Resonance

Damion Schubert Bioware Austin









A LONG TIME AGO IN A GALAXY FAR, FAR AWAY....



THE PHANTOM MENACE

ATTACK # CLONES

REVENGE OF SITH

A NEW HOPE

EMPIRE STRIKES BACK RETURN OF JEDI



Some Ideas just stick

Why is that?

We know what we like

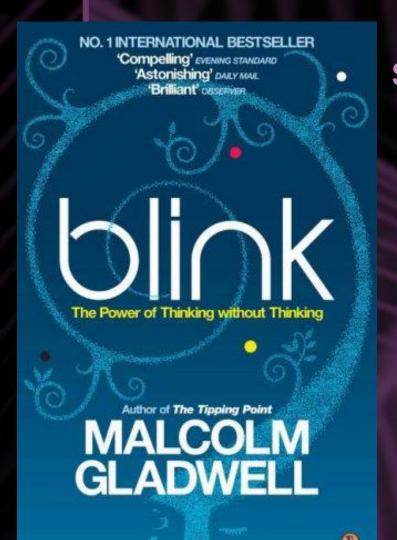
On a very deep and intuitive level.

You know the Producer's 'Five Minute Prototype'?



It might be 4 minutes and 58 seconds too long.





According to Gladwell, 2 seconds is often how long it takes a person to make a decision about a person, a Song, a movie, anything.

After that, you're overcoming prejudice.

This prairie dog

Earned a cult

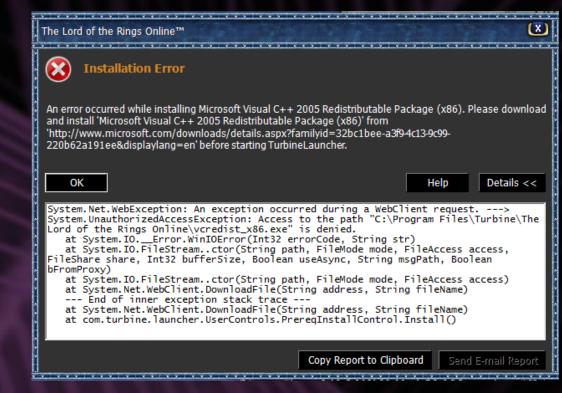
Following in 5 seconds.

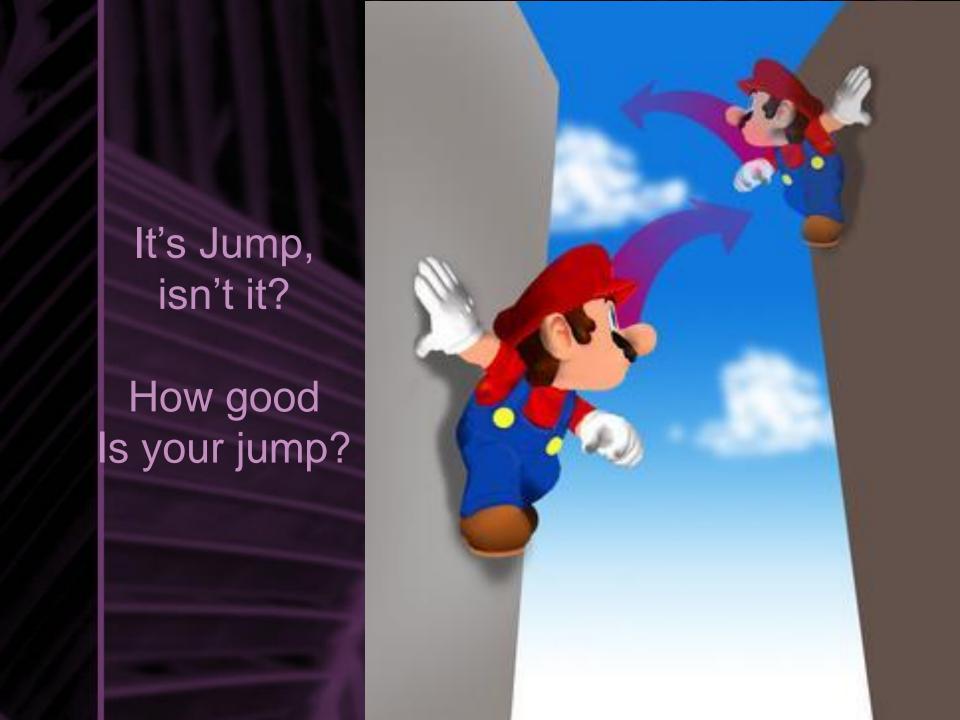


Speed dating is built on this principle.



So What are the first two seconds in your game?





One video game designer claims to have done research, and found that the perfect jump duration is 1.8 seconds.

Is this true?

