

عنوان مقاله:

Music and the Empathy of the Player Towards the Character in Video Games

محل انتشار:

هفتمین کنفرانس بین المللی بازی های رایانه ای، فرصت ها و چالش ها (سال: 1400)

تعداد صفحات اصل مقاله: 6

نویسنده:

Seyed Mostafa Aslmand - *Postgraduate in Music Composition from Tehran University of Art Tehran, Iran*

خلاصه مقاله:

Research about sound and music in video games has multiple dimensions and plays various roles. One of the main responsibilities of the music is to create the connection between the main character in the video game environment and the player which is meant to control that character in the realm of reality. Besides the various functions related to locations, personalities, and different situations in the gameplay, music has a unique and important responsibility towards the elements associated with the main character. Therefore the music dedicated to a character can be designed in various forms and can appropriately influence the player. This research aims to review different dimensions of these functionalities; including one of the most important ones which is the existence of theme in music and its relation to the different elements of the game such as the storyline. Moreover, a deep connection between the player and the character can enhance the gameplay experience as well as the game progression. The research is done using Library Research Method by analyzing the studies related to finding the connection between music and .video game characters and its relation to the understanding and comprehension of the player

کلمات کلیدی:

video game music; character's music; theme music; characterization in music; immersion

لینک ثابت مقاله در پایگاه سیویلیکا:

<https://civilica.com/doc/1445572>

