

## Form Info

### Your Email

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### Name of the Game

Destiny 2

### Date

02/18/2020

## Session 3: Video observation | 45 to 60 minutes

### a) Descriptive Notes

<https://www.youtube.com/watch?v=jSMXHP8ZvRs> - watching Wanderbot play

- Avatar - Interesting how he picks something different than his norms, but notes that he's he likes using the mask. He's taking quite a while to pick as well and with his points(?), he is able to create two characters. Tries to make them different from each other, but both are male, different classes, both have exo masks.
- Says the game looks amazing
- He moves a lot faster than I did, sprint button I'm not aware of? He got through everything I played in just over 10 mins.
- His aim is centered the screen most of the time, and he seems to easily target the Dregs
- He doesn't duck for cover as much as I thought an experienced player would to avoid getting hit
- He can zoom in his aim
- He goes around the side instead of the direct front way, avoids some damage
- He talks about porting the assets from Destiny 1. He likes the weapons from there better than the shot gun rifle you start with in Destiny 2.
- He says this is his first time playing Destiny 2. He's starting from scratch here too, so he is learning/relearning how to play. E.g. "I don't remember how to use my super [abilities]"... "oh it's F, the same as before, got it" He is picking up the gameplay much quicker than I did.
- He goes right up to the Dregs, not afraid of the proximity. I tried to kill them before moving forward. He uses the special ability to defeat them close up
- Goes to higher ground in combat chaos or to lookout
- Backs up to gain distance, while still shooting
- Know where to look for the loot or what object reload his guns
- Not a fan of the ghost and it's instructions, but generally follows them
- I realized that in my gameplay, I didn't actually make it past the intro sequence. lol.
- He talks about Destiny's game history and future
- At the tower, now he choose different game modes, interact with other players/vendor
- Buys/upgrades weapons he likes/familiar with
- Unlocks Warlock's sub classes, will find out which one he wants later
- Explores the tower and environment quickly. Finds quests. Likes that strikes are available right away. Exploration quests also available. Picks a strike
- Compares games: Destiny to Warframe

- He says that cover is important
- Attackers don't seem to phase him, at least it doesn't stop his chatting
- He know what he has in his inventory and when to use it
- He is a little lost as to where to go in this strike environment (exp players get lost too!)
- He notes how he really likes how realistic this game environment looks
- He really knows how to move in the environment
- Commenting on how much ammo he has or picks up. Much different than last Destiny that seemed like you always ran out of ammo.
- He turns around really quickly (180). I didn't know how to do that. I'm sure it's a button
- He's happy to play not knowing the entire narrative. Likes the action

Storyline: Traveler came to Earth. Humanity thrived until enemy of traveler came. Humans almost dies out. Traveler sacrificed itself for humanity and left the ghosts. Ghosts find the chosen... guardians. Guardians need to defend and reclaim the last city.

### **b) Analytic Notes**

- Interesting how quests that seem more battle and defensive in nature are delivered from a male NPC, whereas quests that are explorative in nature are delivered from a female NPC.
- NCP voices, both male and female voices, female notes something about how insecure men act (No comment from Wanderbot)
- The gameplay feels less chaotic even though he is moving at a faster pace. He has much quicker and more accurate shooting response than me. The intensity I felt playing is not existent here observing.
- Obviously, when observing, I don't have to make any decisions, even like where to look or go next. The unknown is not bothersome because I'm not in control.
- Though he says he doesn't quite know where he's supposed to be going in the strike scene of the game, he is not stressed about wandering around to figure it out, even with the enemy shooting at him. He just takes out the enemy and keeps going.

### **c) Affective Notes**

- He's quite easy going and positive. He mentions multiple times that he is enjoying this game. That is very different than how I felt when I was playing.
- He seemed happy to shoot bad guys first and then find loot while exploring. I would have been much happier to explore first and shoot bad guys second. The constant gun fight stressed me out.
- Though he is unfamiliar with this game space, his experience with playing other MMOs and FPS seems to have given him enough assurance to keep moving and looking for the next part of this quest.
- I was definitely cheering this player on. Like I was happy to see what new loot and awards he received for completing a quest.
- Once instance that was interesting in the collaborative quest was that he had gotten a little lost and found a safe-looking tunnel. A line popped up on the screen that said he was the last guardian standing, so he went back to help. When he got there, he was able to use one of his weapons to take out a big enemy ship. He jokingly said "I'm the hero this game needs, the guy who gets lost in a random ass tunnel. Works for me."
- It is hard to say how much he is engrossed in the game. He could be very skilled at playing that he can be fully in and chat with his streamers about comparing Destiny to other games. I know my experience was very different in that my engagement resulted in a physical stress

response from me.

### **Session Fieldnotes**

The skill of Wanderbot made the gameplay of Destiny 2 look easy. He confidently defeated enemies and completed quests without any stress, all the while keeping up with the chat.

### **Include Images**

- [Screenshot-74.png](#)