

How do players experience mystery in videogames?

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This poster focuses on my first research question of my thesis and the study conducted to answer it. For this question, I seek to understand “How do players experience mystery in videogames?” Using Grounded Theory and qualitative research techniques, I conducted 14 semi-structured interviews with videogames players to answer the research question.

For this question, I sought to develop a detailed player-centered description of the experience of mystery in videogames. That description includes how players experience mystery in videogames and how the different elements and factors of mystery affect their experience as videogames players. This examination yielded several theories of mystery in videogames based on the different concepts and categories identified because of this study. Another perspective that was investigated by this study was how players experience mystery differently in different genres as well as how they experience mystery differently in other story mediums like film, literature and advertisement. I also focused on three additional concepts that were identified during the analysis phase. Those concepts are fundamental elements of videogames, randomness during gameplay and factors affecting player enjoyment.

In this poster, I will describe the process and approach I took for this study. This description will include details about the interview participants and their demographics. Also, part of the methodology will be the design of the study, rooted in Grounded Theory approach.