

The Resurrection of Permadeath: An analysis of the sustainability of Permadeath use in Video Games.

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Abstract

The purpose of this research paper is to study the the past, present and future use of Permadeath in video games. The emergence of Permadeath games in recent months has exposed the mainstream gaming population to the concept of the permanent death of the game avatar, a notion that has been vehemently avoided by game developers in the past.

The paper discusses the many incarnations of Permadeath that have been implemented since the dawn of video games, and uses examples to illustrate how gamers are crying out for games to challenge them in a unique way.

The aims of this are to highlight the potential that Permadeath has in the gaming world to become a genre by itself, as well as to give insights into the ways in which gamers play Permadeath games at the present.

To carry out this research, the paper examines the motivation players have to play games from a theoretical standpoint, and investigates how the possibility of failure in video games should not be something gamers stay away from.

Through the application of theory extracted from the literature review in the areas of player motivation and player attitude to failure, several findings have been made.

The findings of this study conclude that from a theoretical point of view, Permadeath offers the player something that cannot be found in other games, and is promising alternative to the more traditional game types, of which there are many.

In many ways, the use of Permadeath in games is the most appropriate solution to aid in immersing players within a virtual world, however acknowledgment is made that further study is required in order to shape a firm empirical basis for these findings.