

Finding relaxation in video games - important aspects and their application

Thema:

Finding relaxation in video games – important aspects and their application

Art:

MA

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Status:

in Bearbeitung

Stichworte:

Zen, Game, Relax, Unity

angelegt:

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Beginn:

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Hintergrund

When Sony introduced a new game called “Flower” in 2009, they developed a new genre called “Zen Gaming” which formed a new spectrum for gaming experience. Since then, many successful games joined the new genre and brought with them the aspect of relaxation while playing. In this master thesis, the aspects which are important for developing a game which can suffice the combination of relaxation and entertainment shall be introduced, analysed and applied to a short game.

Zielsetzung der Arbeit

Finding out important aspects who support relaxation in video games (e.g. sound design, colour schemes, level design...) - Developing a short game based on relaxation aspects from pre-evaluation - Form a base for potential development in virtual reality

Konkrete Aufgaben

Nach Absprache mit dem Betreuer.

Erwartete Vorkenntnisse

Unity 3D-Modellierung

Weiterführende Quellen

Nach Absprache mit dem Betreuer.

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