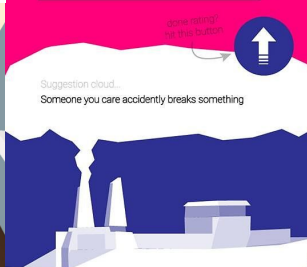
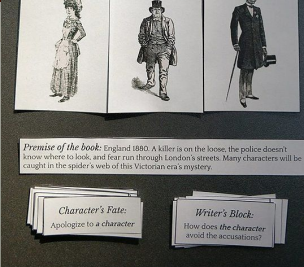
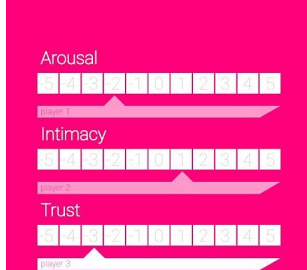
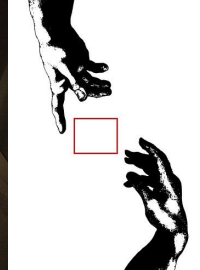
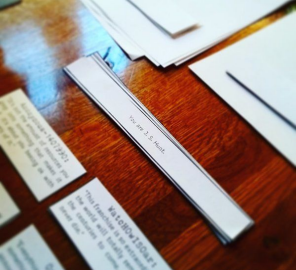
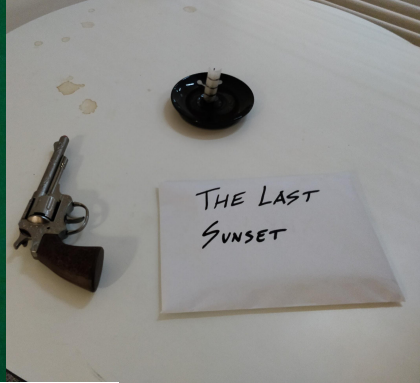
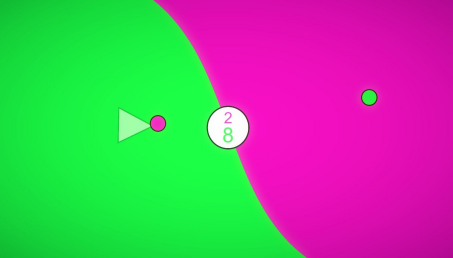


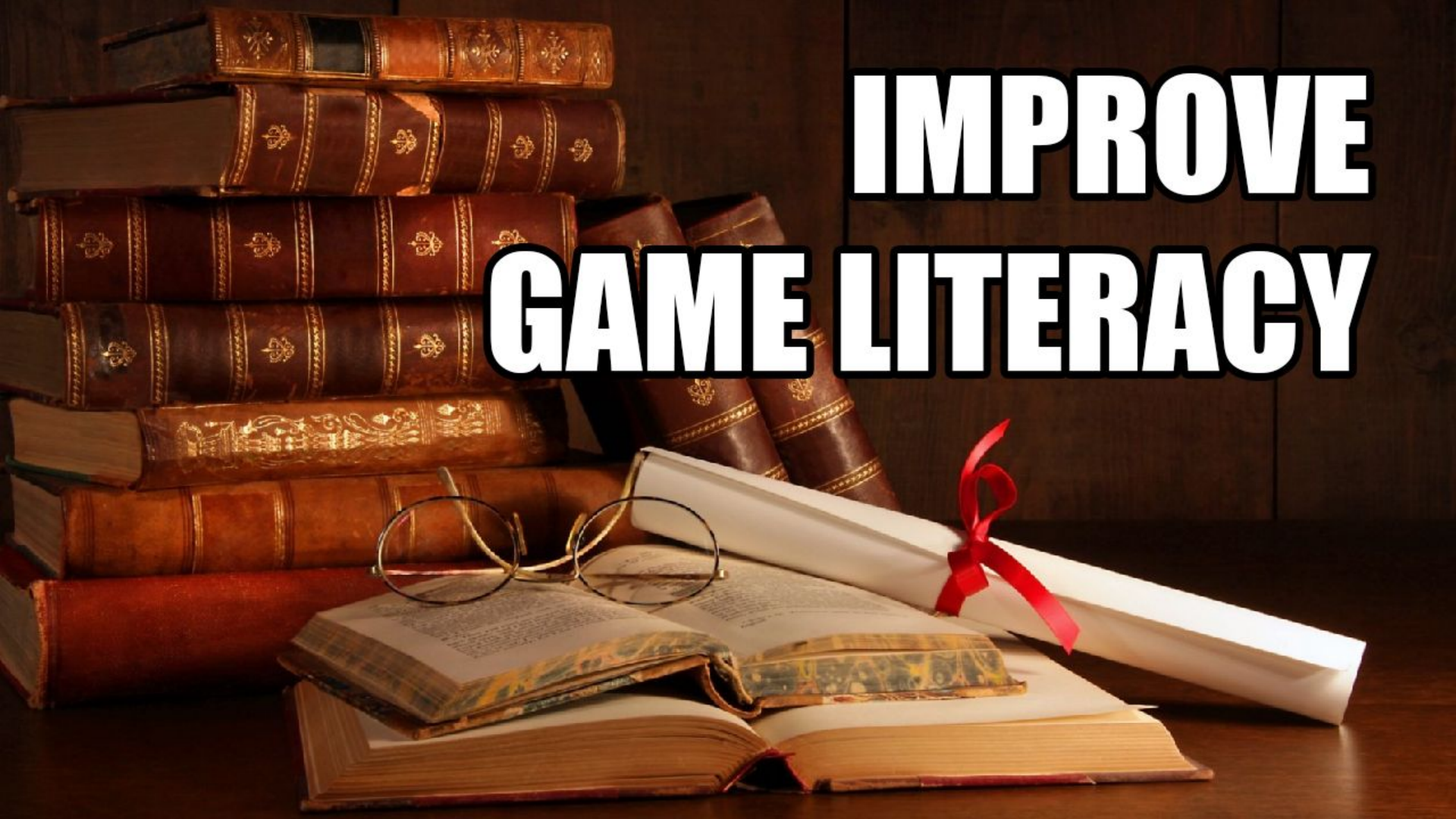
The problem with the words Immersion and Fun

