DSDN 371

RESEARCH TERRITORY

Presented by Brendan Dutton

MY AREA OF PRACTICE



- Player Experience



- Immersive environments



- Environmental Storytelling



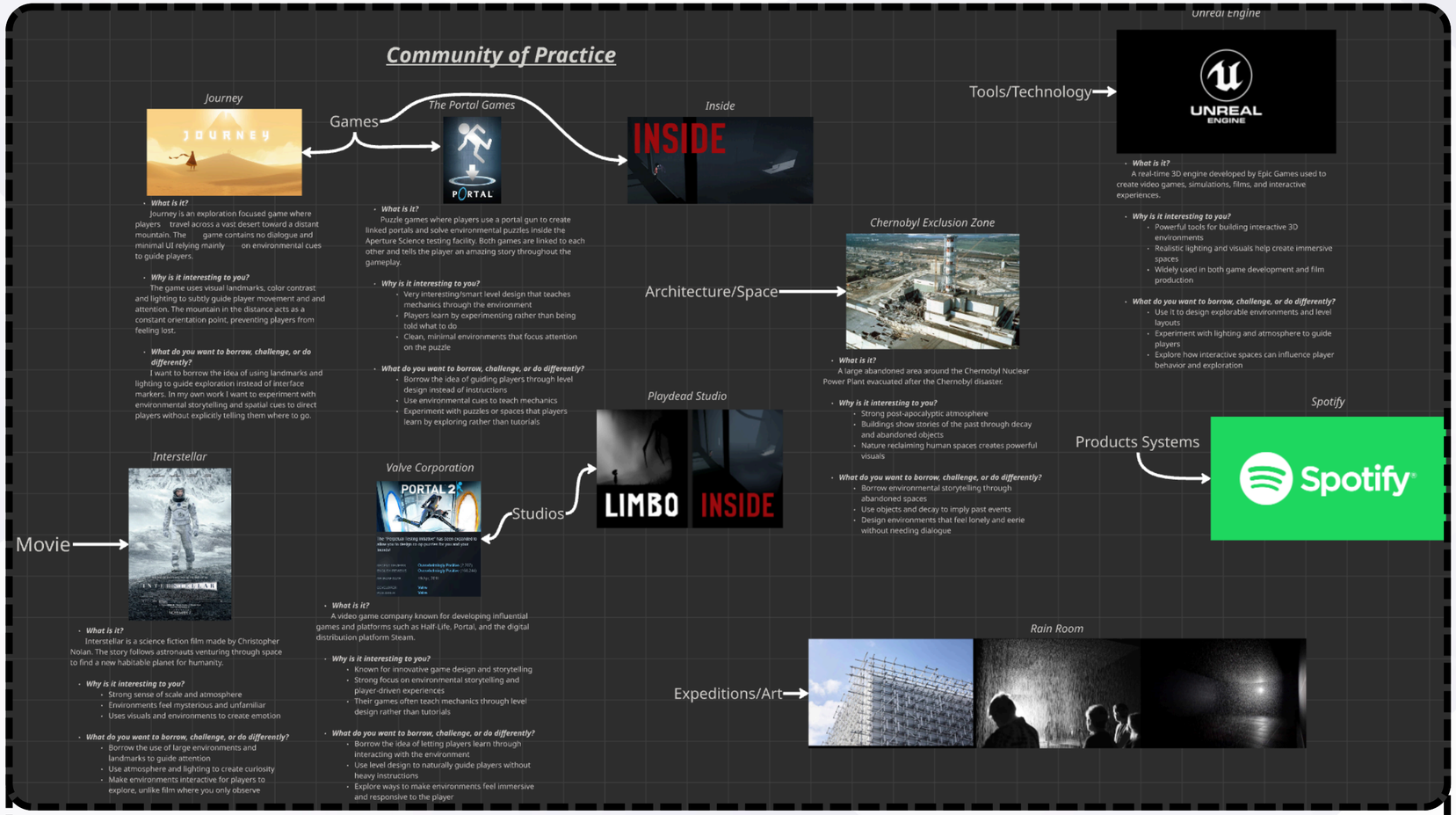
- Game design

WHY THIS MATTERS?

- grew up watching dad play games
- love exploring worlds
- immersion > just gameplay
- frustration when games don’t guide well



