I will defend the idea that:

- narrative elements interact with non-narrative elements in complex ways to influence fictional immersion in video games

**Objectives**

**Immersion in video games**

Feeling of being absorbed in a certain condition (*Tetris*)

Feeling of being transported in a simulated world (*Tomb Raider*)

(Calleja, 2011: 26-28)

**Systemic model of incorporation (Calleja, 2011)**

Incorporation: "Absorption of the virtual environment into consciousness yielding a sense of habitation"

**SCI model of Ermi and Mäyrä (2005)**

Imaginative (fictional) immersion: relies on the interactive story and its characters (presence)

Sensorial immersion: relies on audiovisual stimulation (presence)

Challenge-based immersion: relies on a balance between the competences of the player and the difficulty of the challenge (absorption)
Immersion accent by genre

(Arsenault & Picard, 2008)

Fictional immersion

Feeling of being present in a diegetic world while being captivated by the story and emotionally involved with its characters.

Subcategories of fictional immersion

Diegetic immersion: related to spatial exploration and influenced by the quality and quantity of details provided by the game environment in regard to the story.

Narrative immersion: based on the narrative strategies, narrative structure and the players' desire to know the outcome of the story.

Identification immersion: happens when players bond with their avatar or feel empathy towards non-playable characters.

Objectives

See how:

- different video game components interact with each other to favor fictional immersion or are in tension with each other.
- different types of immersion coexist, interfere or reinforce each other.

Influence of narration on fictional immersion

Narrative involvement

(Calleja, 2011, p. 131-133)

Push narrative  Pull narrative

Influence of narration on fictional immersion

The players' alterbiographies are coherent with the scripted narrative.

Narrative involvement

(Calleja, 2011, p. 131-133)
Influence of narration on fictional immersion

Players are enough interested in the scripted narrative to include its elements in their alterbiographies

(Calleja, 2011, p. 131-132)

Influence of the avatar on fictional immersion

- Underdeveloped personality
- Customizable
- First-person point of view

- Characterized personality
- Visible bodies and facial expressions
- Third-person point of view

(Arsenault, 2013; Therrien, 2013)

Influence of gameplay on fictional immersion

- Mild punishments
- Easy challenges
- Cut scenes as rewards

Fictional immersion
**Influence of Spatiality on Fictional Immersion**

- Detailed environments
- Justified invisible walls
- Easy navigation

Diegetic immersion

(Arsenault and Picard, 2008)

**Influence of Controls on Fictional Immersion**

Association of controls to the avatar’s arm, legs, neck

Identification immersion

(Therrien, 2011, p.78)

**Influence of the Narrative on Challenge-based Immersion**
Most empirical studies on immersion measure the impact of only one variable that can easily be isolated. Therefore, these research do not take into account the possibility that immersion is the result of complex interactions between many different game components (and the players’ particularities).

Thank you!

trepanier_jobin.gabrielle@uqam.ca