Francesco Rugerfred Sedda - Game Designer



What I hope to
achieve with this?

IMPROVE GAME LITERACY



DENORMALIZATION

UNVERSION
&
RUN



ME



IMMERSION

FUN



The problem with Immersion

Part 1 - It means nothing

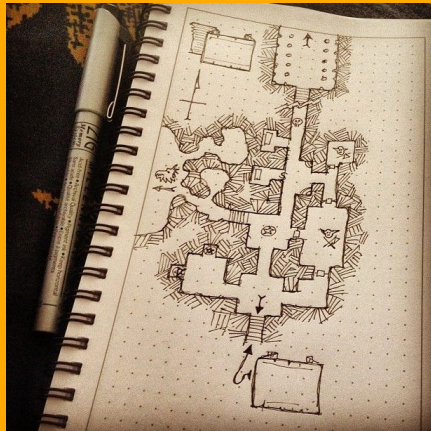
Gordon Calleja's “Player Involvement Model”

- ❖ Kinesthetic Involvement
- ❖ Spatial Involvement
- ❖ Shared Involvement
- ❖ Narrative Involvement
- ❖ Affective Involvement
- ❖ Ludic Involvement

Kinesthetic Involvement



Spatial Involvement



Shared Involvement



Narrative Involvement



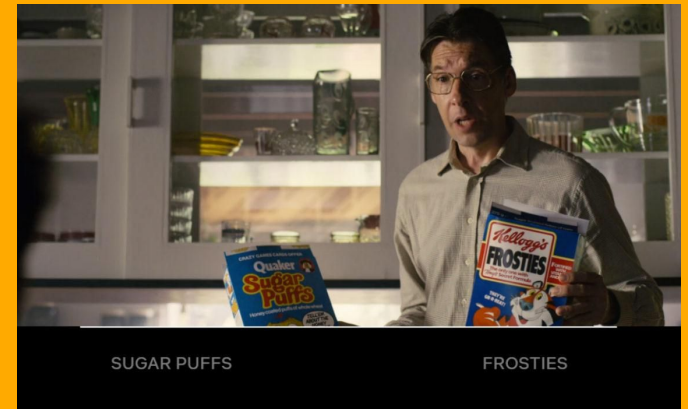
MY NAME IS ...
AND I AM ...
WHAT'S BEEN KEEPING YOU AWAKE?

WHAT JUST HAPPENED TO YOU?

