



Game reviewers can't notice innovation

Akito INOUE / Ritsumeikan University
at Replaying Japan

Many of innovative game developers didn't get initial support from coworkers while during development



(c)Taito 1978

<Space Invader >

“At launch event for new product, many dealers was angry to play the game” (Takida[2000])



(c)Nintendo 1981

<Donkey Kong >

“Some NOA staff who saw Donkey Kong beta version, started to look for new job”(Takida[2000])

Method

- Collect professional reviewers score.
 - End user's review score is known very unstable and noisy. Professional game writers and reviewers score is thought that more stable than end user's review score relatively.
1. Check Japanese video game magazines review scores about today's famous video games, when those games were released.
 2. Analyze data relation between metascore and...
 - a. (Main)Game Developer Choice Awards
 - b. Game critique awards



“Famicom tsushin “

Most popular videogame magazine in Japan.



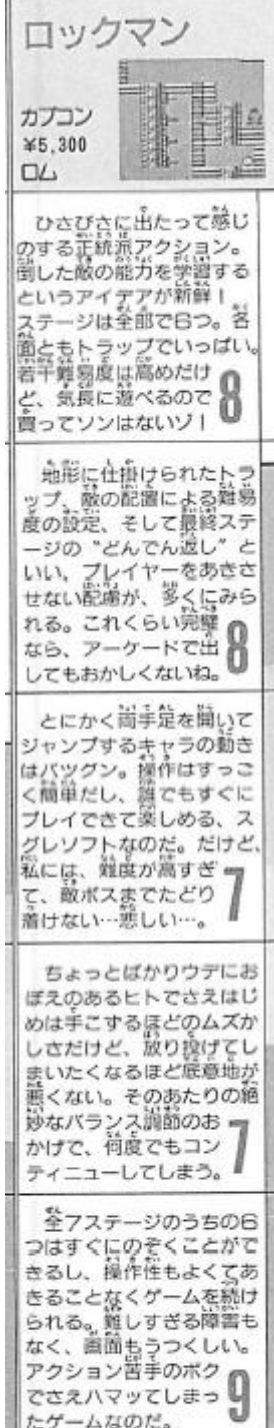
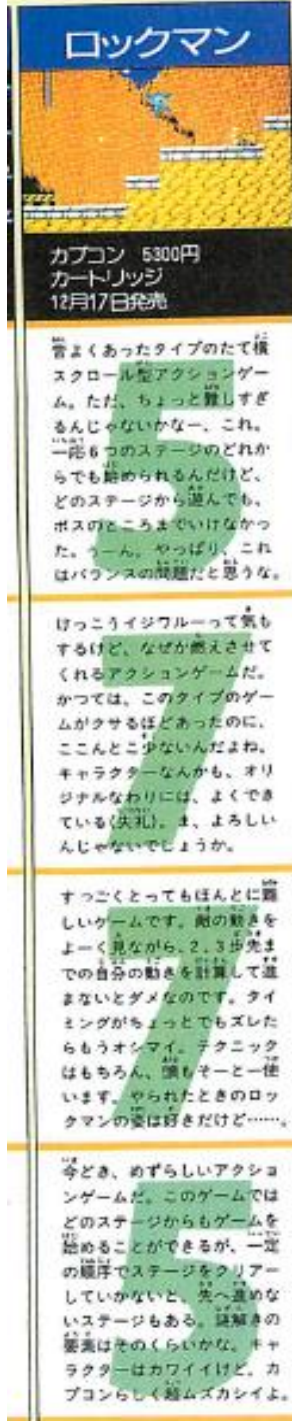
“Marukatsu Famicom”

One of the popular videogame magazine in 1980's .

Megaman

(FamilyComputer, 1987)

- “Too much Difficult.”




Metal Gear

(FamilyComputer, 1987)

- “This game irritate me.”

