

WEEKLY UPDATE

A hand-drawn arrow that starts under the word 'WEEKLY' and points to the word 'UPDATE', which is enclosed in a rectangular box.



RESEARCH QUESTION

How does the incorporation of metagaming in a narrative game, via the design of a rewind/redo mechanic, effect player engagement when compared to a traditional narrative game?



WHAT?

- ✗ TOPIC: I am studying the incorporation of the rewind/redo mechanic of metagaming into narrative game design.
- ✗ QUESTION: Because I want to find out how this mechanic changes the way people play, interact with and react to these games and their narratives.
- ✗ RATIONALE: In order to understand how game designers can better utilize these design elements in interactive storytelling.

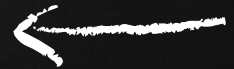


WHY???

- ✗ Because in order to understand the best way to design something, we need to understand how players experience it.
- ✗ Designers seem to interested in utilizing this “rewind” mechanic, but there is no research on how it changes the interactive narrative experience.
- ✗ If we don’t understand what it does for players, then we won’t be able to design it effectively



More This!



Less This...





How???

- ✘ A test with three games featuring differently designed rewinds: an “unrestricted” rewind, a “restricted” rewind and a control with no rewind.
 - Consistency is Important!

- ✘ Screen Recordings of playthrough to gather data on how players play

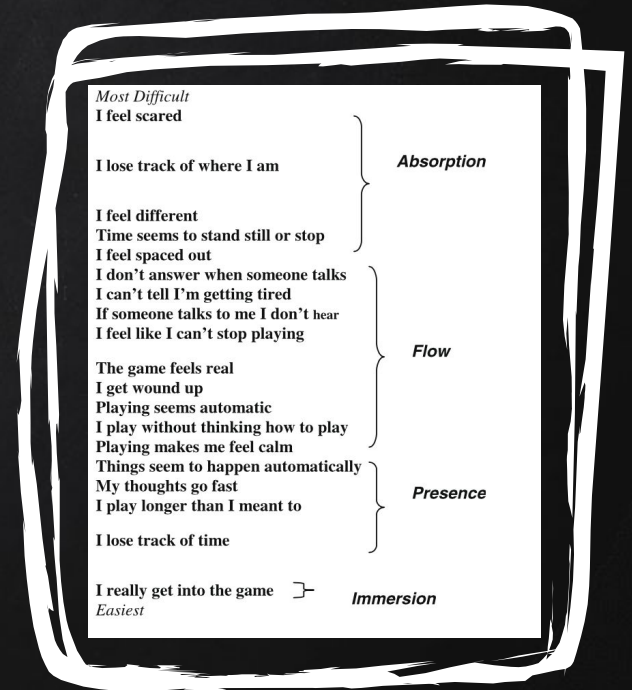
- ✘ Post-test likert scale questionnaire focusing on measuring player engagement.
 - Additional open ended qualitative questions



How???

X Game Engagement Questionnaire

- C. M. F. Jeanne H Brockmyer, Kathleen A Curtiss, Evan McBroom, Kimberly M Burkhart, Jacquelyn N Pidruzny, "The development of the Game Engagement Questionnaire: A measure of engagement in video game-playing," *Journal of Experimental Social Psychology*, vol. 45, pp. 624-634, 2009.

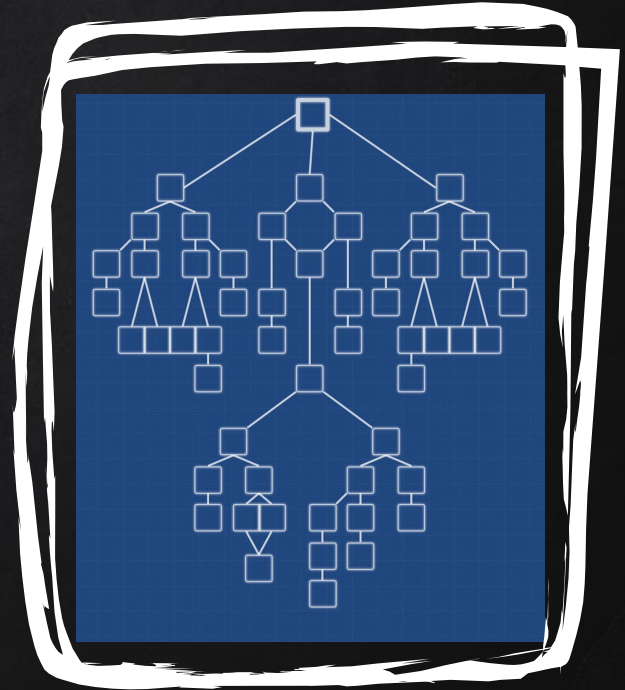




How???