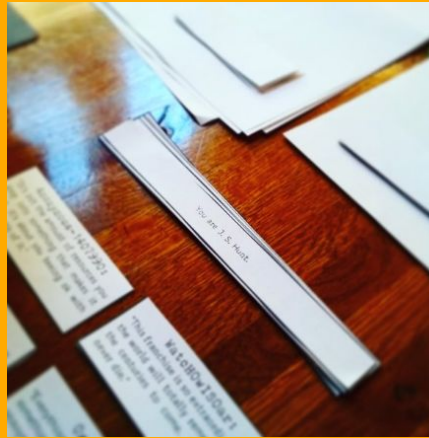
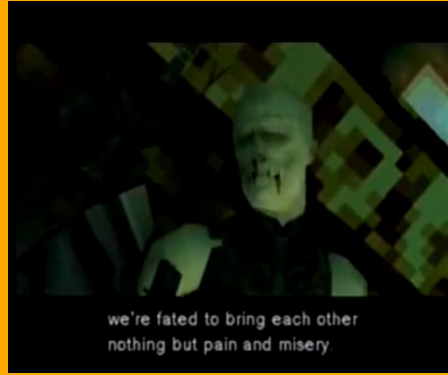
WHAT'S ON THE SURFACE?

WHAT LIES BENEATH?

WHAT'S YOUR PATH?



Affective Involvement



Ludic Involvement



The problem with Immersion

Part 2 - Positive Descriptor

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Subject: Which Boardgames Do You Find to be the Most Immersive?

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Air NZ demos immersive AR tourism board game

11 Oct 18 Sara Barker

Guest Post: 7 Ways to Make an Immersive DIY Escape Room

ESCAPE ROOMS, GAME DESIGN

CES 2018 – VIVE PRO: the most immersive VR headset yet

NEWS POSTED ON 9TH JAN 2018 4:00AM BY [MATTHEW ALLARD ACS](#)

GAMING | By [Danny Wadeson](#) | Nov 13 2015, 9:00pm

Tabletop RPGs Are Still Way More Immersive Than Video Games

Immersion. Nordic larpers want to feel like they are “really there”. This includes creating a truly convincing illusion of physically being in a medieval village/on a space ship/WWII bunker, playing a character that is very close to your own physical appearance, as well as focusing on getting under the character’s skin to “feel their feelings”. Dreaming in character at night is seen by some nordic larpers as a sign of an appropriate level of immersion.

Top 10 Immersive Games

- S.T.A.L.K.E.R.: Shadow of Chernobyl. Escape from Tarkovsky. ...
- The Witcher 3. The princess **in** another dimension. ...
- BioShock. Rapture **in** Rapture. ...
- Vampire: the Masquerade – Bloodlines. Generation gap. ...
- Stanley Parable. Rebel inside, please. ...
- Alien: Isolation. Someone may hear you scream. ...
- The Elder Scrolls (**in** general) ...
- MMO RP servers.

[More items...](#) • Sep 29, 2017

The five most gloriously immersive video games of 2017

And why the dozens of hours required to complete them can be a good thing

By [John Wenzel](#) · Dec 27, 2017, 12:01 am



BLOGS

Too many companies are calling their work 'immersive'

As they stage their new game theatre show *For King and Country*, Parabolic Theatre's Owen Kingston explains why too many companies are calling their work 'immersive'

Guest Contributor | London, Off West End | 30 April 2018



Christopher Russenberger and Zoe Flint in *For King and Country*
© Owen Kingston

Do you want more stuff about this?

