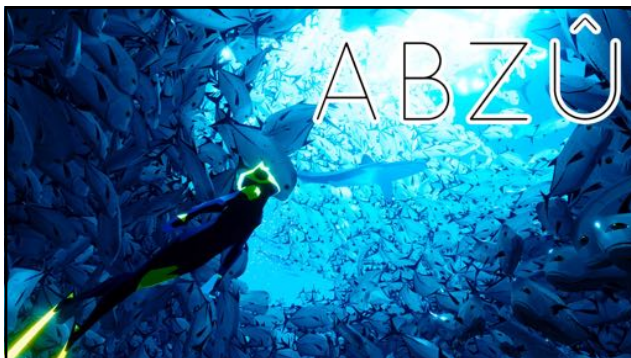


OBJECTIVES

I will defend the idea that:

- narrative elements interact with non-narrative elements in complex ways to influence fictional immersion in video games



IMMERSION IN VIDEO GAMES

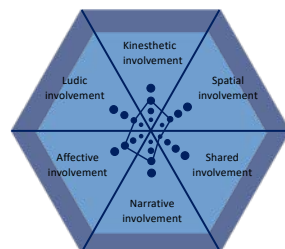
Feeling of being absorbed in a certain condition
(*Tetris*)

Feeling of being transported in a simulated world
(*Tomb Raider*)

(Calleja, 2011: 26-28)

SYSTEMIC MODEL OF INCORPORATION (CALLEJA, 2011)

Incorporation:
"Absorption of the virtual environment into consciousness yielding a sense of habitation"



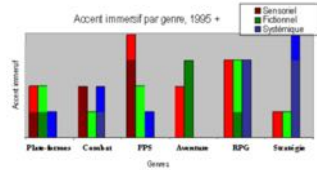
SCI MODEL OF ERMI AND MÄYRÄ (2005)

Imaginative (fictional) immersion: relies on the interactive story and its characters (**presence**)

Sensorial immersion: relies on audiovisual stimulation (**presence**)

Challenge-based immersion: relies on a balance between the competences of the player and the difficulty of the challenge (**absorption**)

IMMERSION ACCENT BY GENRE



(Arsenault & Picard, 2008)

FICTIONAL IMMERSION

Feeling of being present in a diegetic world while being captivated by the story and emotionally involved with its characters

SUBCATEGORIES OF FICTIONAL IMMERSION

Diegetic immersion : related to spatial exploration and influenced by the quality and quantity of details provided by the game environment in regard to the story

Narrative immersion: based on the narrative strategies, narrative structure and the players' desire to know the outcome of the story

Identification immersion: happens when players bond with their avatar or feel empathy towards non-playable characters

OBJECTIVES

See how:

- different video game components interact with each other to favor fictional immersion or are in tension with each other
- different types of immersion coexist, interfere or reinforce each other

INFLUENCE OF NARRATION ON FICTIONAL IMMERSION

Push narrative

Pull narrative

Narrative involvement

(Levine in Calleja, 2011, p. 131-133)

INFLUENCE OF NARRATION ON FICTIONAL IMMERSION

The players' alterbiographies are coherent with the scripted narrative

Narrative involvement

(Calleja, 2011, p. 131-133)

INFLUENCE OF NARRATION ON FICTIONAL IMMERSION

Players are enough interested in the scripted narrative to include its elements in their alterbiographies

Narrative involvement

(Calleja, 2011, p. 131-133)

INFLUENCE OF NARRATION ON FICTIONAL IMMERSION



INFLUENCE OF THE AVATAR ON FICTIONAL IMMERSION

- Underdeveloped personnality
- Customizable
- First-person point of view
- Characterized personality
- Visible bodies and facial expressions
- Third-person point of view

Identify *as*
(extention)

Identify *with*
(identification)

Identification immersion

(Arsenault, 2013; Therrien, 2013)

INFLUENCE OF THE AVATAR ON FICTIONAL IMMERSION



INFLUENCE OF GAMEPLAY ON FICTIONAL IMMERSION



INFLUENCE OF GAMEPLAY ON FICTIONAL IMMERSION

- Mild punitions
- Easy challenges
- Cut scenes as rewards

Fictional immersion

INFLUENCE OF SPATIALITY ON FICTIONAL IMMERSION

- Detailed environments
- Justified invisible walls
- Easy navigation

Diegetic immersion

(Arsenault and Picard, 2008)

INFLUENCE OF SPATIALITY ON FICTIONAL IMMERSION



INFLUENCE OF CONTROLS ON FICTIONAL IMMERSION

Association of controls to the
avatar's arm, legs, neck

Identification immersion

(Therrien, 2011, p.79)

INFLUENCE OF CONTROLS ON FICTIONAL IMMERSION



GOOD BALANCE BETWEEN THE SPATIAL, LUDIC AND NARRATIVES DIMENSIONS



INFLUENCE OF THE NARRATIVE ON CHALLENGE-BASED IMMERSION





CONCLUSION

Most empirical studies on immersion measure the impact of only one variable that can easily be isolated. Therefore, these research do not take into account the possibility that immersion is the result of complex interactions between many different game components (and the players' particularities).



THANK YOU!

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