メタルギア



コナミ 5900円
カートリッジ
12月22日発売


コナミお得意のアイテム成長型アクションゲーム。ただ、ゲーム序盤は攻撃ができないので、かなりツッパンがたまる。爽快感より、忍耐がゲームの特長となっているのだ。ひたすら耐えるゲームというのは今までにないバターン。のめり込みさえすれば、夢中になれるゲームじゃないかな。

もう何度書いたかわからないけど、いわゆるそのコナミカラーとゆーのがあるわけで、今回の「メタルギア」にも、それがいっぱいある感だ。まさかひとりの人が作ってんじゃないでしょうね……。なんちゃって、ゲームの方はというと、細かいしかげが凝っていて、目新しい雰囲気がある。

いわゆる戦争ゲームなんだけど、人を殺すことを目的としていないのが、ちょっと変わります。敵に見つからないようにという緊張感はあるけど、なんとなーく、敵がノンビリしているところが好きです。無敵を使ったり、いきなりトラックが動き出しちゃったり、というあたりが新鮮ね。

「グリーンベレー」の姿をくむ、戦争もののアクションゲームだ。しかし、任務とはいえ、武器も持たず敵陣へ潜入していくとは見上げた横性だ。つまり、敵に見つからないように行動する案ごっこが基本になっているわけ。MSX2版でも発売されているが、そちらの方が出来が良い。

メタルギア



コナミ
¥5,300
ROM

攻撃・破壊より、静かに潜入・操作する点を重視した戦略AVG。アクション不得意の人にも十分楽しめるゲームになっている。アイテムが豊富なのもいいね。 **7**

破壊よりも、潜入という所に視点を置いているのが新しい。ゲーム展開にも無理がなく、シナリオもしっかりしている。これをプレイすれば、もうスバイ気分。 **6**

敵に発見されるとメチャメチャにされるし、敵要塞の中にはあくどいワナが多いし、いくら頭脳ゲームだと言われてもアクションゲーム不得意の私には無理なのよな。 **7**

多くのゲームは攻めることによって活路を見いだすのだが、このゲームは逃げ隠れしないと生きのびられない。ここらへんの感覚の違いが新しく、またムズかしい。 **7**

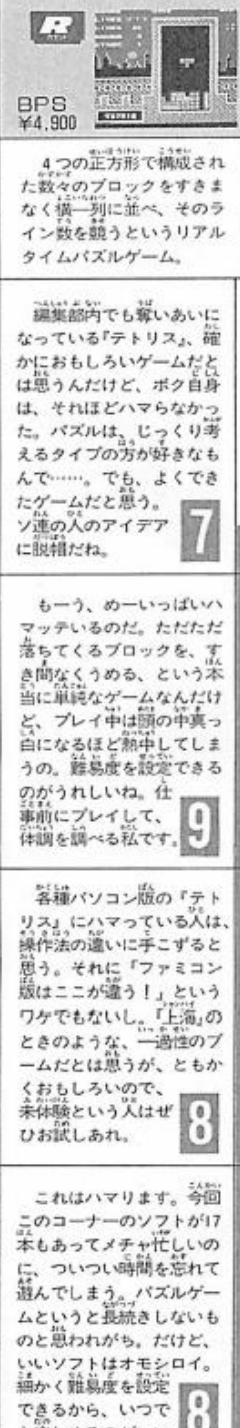
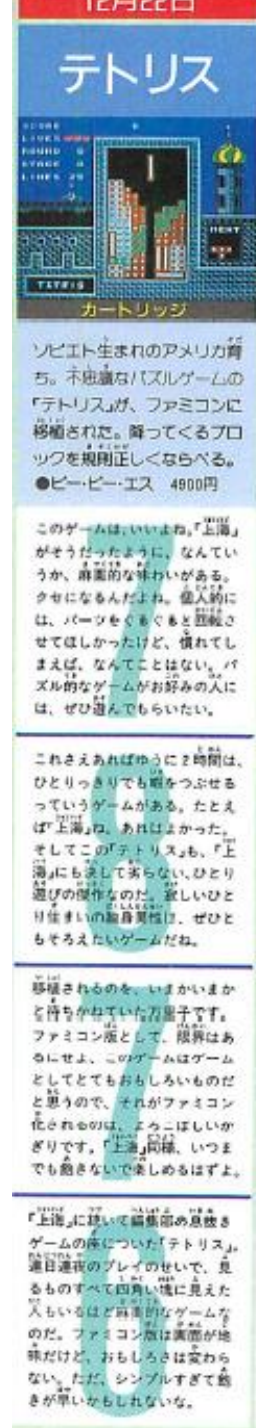
全然先に進めなかったの大きいことは言えない。ただ、画面が少し暗いので、気分がすぐれなかった。やっぱりゲームなんだから、明るく楽しくいきたいわ。 **4**

このゲームが他の戦闘ゲームともっとも違うのは、敵とできるだけ戦わないように、という点。オーンも考えずにバリバリ撃ってちゃダメ。このゲームはキミの頭脳をきたえるゲームだ。

Tetris

(FamilyComputer, 1988)

- “fun, but monotonous play.”



