

Form Info

Your Email

nathan.j.bristow@gmail.com

Name of the Game

Half-life: Alyx

Date

07/03/2020

Session 1: Before Playing | 15-30 minutes

Answer the Questions

- What will I like / dislike about it?

As a fan of games created by the studio Valve, I am predicting to be blown away by the detail in the atmosphere and game design. I have always had high expectations for these games and have rarely been disappointed. I am also sure to like the amount of freedom offered by VR in terms of interacting with the environment of the game. I am unsure as to how much I will enjoy the VR platform of this game. I have never experienced a VR headset beyond some preliminary experimentation with Google Cardboard on my own and through work. I experienced difficulties getting those primitive headsets to fit properly and be correctly focused and I'm worried I may experience something similar in this study.

- What will I find interesting about it/boring or tedious about it?

I am very interested to see how well my decades of PC gaming experience will translate over to a virtual reality game. I am certain that this will be an incredibly interesting and challenging experience trying to navigate and carry out actions that would be second-nature to me in a keyboard/mouse control environment. I do not feel like much will be tedious about this gaming experience beyond perhaps any frustration I may feel encountering obstacles in mastering the VR system.

- What will I need to do in it?

In the game I will need to learn how to operate in a VR environment with handles instead of a keyboard/mouse as I navigate the protagonist (Alyx Vance) through the treacherous post-apocalyptic world of City 17, fleeing a militaristic government as she fights for a resistance movement.

- What will I need to learn within it?

Beyond the previously mentioned challenge of an entirely new control system of VR, Valve's single-player games are known for having engaging puzzles to solve which I will tackle through my playthrough of the game.

- What will it be like / similar to (other games I have played)?

I am expecting this game to be, in one instance, extremely different from other games I've played purely from the unique challenges offered by VR - it isn't often I've needed to take a break from a keyboard/mouse PC game to catch my breath from moving around intensely... Presumably the underlying mechanics of the game will be similar to other games I've played where weapons need reloading, a hurt player needs health, and enemies need to be confronted/avoided.

Fieldnote Summary Session 1

I am expecting to love the first session as I play a game created by one of my favourite publishers (Valve) and tackle the challenge presented by a brand new way of playing games (VR). These expectations are based primarily on hear-say and snippets of videos found online but have me hopeful to have an interactive experience unlike any other. My attached image I feel is proof enough of how fun this will be that you are able to interact and spin around one of the primary enemies of the whole Half-life Franchise... a true first!

Include Images

- [4e3a8f42108dab9660f2c8cb9dea971e.gif](#)