

## Player Immersion

LEARNING GOAL & SCALE: Standard	
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 33.0)
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 then present your findings to others on the project.



**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, textbooks, and gaming websites to really dive deep!

<http://www.psychologyofgames.com/2010/07/the-psychology-of-immersion-in-video-games/>

<http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.157.4129&rep=rep1&type=pdf>

<http://kotaku.com/5949897/the-two-ways-you-become-immersed-in-video-games>

### **How will you present information on immersion to your boss?**

-Research popular games known for immersive qualities. Based on those qualities come up with an event for your class period that will immerse your fellow students in a game. Outline the methods you will use to immerse classmates and why they would work as well as the games you researched to come to those conclusions. \*\*Example: A game tournament including posters, decorations, themed food, etc. You would need to outline everything- not just a brief list like this as well as write about immersive qualities in games BEFORE you outline your idea.

-Write a blog post about methods used to create and sustain player immersion and an example of how a game had you immersed (and why). Needs to be expansive (at least 2 pages double spaced, 12 pt. font- no larger), include images and include examples of popular games that immersed people.

-Try Immersive writing: You pick an activity or behavior you do for a day or two. Interview people, take photos, do research, take notes on your reactions and senses. Find a "news peg" or "hook" that makes your immersion writing relevant, establish a point of view, and grab the reader's attention. If you are interested in writing do some research on immersive writing to do this project.