Final Fantasy (FamilyComputer, 1987)

- “Very famous and excellent staffs developed this RPG.”



“力作”という表現がぴったりのRPG。画面表示、シナリオ展開など、「ドラクエ」を意識しようとする意図がうかがえる。マニアックになりすぎているところが欠点といえは欠点だけど、積極的にゲームを楽しむという姿勢さえあれば欠点にならない。2重丸だね。

「ドラクエIII」の発売が延期されて、何をかくそういちばんよろこんでいるのはスクウェアのみなさんじゃなかろうかと噂一気がする。「ファイナルファンタジー」はよくできたRPGと言えるだろう。物議的にも、ゲームデザイン時にも、水準を上の方でクリアしている。操作性もグーだね。

RPGはみんなそうなのかもしれないけど、このゲームは特に魔法の発達の仕方が難しいから、それが理解できるようになった頃、そしてストーリーものみこめてきた頃から、がぜん面白くなります。天野喜孝氏によるキャラクターがとても凝っていて、すごくしっかりしたRPGです。

戦闘シーンでは、順番にパーティーの中の1人が参り出て、攻撃をする。その動作が面白い。あの子がほしい、あの子じやわからん、とはやしたてながら進んだ記憶を呼び起こす(そんなの知るかっけり。いいゲームは前頭葉を刺激するだけじゃなく、古い大脳皮質に働きかけてくるものだ。



制作スタッフには流石を注ぎ込んだだけあって、とても完成度の高いRPGになっている。84種類の魔法、100以上のアイテム、広大なマップ、どれを取っても従来のRPGとはくらべものにならないほど奥が深くなっている。

ゲームのところどころにチェックポイントをもうけ、それぞれの条件を、頭に残していかねば先に進めない(クリアしたとき、はじめてプレイヤーが気づく)シナリオが本筋に展開しないような設定が、とても親切だ。

本格的なRPGがまたまた登場。しかも、アイテム数100以上、1296通りも組めちゃうパーティ制など、RPGファンには、やりたい放題遊べるソフトよ。しかも謎解きもそれほど難しくないので、初心者にもオススメね。

『ドラクエII』以降、RPGはどれだけ複雑に、また難解にするかの競争になってしまったような気がする。このゲームもその点ではトップクラス。じっくりと取り組める。戦闘に要する時間が長いのは考えものだけど。

制作スタッフの力量がゲームに表れてるね。キャラのデザインもいいし、画面もきれいだ。敵キャラとのバフバンス、ストーリーなど、どれをとってもいうことなし。スムーズにゲームにのめりこめて時のたつのを忘れてしまおう。

アニメーション処理された戦闘モードとスピード感満点の「飛空艇」が楽しい。ゲームの流れや謎の難易度に気を付けているので、初心者から上級者までおすすめできる。



Katamari Damacy PlayStation 2

Namco | Release Date: Sep 21, 2004



Summary

Critic Reviews

User Reviews

Details & Credits

Trailers & Videos



86

Metascore

Generally favorable reviews based on **55 Critics**

[What's this?](#)

9.0

User Score

Universal acclaim based on **78 Ratings**

Your

0

Summary: (Also known as "Katamari Damashii") In Katamari Damacy, players take on the role of Prince of the Cosmos, whose father the great King managed to inadvertently knock the stars out of the sky. As the prince, a player's duty is to clean up the King's mess and re-create the starry skies by... [Expand](#)

Developer: Namco

Genre(s): Action

of players: 1-2

Cheats: [On GameFAQs](#)

Rating: E

[More Details and Credits](#)

[Buy from amazon.com](#)

Critic Reviews

Positive: 54
Mixed: 1
Negative: 0

96 Play.tm

One of the greatest video games ever made.
[JPN Import]

[All this publication's reviews](#) | [Read full review](#)

92 Game Over Online



XBOX ONE

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mouse computer

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Windows 8.1 Update

Metascore ← Calculate These scores

90

Inside Gamer Online

At twenty bucks, this game is a steal, and the unadulterated joy and hallucinogenic aura you experience makes it a must-play for anyone with a Playstation 2.

[All this publication's reviews](#) | [Read full review](#)

88

TotalGames.net

Very few games today are so brazenly simplistic yet still so huge in scale so this really is a rare treat.

[All this publication's reviews](#) | [Read full review](#)

85

DailyGame

Probably the craziest game I've played in years. The simplistic control and wonky concept have me locked into seemingly day-long games. And wow, it's so worth it to build a bigger Katamari after each round and watch the King of the Universe turn it into a star. Too cool. I'm amazed at how such a simple game is so addicting.