- ❖ Immersion into Larp, by Sarah Lynne Bowman

<http://www.firstpersonscholar.com/immersion-into-larp/>

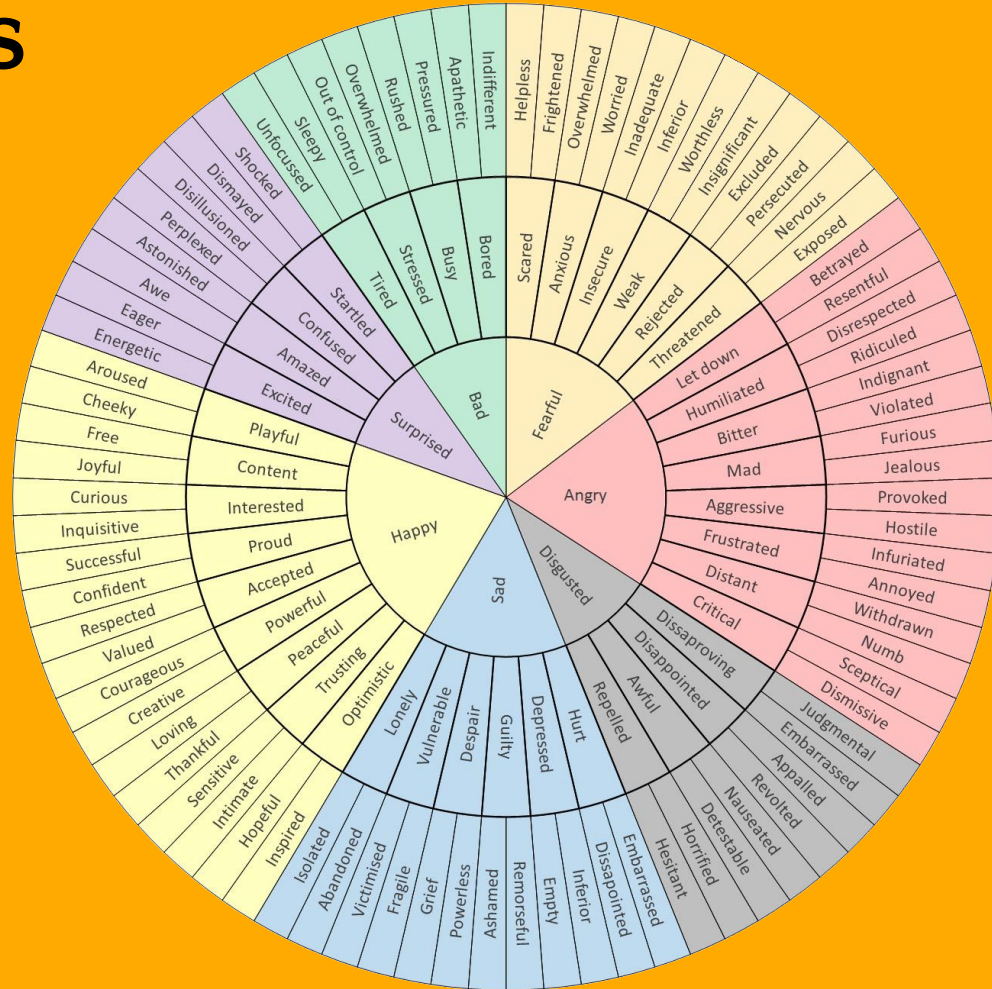
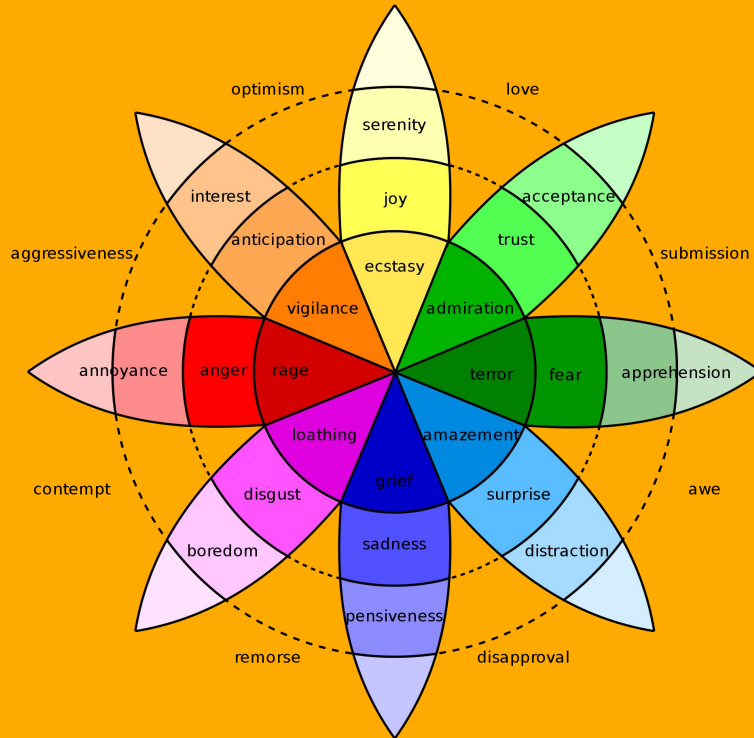
- ❖ In-Game, by Gordon Calleja

