



# Interactivity in Ico

Involvement, Immersion, Investment

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# Rhetoric of Games

- Involvement
- Immersion
- Investment

# Involvement

- the start of the game
- uncertainty
- initial experience





# Immersion

- comfortable with the gameplay
- going to continue playing
- into the world and experience



# Investment

- mastered the gameplay
- comfort within the world
- going to finish
- successful completion





# Gameplay

- expressive motion
- sound design



# Gameplay

- the boy and the girl
- developing trust
- hints



# Gameplay

- story and mechanics
- saving progress



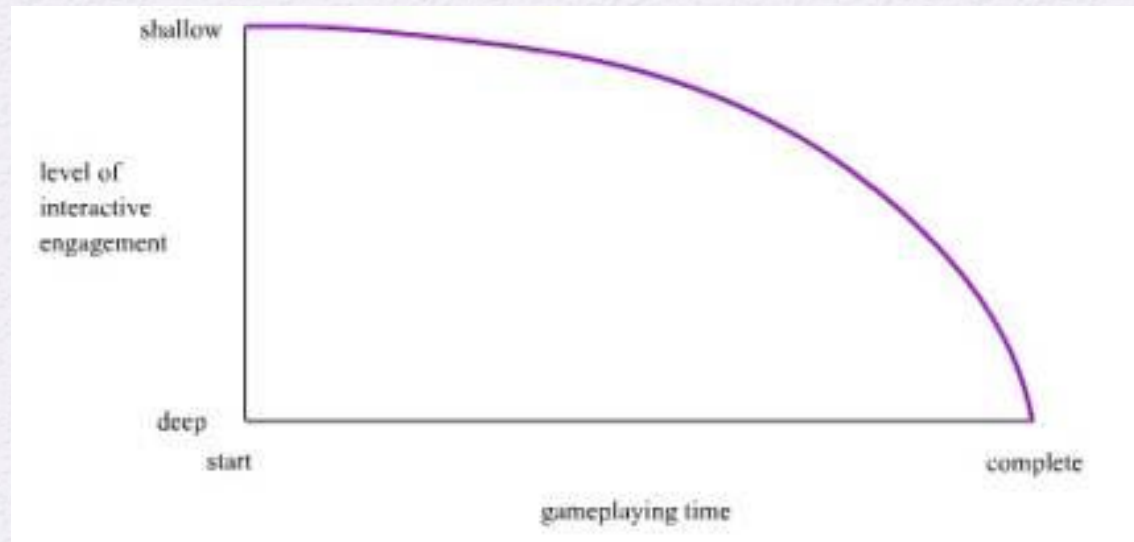


# Gameplay

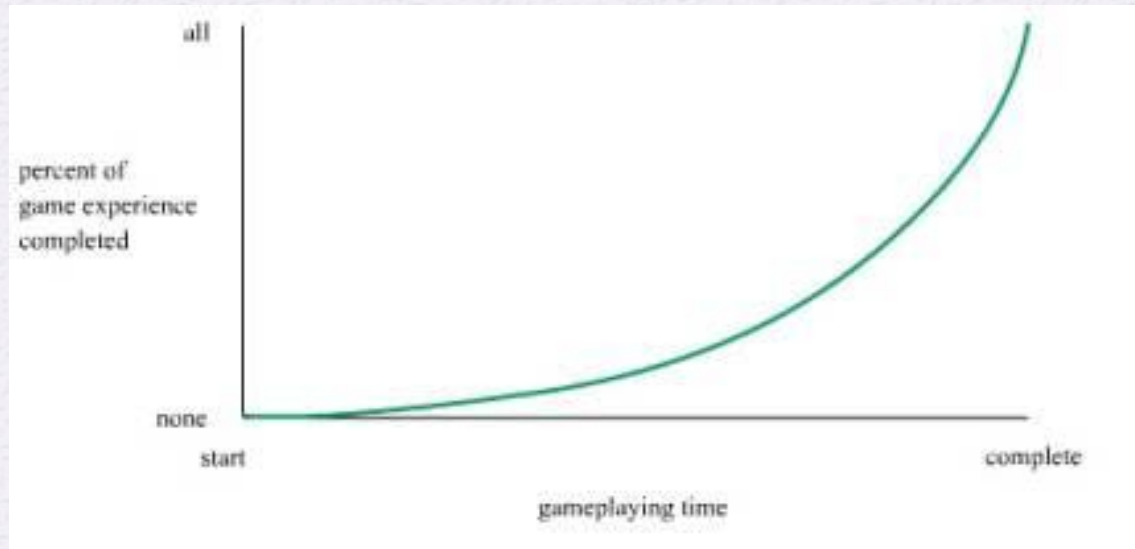
- holding hands
- haptic feedback
- meaningful mechanic



# Diagram

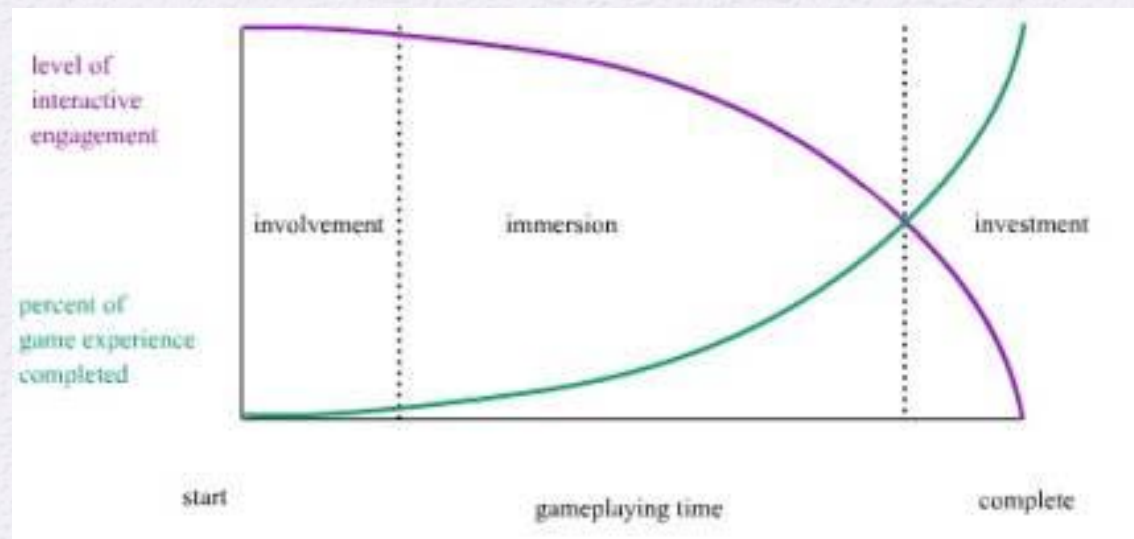


# Diagram





# Diagram



# Meaningful Play

- Involvement
- Immersion
- Investment





# Thanks!

- questions?