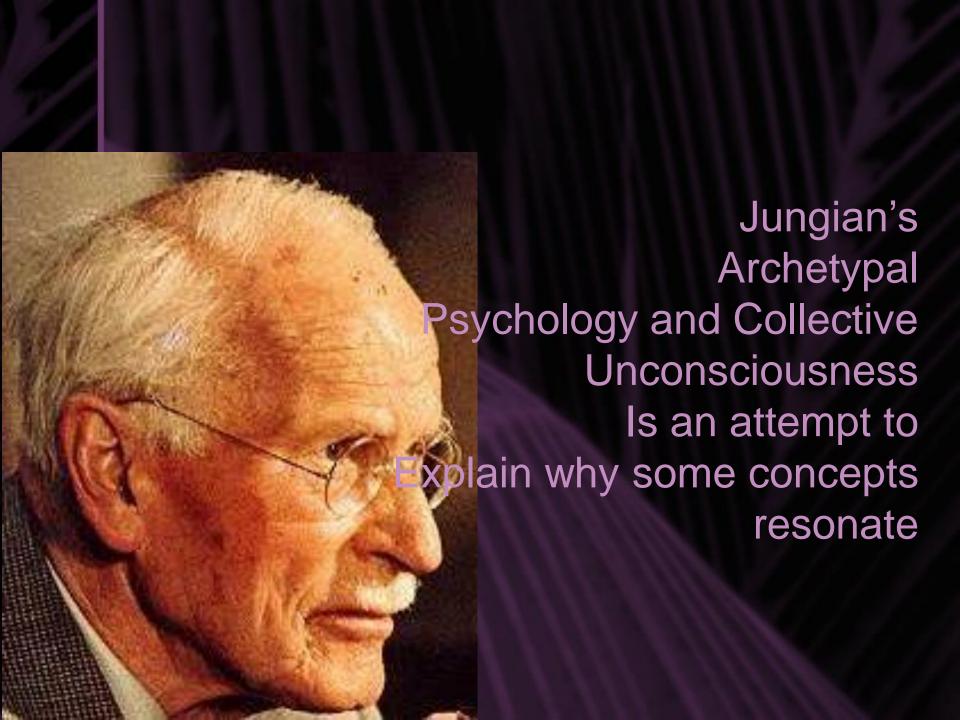
More curiously, is there always a formula to resonance?

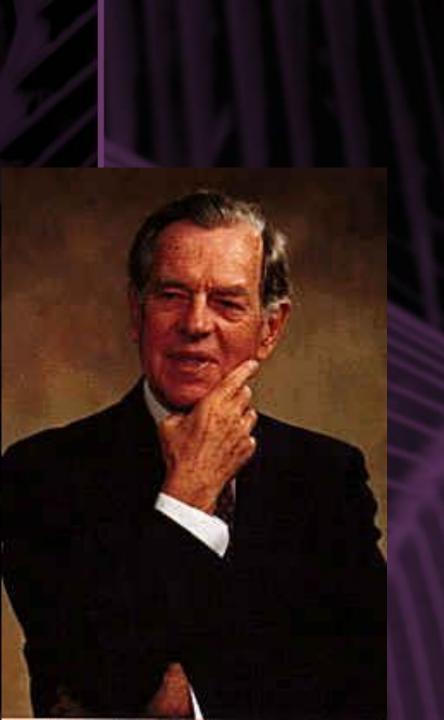
Unsurprisingly, people have been thinking about this for a long time.





Science is working on this problem of making hit music.





Joseph Campbell's Hero of a Thousand Faces seeks to Explain...



Why the Matrix and Star Wars are the Same Movie.

Is this instinctual or just borrowed resonance? Hitting the notes of something someone loves is okay.



www.godofwar2.net

God of war tries to incorporate poses and scenes you recognize from other movies and games.



Everquest beat Asheron's Call partially because they were more unapologetically classic fantasy.



Everquest beat Asheron's Call partially because they were more unapologetically classic fantasy.



Alpha Centauri didn't resonate like Civ because people didn't have a frame of reference to draw on.

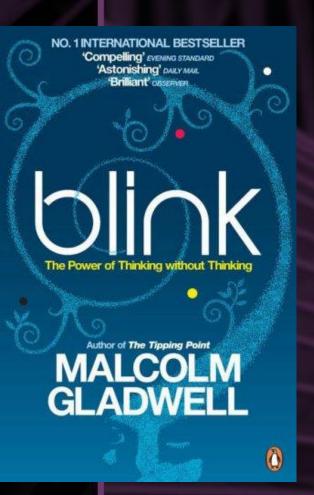




Licenses and sequels are the fastest way to earn immediate resonance.

Keeping it is another matter.





Gladwell says that experts can make Decisions about resonance quickly and accurately...

But that accuracy fades if you take too long.

So trust your instincts

Moreso when they tell you something is wrong.

Conclusions:

- The first impression is vital.
- Leverage the resonance you do have
- Create the resonance you don't
- Trust your instincts.
- Verify.