

INTRO

One of the main reasons that people all over the world enjoy playing video games is for the entertainment that it brings them, game developers understand this and so they try to make sure that their games are as enjoyable and entertaining as possible for their intended target audience and as such many tend to look to their past games as well as ones made by other designers to see what they did right, what they did wrong and if they can incorporate it into their future games. In this chapter we will be focusing on three of the key aspects that have helped in making video games entertaining and enjoyable to its audience in one form or another whether it be through the use of an interesting story, advanced controls or difficulty. The three key factors that will be the main focus of this chapter are appreciation, immersion and challenge which are all interconnected in one form or another.

CONCLUSION

In conclusion, entertainment is an extremely vital part of whether or not a video game succeeds, as no one wants to play a game that they do not find to be enjoyable in some way. As seen in this chapter game companies all over have found that there are many different ways to make a game entertaining for the intended user whether it be through the use of an interesting story and compelling characters that people can appreciate, like with games such as Red Dead Redemption 2, or an immersive interactive environment and game controller, such as the iconic Wii remote and VR headsets such as the Oculus Rift, to even just the sheer difficulty of a challenge and the joy of getting around it, like the puzzles solving in games like the Uncharted franchise or the unique boss battles in games such as Bloodborne. However, there are many more ways to make a game entertaining, but these are the most well known methods that are used around the world.

Check your understanding!

Q1 Which of these is one of the themes mentioned above: (1) Story, (2) Immersion, (3) Fun

Q2 Which of these is used in a test from a past paper to help study immersion: (1) VR (2) Lara Croft (3)

Q3 Which is a good example of appreciation (1) Story (2) Difficulty (3) Interactivity

Q4 What is the feeling associated with completing a challenge (1) Character (2) Fun (3) Gratification