

# Relationship of games and you

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By Maggie Donald

# LIMBO

At first look LIMBO is a simplistic side-scroller puzzle game, with an overall eerie atmosphere. We, as the player, are thrown into this world with little to no introduction





The game is quick to immerse us in this world by having simple controls and soft sounds to imitate real life. For many, including myself, the first moment that I became engrossed with the game was the spider boss.

With the grayscale of the game, it is a very shocking moment that stands out to the player even long after we are past that point. The first leg coming down brings shock and fear into my heart. As Freud said, *"fear is a response to a known danger with a definite source."* Spiders are a strong fear and phobia for many, and for some this fear may even be strong enough for them to stop at this point and not continue.

It's our first real threat of the game and really sets the field for how the rest of it will go as well. The little boy dying for us over and over again to finish a melancholy game with no true explained ending.

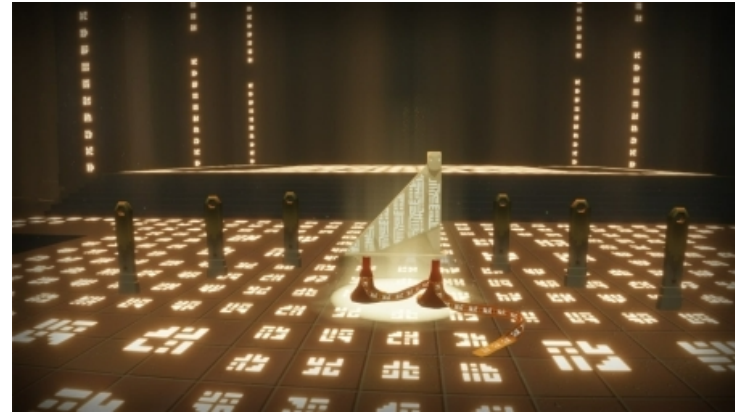
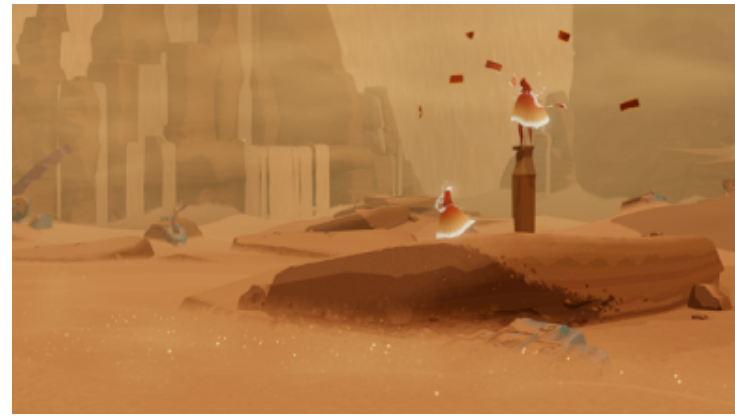
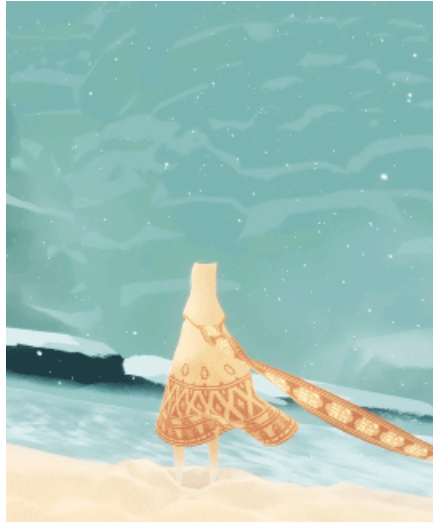
While I do think there are more frightening portions of the game, like the machine guns later or the kids with blow darts. The spider just stands out as such a simple fear.

# thatgamecompany

<https://thatgamecompany.com/>

thatgamecomany I think personally has one of the best sound design immersability of any game I've played. Journey and Flower being their top two titles that come to mind.

**Journey** is a game with a human like protagonist who doesn't speak, but instead chirps. It can be played on your own, but a lot of the character of this game is that you could be online with other players and go through this world together.



Click for short chirp



The game teaches patience and comradery that is found in very few games. The more the player goes out and joins others the more the gold on the bottom of their coat grows. Very experienced players who have found all the scarf pieces in the world are rewarded with a white coat and are seen as teachers or helpers for others.