COMMUNITY OF PRACTICE



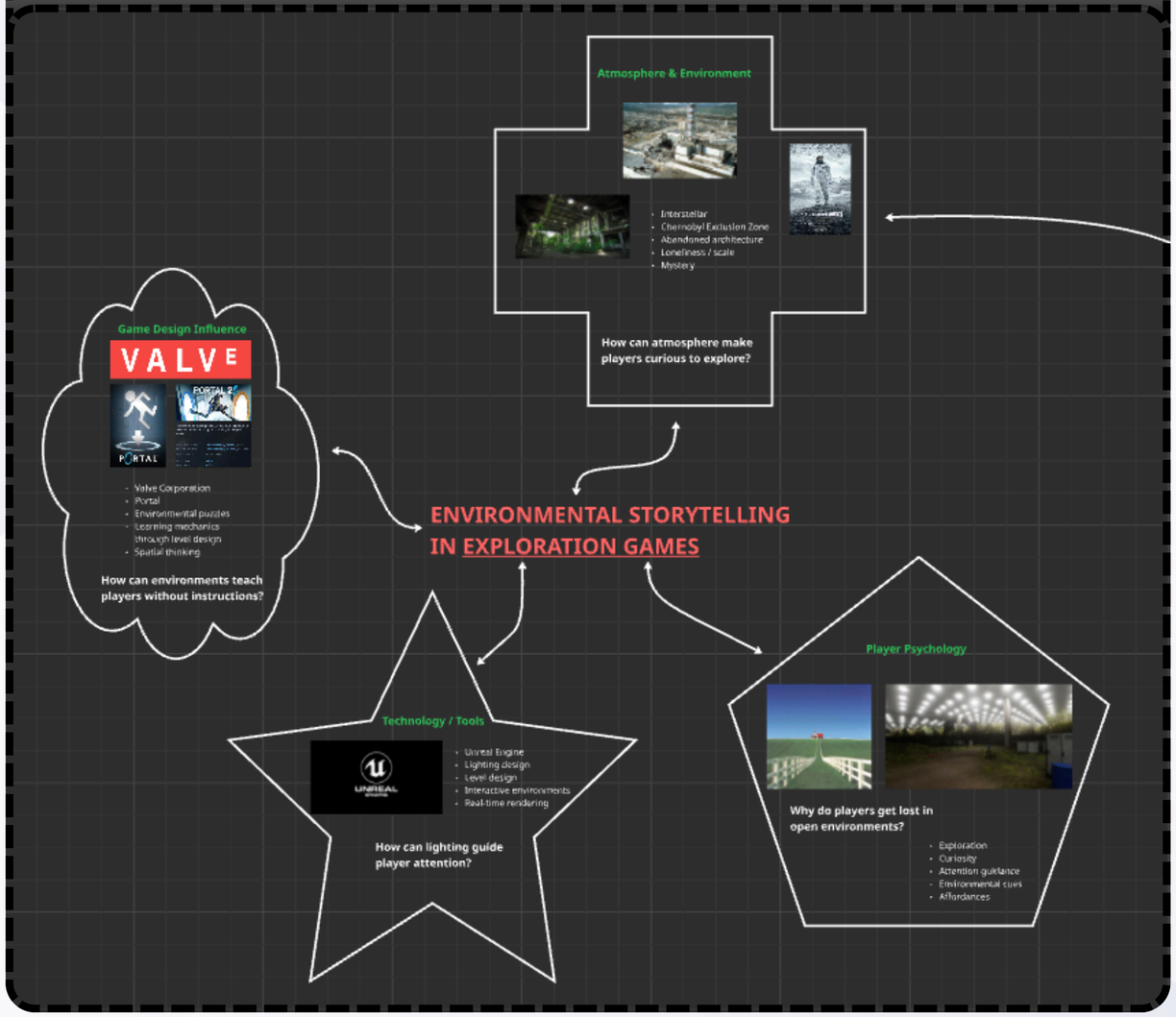
- Portal → teaches through environment
- Metro Exodus → atmosphere + exploration
- Death Stranding → immersion through environment