[All this publication's reviews](#) | [Read full review](#)

80

GMR Magazine

The game has an amazing energy and great joy. Its unfettered creativity is astounding, and this is where Katamari truly excels. [Nov 2004, p.110]

[All this publication's reviews](#)

70

PSX Nation

The visuals are dated but everything else about Katamari Damacy is too wonderfully weird in its simplicity for anyone to explain.

[All this publication's reviews](#) | [Read full review](#)

[See all 55 Critic Reviews](#)

User Reviews

[Write a](#)

Adams et al(2013)

On the Validity of Metacritic in Assessing Game Value

Adams Greenwood-Ericksen, Scott R. Poorman, Roy Papp

Eludamos. Journal for Computer Game Culture. 2013; 7 (1), pp. 101-127

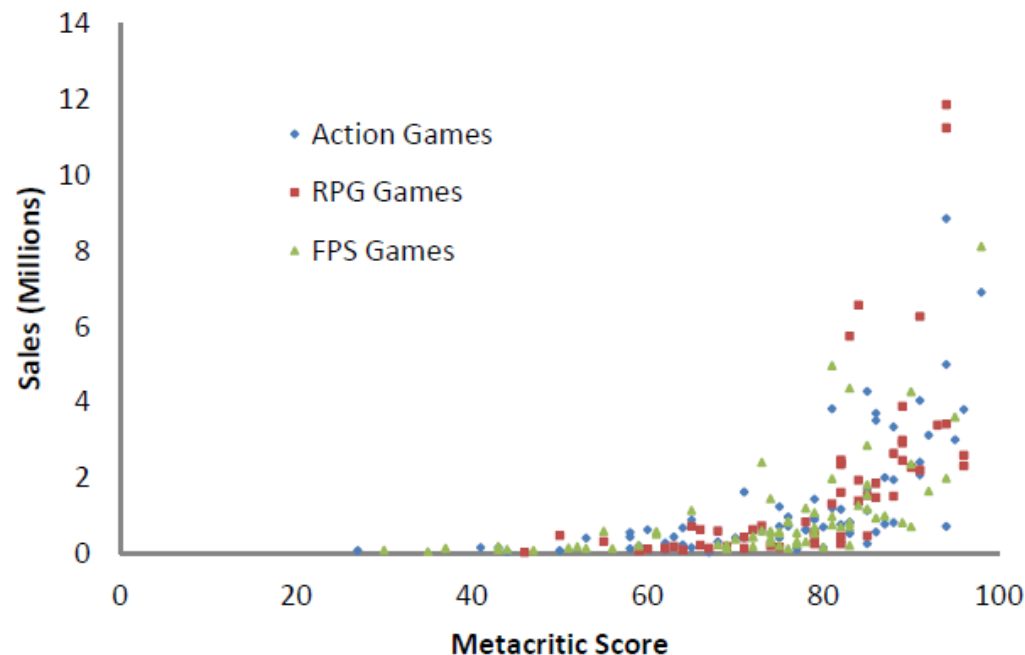


Figure 1. Metacritic Score versus Sales (in Millions) by Genre

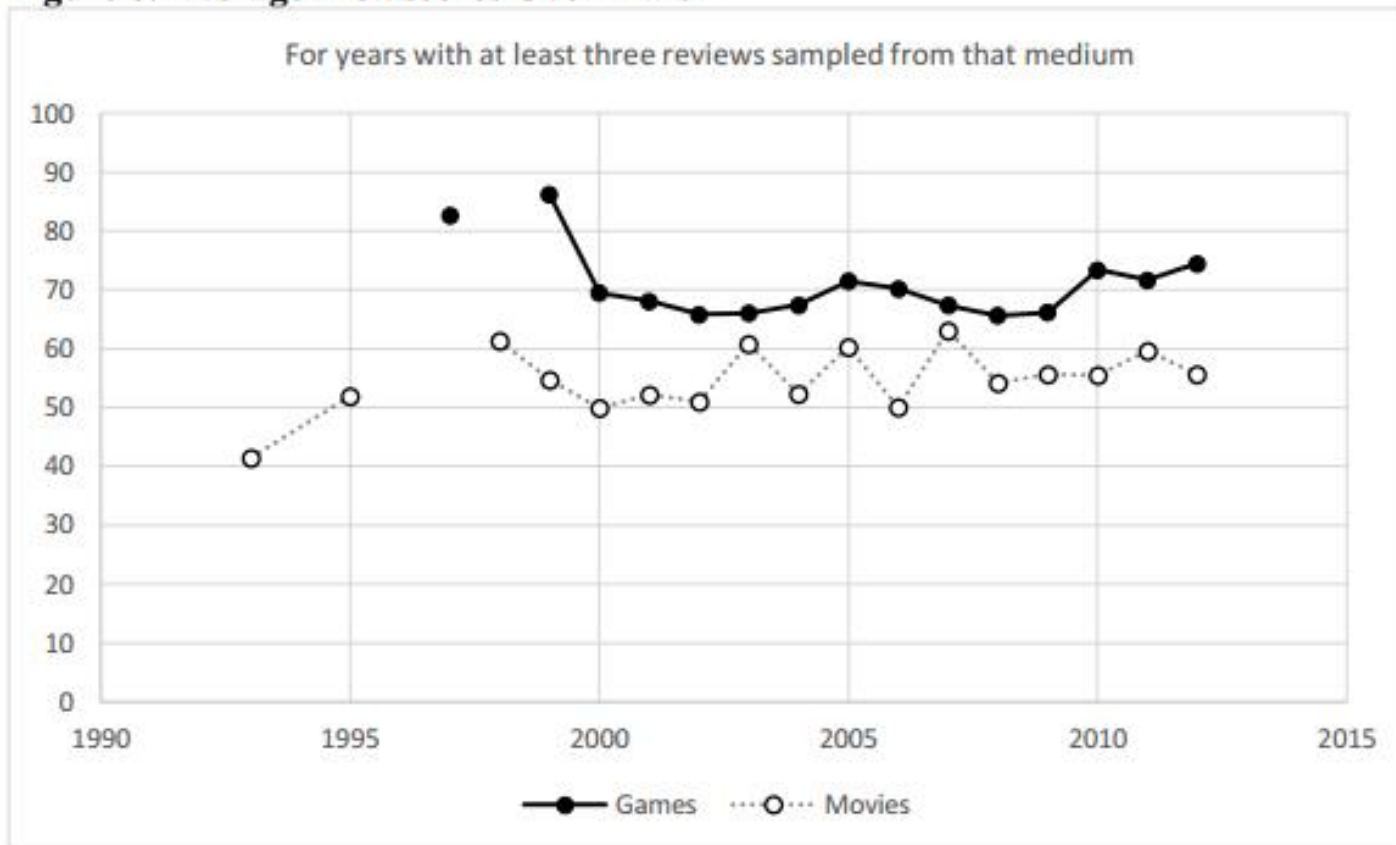
$R = 0.55$ $p\text{-value} = \text{under } 0.05$

BEN GIFFORD(2009=2013)

"REVIEWING THE CRITICS: EXAMINING POPULAR VIDEO GAME REVIEWS THROUGH A COMPARATIVE CONTENT ANALYSIS", Bachelor of Arts in Journalism at the Cleveland State University, Cleveland, OH/ MASTER OF APPLIED COMMUNICATION THEORY AND METHODOLOGY at the CLEVELAND STATE UNIVERSITY