The narrative of this game simplified is that the player is discovering the downfall of their civilization and what led to it. I think many of the topics and articles we covered over the course of this semester can be found in this game from Freud, to Jacques, Silverman, and Masumi. It's overall an exceptionally beautiful game.





# Flower



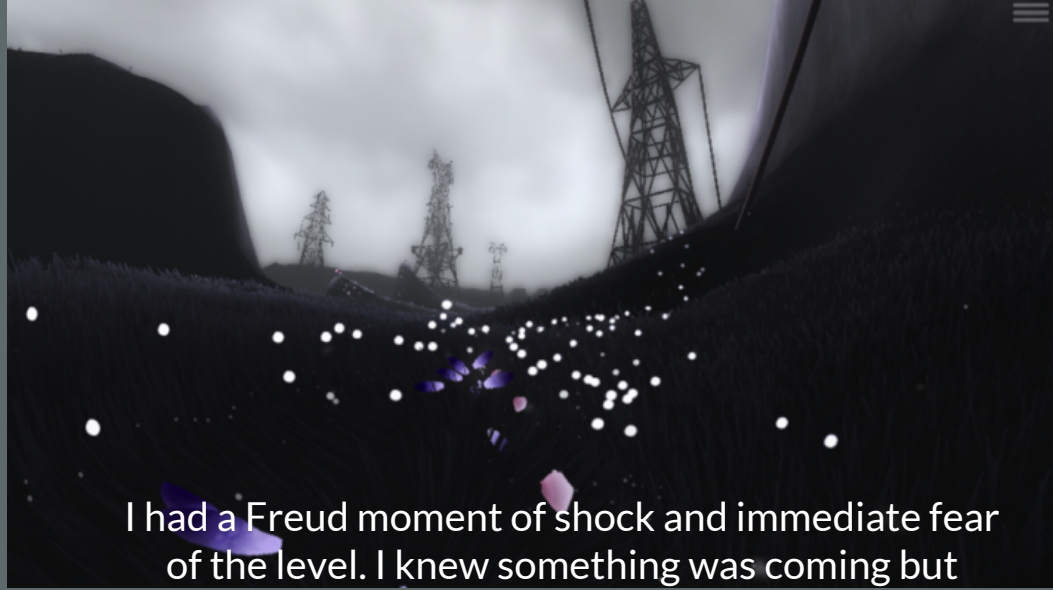
Flower is a simple game that has you controlling wind, using the Playstation 3 tilt controls, having you pick up petals and blooming flowers. Throughout many of the levels it's a very calm and peaceful game, lulling you in with the music as there is no speech or text. There are only 6 levels and each one has you living out the “dream” of that flower. These dreams include going from sprawling country sides to frightening cityscapes.



While its not obvious when you play, there is a subtle narrative to each of these flowers dreams as you continue from one to the other. One of the levels that truly frightened me when I played this the first time was a cityscape level.



It's the first time we come across more than just a house as the petal on the wind. In this particular level, it is storming. We are being pelted with rain, thunder, and lightning. On top of that we have to navigate through electrical towers. The colors of the game by this point have been vibrant and the sound track has been warm, but now it's all washed out and cold.



I had a Freud moment of shock and immediate fear of the level. I knew something was coming but didn't know what. As I was trying to weave my petals around the metal towers, I accidentally clipped one, and it made a loud buzzing noise coupled with a white flash as it fried some of my petals. I was so scared the first time that it happened that I had to put the game down and walk away. I personally have a fear of tornadoes, so strong storms have always been a source of anxiety for me. I was so engrossed in the game that I hadn't realized how hard this level affected me.

# Pong

<https://magpie462.github.io/>



My initial thought for my game of pong was for a peaceful playthrough, but once I started going, it ended up as something else entirely.

In class, I made a creepy sound bit and ended up loving it and using it as my base for a scary pong game. Layering that with some other sounds and an unsettling background, I ended up loving the final piece.

I had a few friends try my game out and see what they thought, and after a few moments some of them had to turn it off because it was so unsettling. They described it was too immersive with the overlapping sounds that left them on edge. For just a short game I think I created a moment of “The Reality Effect”, from Roland’s article. While there is no narrative plot in pong, I created a moment in space that takes over the senses and makes you fear what could be next.



## Citations:

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