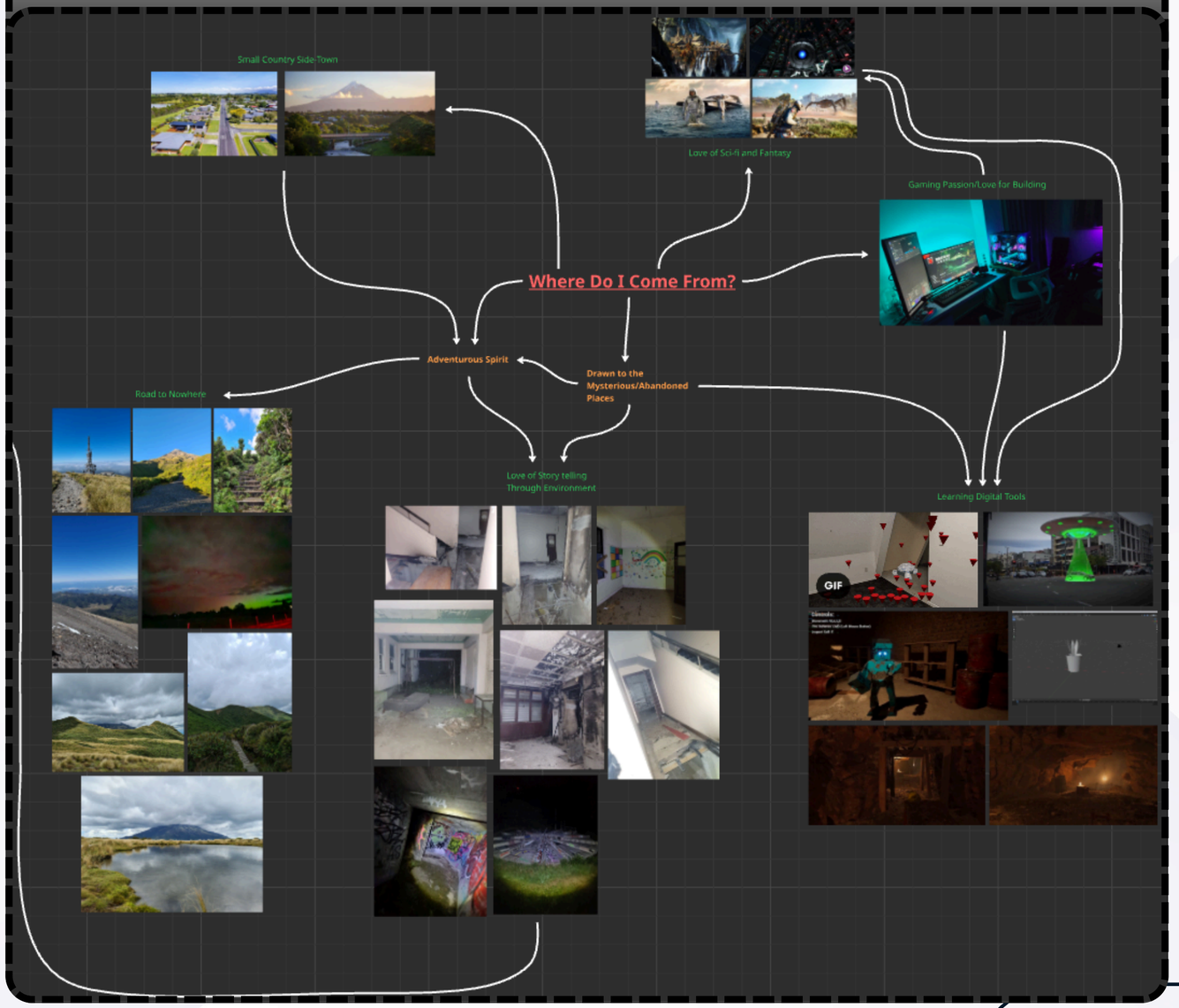
DEATH STRANDING

KEY QUESTION

How do you guide players without breaking immersion?



- Exploration vs direction
- Immersion vs confusion



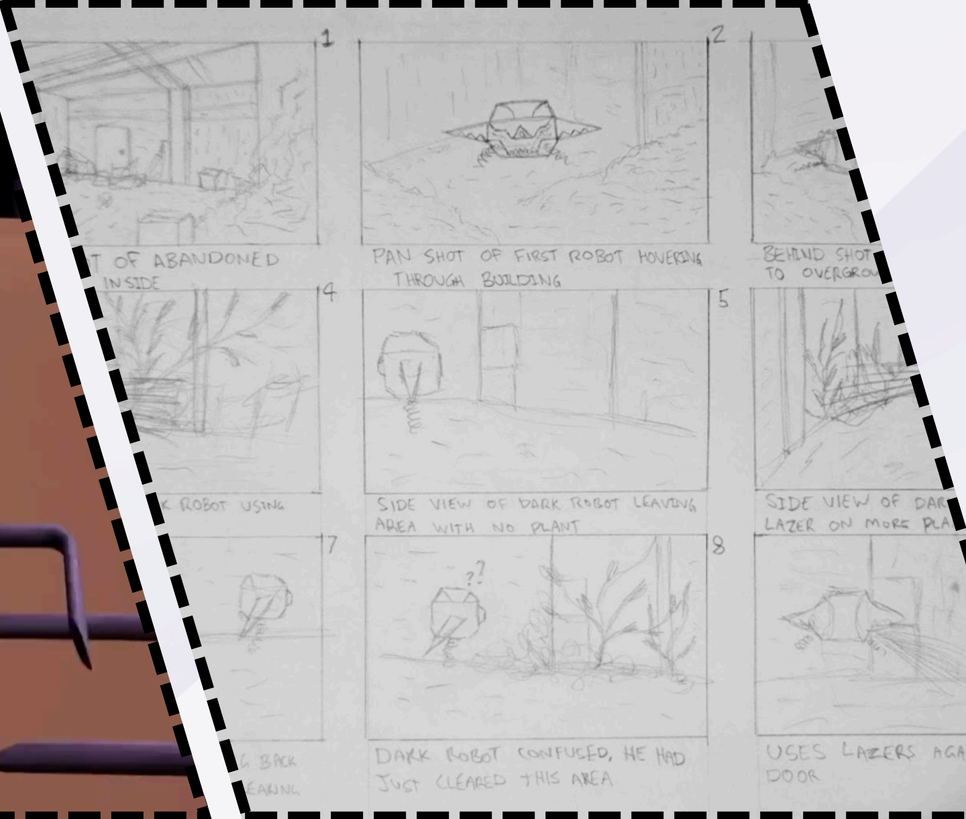
MY EXPERIMENTS



- Unreal Engine Backrooms Project



- Virtual Reality Climbing Experience



- Robot Animation Storyboard