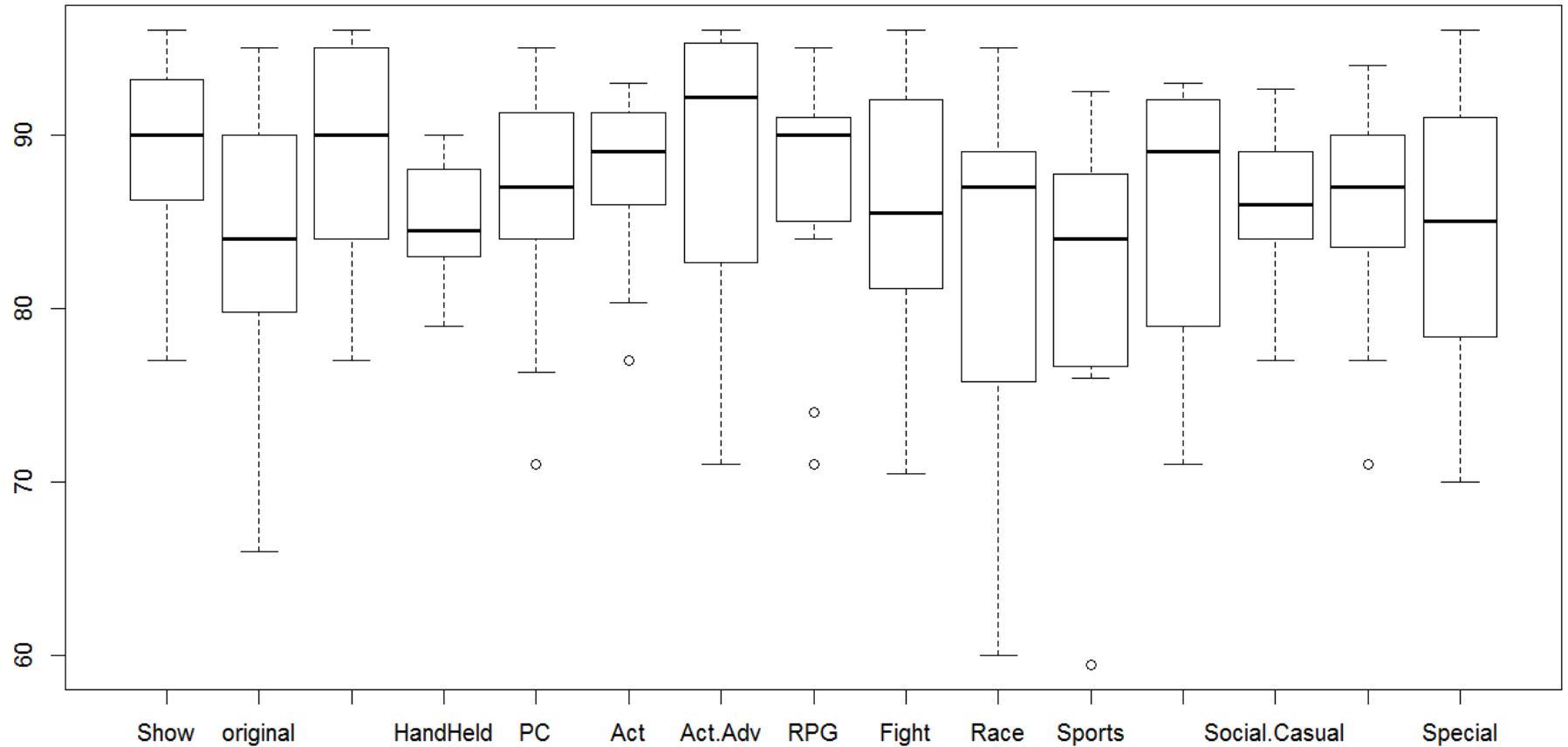
AVERAGE METASCORES OVER TIME

Figure 8. Average Metascores Over Time



Critique Awards	Best Hardware(or Peripherals)	2009	“Project Natal”	x		
Critique Awards	Special Commendation	2012	(G) Star Wars 1313 (for TBA)	–		
Critique Awards	Special Commendation	2012	(G) Watch Dogs (for PC, PS3 and Xbox 360)	80,77,78		
Critique Awards	Special Commendation	2014	(I) No Man’s Sky (for PlayStation 4)	–		
Critique Awards	Special Commendation	2012	(I) Watch Dogs (for PC, PS3 and Xbox 360)	80,77,78		
Critique Awards	Special Commendation	2012	(S) The Last of Us (for PlayStation 3)	95		
Critique Awards	Best Strategy Game(FPS)	2001	Age of Mythology	89		
Critique Awards	Best Strategy Game(FPS)	1998	Alpha Centauri(TBS)	92		
	Innovation Spotlights	2003	Animal Crossing(どうぶつの森)(GC,2002)	87		
Critique Awards	Best Action/Adventure Game	2006	Assassin’s Creed	58(DS),79(PC),81(X360),81(PS3)		
Critique Awards	Best Online Multiplayer Game	2010	Assassin’s Creed: Brotherhood	89(X360),91(PS3)		
Critique Awards	Best Racing Game	2002	Auto Modellista	52(Xbox),66(PS2),62(GC)		
Critique Awards	Best Party	1998	Babylon 5	x		
Critique Awards	Best Role Playing Game	1998	Baldur’s Gate	91		
	Best Downloadable Game	2012	Bastion	86		
Critique Awards	Best Downloadable Game	2011	Bastion (for PC and Xbox 360)	86		
	Game Design	2010	Batman: Arkham Asylum		91	
Critique Awards	Best Action/Adventure Game	2014	Batman: Arkham Knight (for PC, PlayStation 4 and Xbox 360)	–		
	Game Design	2003	Battlefield 1942		89	
	Innovation Spotlights	2003	Battlefield 1942(2002)	89		
Critique Awards	Best Online Multiplayer Game	2005	Battlefield 2	91		
	Best Technology	2012	Battlefield 3	85(ps3),84(360),89(pc)		
Critique Awards	Best Action Game	2011	Battlefield 3 (for PC)	89		
Critique Awards	Best Online Multiplayer Game	2011	Battlefield 3 (for PC, PS3 and Xbox 360)	85(ps3),84(360),89(pc)		
	Excellence in Audio	2008	BioShock		96(PC,X360),95(PS3)	
	Excellence in Visual Arts	2008	BioShock		96	

