

In my approach to game analysis, I seek to identify the elements that make interactions with the game register as pleasurable and good for the player. In his book ("Game Feel: A game designer's guide to virtual sensation" (2008)) Steve Swink analyses popular games and sets what he thinks are the elements that make a game feel good when interacting with it, like input response times and freedom of movement.

Drawing from Swink's research I will dissect gameplay mechanics taking into consideration player's interaction in order to get that sense of "good feel", considering the amount of time a player's input is processed for the central game mechanics of the game, in this sample of my approach, freedom of action in the virtual game world. I will accomplish this by creating a diagram that classifies the interactive level of player actions, drawing the character's movement in space, aesthetic feedback on how many channels the player receives feedback and if they convey the required message for the current context.

Below is an example of the freedom of action in the game world diagram, comparing two popular games and noticing which one has more "actions" that afford the player "freedom" in the game world:

