

Hybrid Space: Distorsi Menuju Immersion melalui Video Game = Hybric Space: Distortion to Immersion through Video Game

Viga Syarafina, author

Deskripsi Lengkap: <https://lib.ui.ac.id/detail?id=20505772&lokasi=lokal>

Abstrak

Hybrid space merupakan penggabungan ruang fisik dan digital, di mana pengalaman immersion yang terjadi pada dimensi ruang tersebut menyebabkan manusia dapat merasakan seakan berada di dunia game walaupun berada di ruang fisik. Dari hal tersebut, akan dipahami bagaimana suatu struktur game dapat mendistorsi persepsi manusia sehingga pengalaman pada ruang digital meluas ke ruang fisik; sebagai ilusi dari perluasan boundary ruang digital melalui proses interioritas. Studi kasus video game Nier: Automata digunakan untuk mengetahui bagaimana proses game tersebut dalam membangun immersion. Interaktivitas yang terintegrasi bersama fiksi pada narasi video game dapat menciptakan immersion yang lebih kuat dalam menjaga ilusi dari game tersebut.

.....

Hybrid space is a merge of physical and digital space, in which the experience of immersion that occurs in that space cause players to feel as if they are in the game world even though they are actually in the physical space. This paper will discuss how the structure of games can change human perception so that the experience in digital space extends to physical space; the 'illusion' from the expanding boundary of the digital world by the process of interiority. The case study of video game Nier: Automata is to know how the game processes to make immersion. Interactivity which is integrated with the fiction from the game's narrative, make it possible for the immersion to feel more solid, to keep the 'illusion' from the game.</i>