Graph1 : Box plot - Relation of between Game Critique Awards and Metascore scatter



Graph2 : Box plot - Relation of between Game Developer Choice Award and Metascore scatter 2001-2014

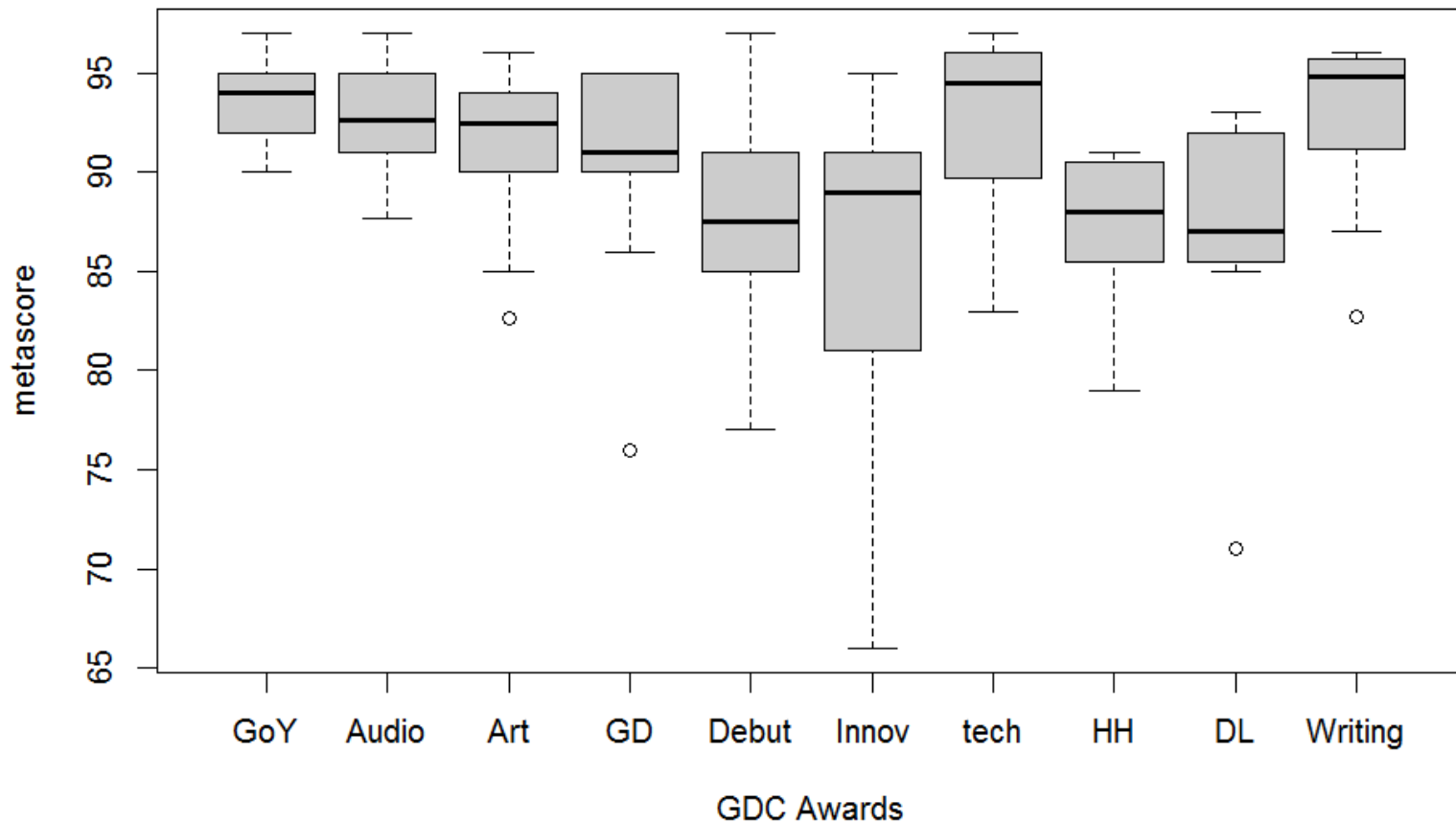


Table1 : Result of multiple comparison (Tukey's range test) – different between innovation award and the others

