of time and has the same plot," she continued. The present generation believes that better games are on the horizon and they will save their money for them. The remade version has improved control and mechanics over the original. She would really like to play the remade version if given the chance.

PROS AND CONS

PROS:

- The use of modern technology has improved audio quality and allowed for flawless synchronization of the music.
- By addressing issues, the gameplay is enhanced relative to the original game.
- The accessibility tab is an option in the recreated version for players with disabilities.
- For those who are fans and have played the original version, this brings back fond memories.

CONS:

- The original version of the game required a low-spec computer to operate, while the remake requires a wide variety of hardware.
- The players have to pay for the remake version, which is pricey and receives fewer updates.
- There are occasionally fewer playable characters than in the original game.
- There are occasions when the original game narrative is changed.

CONCLUSION

We are examining the individuals' relationship and the advantages and disadvantages based on the analysis. Although the remade version of the game appears to be better than the original, those who have previously played it would probably not want to purchase it. Additionally, some believe that whereas the original version could operate on a computer with lower specifications, the remade version requires a machine with higher specifications. Since they had previously played the original edition, participants did not experience the same sense of wonder as they would have with the remake. Furthermore, the recreated version is a little pricey because it lacks further features and is built for computers and consoles of the current age. However, the remade version has an edge because it features better participation mechanics, music, and visuals. The benefit of a recreated version, however, is that the drawbacks experienced by the participants are still present. As a result, not every participant is favoring the remade version.

BY TAWQEER ABDUL RAHIM KAPSE

ID: 23735461