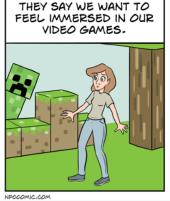# Player Immersion

LEARNING GOAL & SCALE: Standard 22.0	
4	Student will be successful in level 3 and: Create a game with an immersive environment or create an event that immerses the entire class
3	Student will: Explore the methods used to create and sustain player immersion - Explore and explain the factors that create player immersion in a game. - Examine popular games and explain the methods each game uses to increase player immersion. (Standard 22.0)
2	Student will: Research and define the term "immersion" in terms of video games.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work Scenario: Your project manager decides they want to create a game that immerses players. They want you to research popular games that are known for being immersive and why. Present your findings to others on the project.

Learning Target: Explain the factors that create player immersion in a game. Examine popular games and explain the methods each game uses to increase player immersion.

There is a wide range of consoles and genres when it comes to video games but they all have one important element: the ability to draw people in.

Here's some websites to get you started but don't stop there! Check out Google, blog posts, online forums, and more to really dive deep!

Psychology of Immersion in Video Games: http://www.psychologyofgames.com/2010/07/the-psychology-of-immersion-in-video-games/

Four Defining Game Traits: http://just.thinkofit.com/reality-is-broken/

Peer Reviewed Study on Immersion: https://www.hindawi.com/journals/ijcgt/2010/613931/

Measuring & Defining the Experience of Immersion in Games: http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.157.4129&rep=rep1&type=pdf

How will you apply what you've learned?

Part I:

Option 1. Write a blog post about methods used to create and sustain player immersion including a definition (in your own words), examples with images, how immersion happens, and a game that immersed you and why.

Option 2. Create a Prezi or PowerPoint to present to the class about immersion including a definition (in your own words), examples with images, how immersion happens, and a game that immersed you and why.

Part II:

Think of the defining traits of a game: goal, rules, and feedback system. Create a basic game that is also immersive. Remember that it does not have to be visually stimulating if gameplay and mechanics are well thought out.

Game Requirements:

1. 1 or 2-person team (roles: Programmer and Asset Manager)
2. Title screen & credit screen
3. Tutorial level or instruction screen
4. Minimum 2 playable levels
5. Game must have a solid goal(s), rules that require creativity and/or strategic thinking, and a feedback system (i.e. lives, score, health, points, high score, death, etc.).
6. Basic immersion- think cohesive design, consistency, no bugs.

How to start your game build:

1. Discuss design with your team member or peers to get ideas. Remember it should have basic immersive properties. It can be visually simple and still be immersive like Tetris or Pac Man. Don't know where to start? Two genres that can be visually simple but immersive- Puzzle and jump scare/simple horror games- try one out!
2. Outline goal, rules, and feedback.
    a. Once you know your overall genre and gameplay – pick a design theme/style.
3. Asset checklist- detailed list of assets needed to create the game and the sizes you want them to be. This includes characters, backgrounds, buttons, health bars, weapons, etc.
4. Code checklist- detailed list of what code you need to program and find tutorials for if needed. Examples include player movement (get specific- what kind of movement- 4 way, up/down, flight simulator, left/right only), enemy AI, weapon use, health/lives/score, transition between rooms, etc.
5. Find useful tutorials - you can piece the code together from multiple tutorials or you can find a series that has it all! YouTube and Udemy can be valuable resources. Our Udemy account is kirkj@pcsb.org and Techhigh1 to log in!
6. Build the game!