	Difference of average	Lower of 95% family-wise confidence level	Upper of 95% family-wise confidence level	p-value
Download-Innovation	0.04	-6.97	7.05	100.00%
Handheld- Innovation	0.61	-6.40	7.62	100.00%
Debut- Innovation	1.18	-4.24	6.60	99.95%
GameDesign- Innovation	4.22	-1.20	9.63	27.52%
VisualArts- Innovation	5.25	-0.17	10.67	6.60%
Tech- Innovation	5.73	-0.37	11.84	8.51%
Audio- Innovation *	6.25	0.83	11.67	1.09%
Writing- Innovation *	6.28	0.56	11.99	1.93%
GoY- Innovation **	7.17	1.75	12.59	0.16%

Conclusion

1. When we want to evaluate an innovative aspect in new products, Metascore is not a useful score.
 - This tendency is true not only Metascore, but also some other game review scores.
2. Basically, at the beginning of a innovative video game product's developing, it is hard to get a reputation.
3. this research also indicates that
 - Easy to evaluate : graphic quality ,technological quality
 - Other factors can't get stable high scores.

Thank you for listening

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Question

1. What is the “innovative game” definition in this presentation.
2. What is the originality on your research ?
 - a. Basically, Your conclusion is not different from Christensen’s one.
 - b. What is the originality of videogame industries innovation process ?
3. How wide range, how strong can your conclusion apply?
 1. All time of videogame history reviewers can’t notice?
 2. Every time reviewers can’t notice innovation?
4. Who can notice innovation ? (When it is realized ?)

Q1.Innovative Games definition

- It is hard to making adequate definition.
- In my main analysis(GDCA&metascore) ,the judge whether innovative or not depend on GDCA innovation awards. I don't make the standard.
- In Famitsu & Marukatsu Famicom review score research, I didn't make good standard to judge "innovative games". So, I didn't make strong conclusion in Famitsu & Marukatasu Famicom analysis.

Q1. Innovative Games definition

Now I think, following definition is not perfect but simple and practically. I think It can help for quantitative analysis.

1. Original title. Not tie-up, not series title.
2. The 100 highest-selling videogames in all time
3. (Practically made the new game genre.)

		Game titles
○		Tetris, Mincraft, Super Mario Bros., Pokemon
×	Not original title	New Super Mario Bros., GTA V
×	Not sales well	ICO, Katamaridamacy

Next, I'm planning to check these software review score's.

Q1. Innovative Games definition

- Marks Rogers(1998), "The Definition and Measurement of Innovation"
 - R&D, Intellectual property statistics(patent, trade mark)
- Christiane Hipp, Hariolf Grupp(2005), Innovation in the service sector: The demand for service-specific innovation measurement concepts and typologies

Q1 GDCA innovation Award

Q2-a. Your conclusion is not different from Christensen's one.

- Yes. This research is not unique in theoretically. Theoretical contribution in academy of management is not this research purpose.
- This is experimental study.
- I believe this research can have an impact on videogame industry.

Q2-b. What is the originality of videogame industries innovation process ?

- This research can't show any hint about this question.
- In my thought, videogame industry has two aspects.
 1. Videogame industry is **IT industry** : fast innovation, must to catch up technical new wave.
 2. Videogame industry is **Contents business**: not infrastructure business. Videogame companies were always needed to release new games.
 3. Videogame market have **several type of network externality** : middleware, SNS(online game), platform.. These structure made several type innovation speed.
- So, videogame companies are required very high speed innovation. And diver-innovation.

Q3-a: All time of videogame history reviewers can't notice innovation?

- For applying this conclusion to all time of videogame history, I have to do other research.
- At first, this conclusion can only apply 2000-2015, console videogame market in developed countries.
- So far, during 1980-1990 videogames, All of proof I founded is not strong.

Q3-b: Every time reviewers can't notice innovation ?

- This research can only show the tendency of video game reviewer's bias.
- Some times, some reviewer's can understand innovative games potential.

4. Who can notice innovation ? (When it is realized ?)

- It differs in each cases.
- Sometimes, new type of casual gamers.
 - Pockmon, Social Games
- Sometimes, hard core gamer.