

Form Info

Your Email

jdrozda@tru.ca

Name of the Game

Gris

Date

02/24/2020

Session 3: Video observation | 45 to 60 minutes

a) Descriptive Notes

The player is exploring the game the same as I did however he is much better at the controls.

The player is able to run and jump fluidly, he also frequently mentions how pretty the game is. It appears that getting the collectibles is the objective to be able to build bridges, gain powers and add colour.

The player just unlocked green/blue which has made the game even prettier. There is a small chirping animal and the birds are making noise, I hope I can get this far eventually! The visuals are pretty amazing. The player mentions how beautiful the scene is.

The player is strategizing how to get over the shape shifting "trees" he spends some time watching then making a go for it, it takes a few tries but he gets it.

I'm not sure I would have noticed the apples hanging from the trees, I likely wouldn't have thought of shifting into a cube to shake them off for the little guy below. I need to be more curious and take the time to try things out.

He seems much more relaxed and less frustrated. Clearly I need to allow for more play in my game play.

It's pretty neat that the protagonist made a friend a long the way even if it was for just a short time. He pays close attention to the way the game changes upon his actions, he noted that when he jumps the trees change, very observant. The protagonist was meant to get his new friend back to his friends then the little friend gave the protagonist the other collectible that was needed to unlock another power. The player mentions again how pretty the game is.

b) Analytic Notes

The player was more skilled with the controls, he encountered less problems than I did. He was able to remain calm while strategizing his way through the obstacles. He talks his way through the game and notes objects of importance. The player pays close attention to what is going on in the game he notices object and critters, this is something I will pay closer attention to the objects around me next time I play. There is no mention of race, gender, class, or violence

during the game play, In Gris you play as a women who is terribly weak, I didn't notice this when I played the game. It became apparent while observing the game. This is likely because the player is more skilled then I am and made it farther in the game as the player progressed I could see Gris becoming more mobile and skilled as though a weight was being lifted off her chest.

c) Affective Notes

The streamer seems to be taken aback by the visuals and environments that he encounters. He seems to be engaged with the gameplay especially when the environment reacts to Gris's movements. As the player moves through the game he thinks out loud, I believe he thinks quite cleverly and this allows him to uncover solutions that I could not.

Session Fieldnotes

This is a gorgeous game that is emotionally driven. Gris is packed with little details that hold meaning for those who look, these details invite the player to journey with Gris while she is on her way to peace.

Include Images

- [Gris-4.jpg](#)