<https://mitpress.mit.edu/books/game>

The problem with Fun

Part 1 - It means nothing

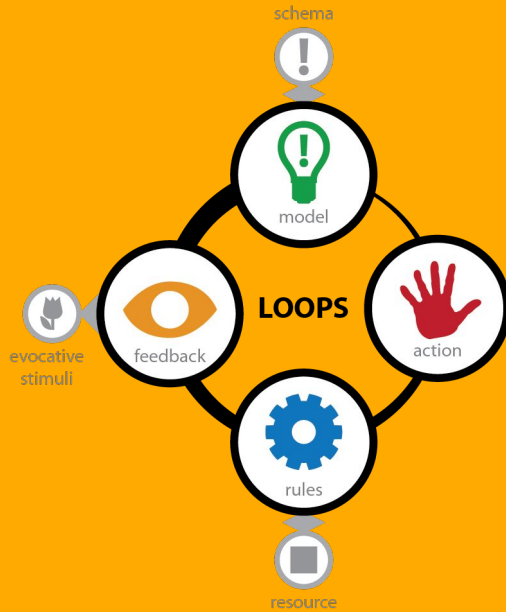
Emotion Wheels



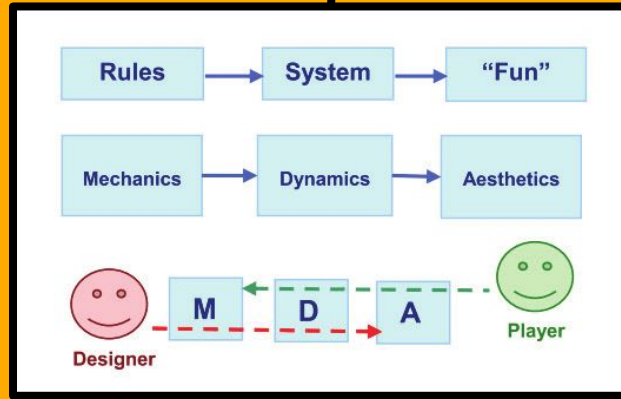
The problem with Fun

Part 2 - What are we actually talking about?

Game



Play



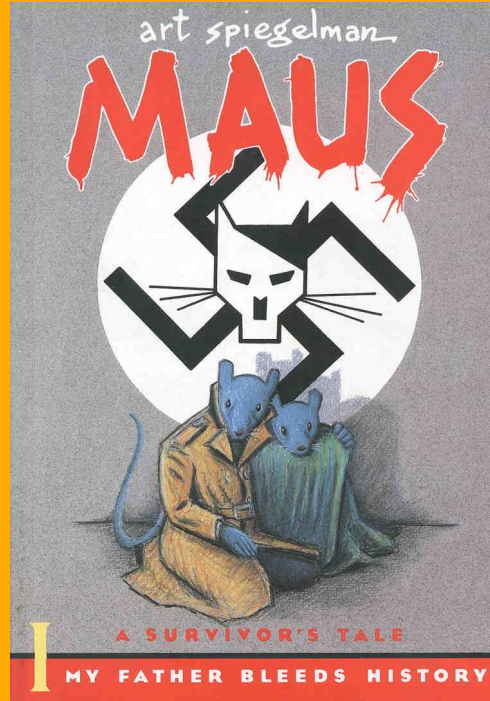
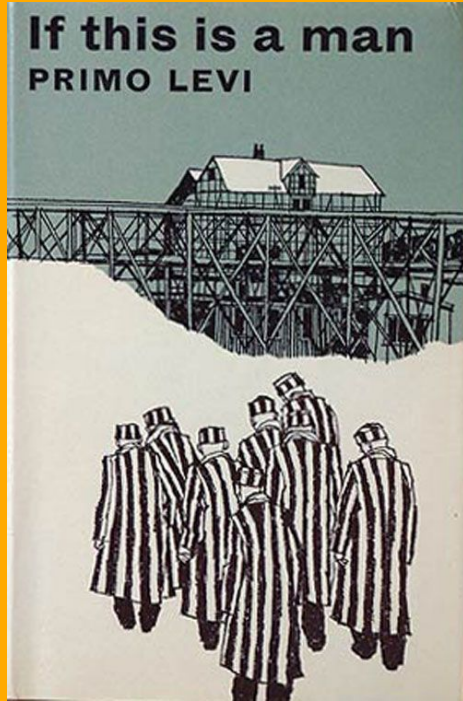
The problem with Fun

Part 3 - Positive Descriptor

“You can’t make a game about that!”



Of course we can.



**Everything has
consequences!**

Do you want more stuff about this?

- ❖ You can't make a game about that, by Richard Dansky
<https://youtu.be/iAZjNxjefa0>
- ❖ This Might Sting a Little, by Tobias Wrigstad
<https://video.itu.dk/video/3309400/gls-2-this-might-sting-a-little>
- ❖ The Positive Negative Experience in Extreme Role-Playing,
by Markus Montola
<http://www.digra.org/wp-content/uploads/digital-library/10343.56524.pdf>
- ❖ How Worldcon Banned a Larp, by Jakko Stenros
<https://jaakkostenros.wordpress.com/2017/08/13/how-worldcon-banned-a-larp/>

Let's discuss together!