X Unrestricted Rewind

- The player can return to ANY choice they have PREVIOUSLY made
- Zero Escape, Save the Date (To an extent), Radiant Historia

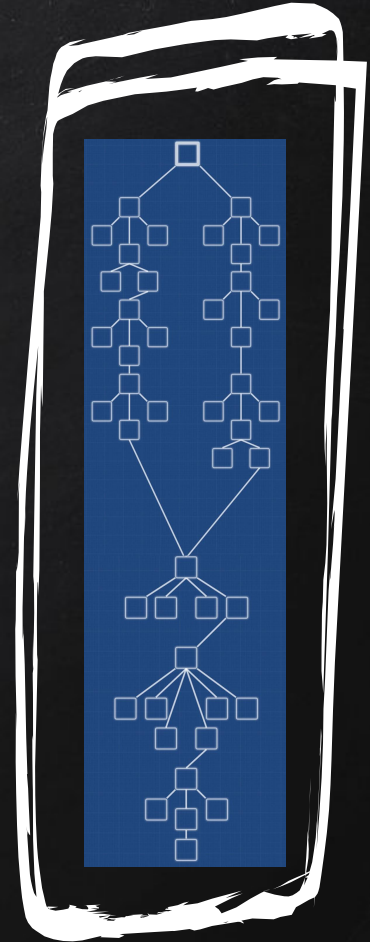




How???

X Restricted Rewind

- The player can ONLY rewind to the LAST choice they made.
- Life is Strange, Save the Date (To an extent),

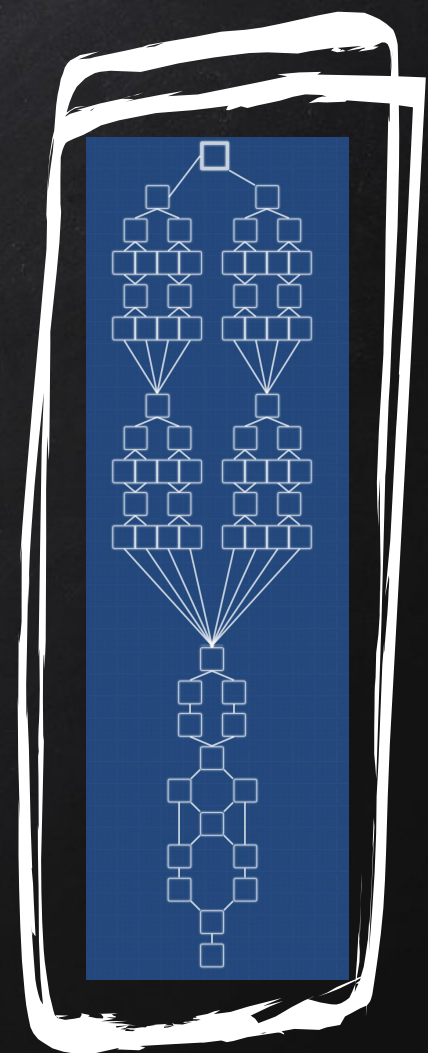




How???

X NO Rewind

- Traditional Interactive Narrative game with no rewind mechanic
- Serving as a control

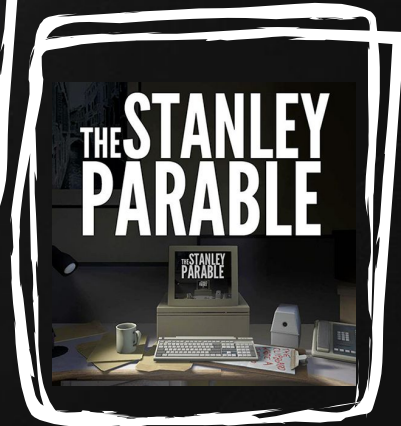




How???

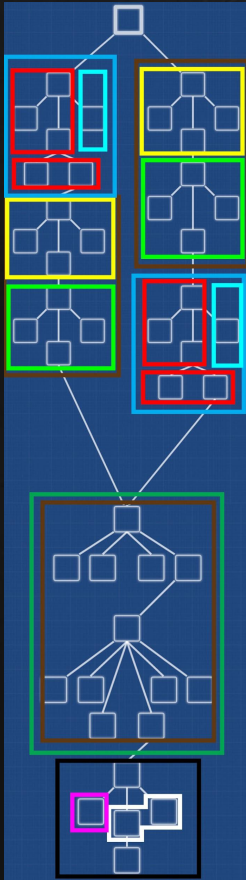
X External Rewind

- The rewind is outside of the gameplay and requires to the player to complete a playthrough and then begin again from the beginning to make different choices
- Excluded from test setup to maintain a reasonable size and scope for project.

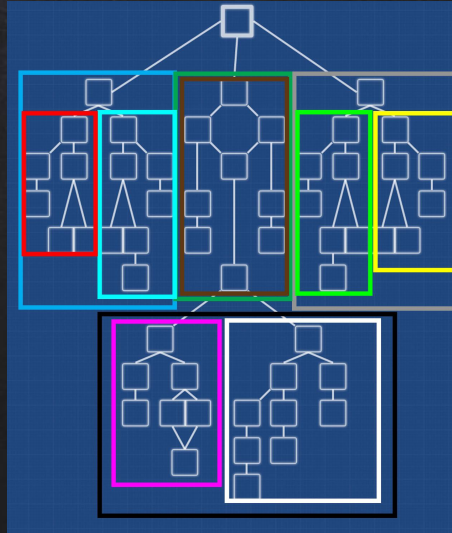




CONSISTENCY IS IMPORTANT!!!



Although
the choices
available
vary
slightly...



All of the
events are
experienced
in all three
versions

