

## Final Fantasy 15's 5 Domains of Play

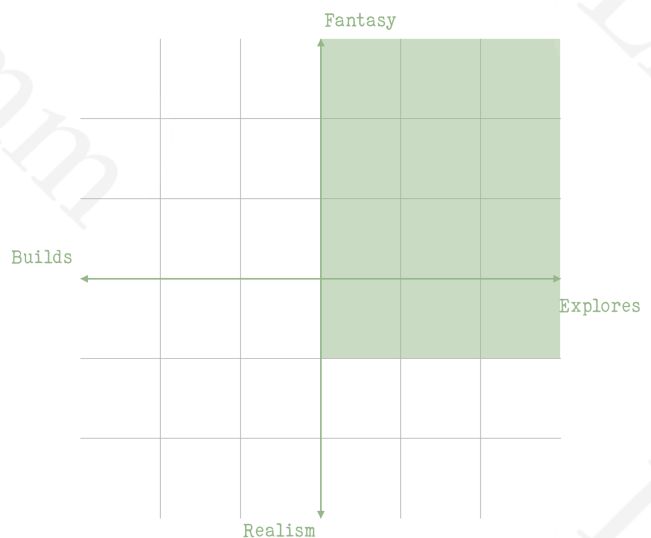
Jason VandenBerghe's 5 domains of play help determine which player types a game will attract (VandenBerghe, 2013). By placing a game, in this case *Final Fantasy XV*, known as *FF15* (Square Enix, 2016), on the 4 graphs suggested by VandenBerghe, a deeper understanding of the domains and their facets can be attained.

The novelty domain (Figure 1) evaluates players' "openness to experience" (VandenBerghe, 2012). *FF15* places within the graph's fantasy-explorer quarter, as the setting is a large open and fictional world without building mechanics. Driving and cooking mechanics add a touch of realism, thus expanding its coverage of the graph slightly.

*FF15* encompasses all of the the challenge graph's (Figure 2) y-axis, as it includes difficulty levels which allow players to choose the amount of challenge they desire. The game demands minimal experience-point grinding, but offers plenty of "work" to players in the form of side quests and collectables.

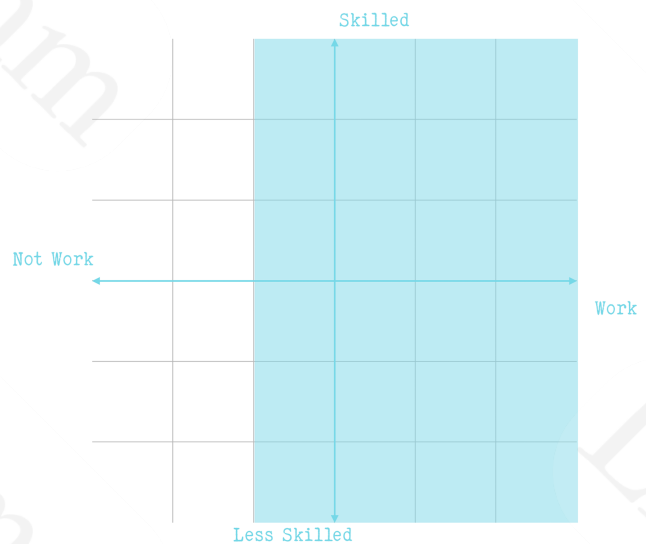
## Novelty

Figure 1



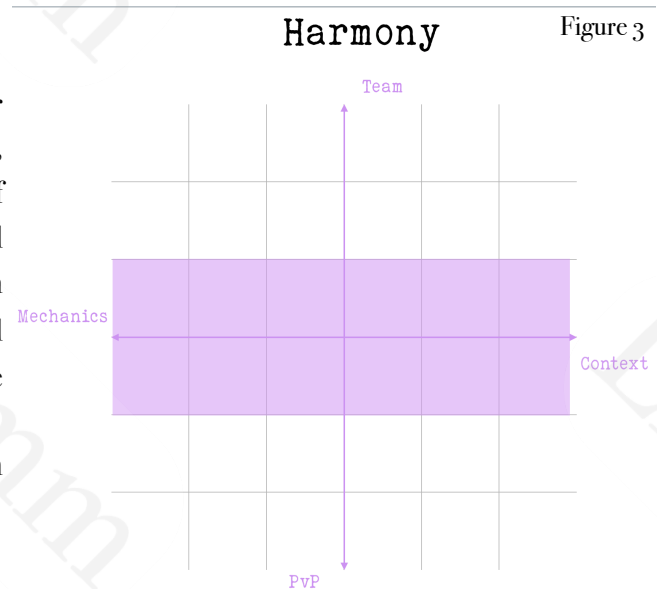
## Challenge

Figure 2

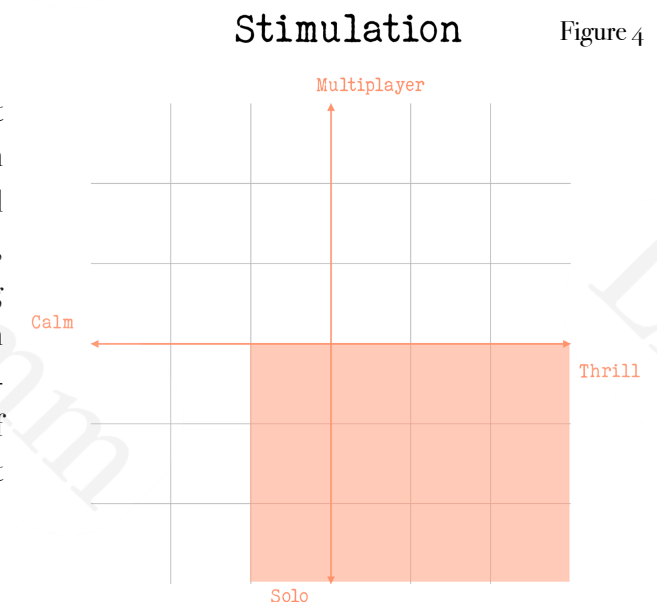


The harmony (Figure 3) x-axis measures whether players care about winning by mastering the rules, or whether they care about winning in the context of the game world, namely saving the game-world and character (VandenBerghe, 2013). *FF15* caters to both types of players, since combat mechanics and weapon customisation can be mastered, and the fictional world needs saving.

Because the game is single-player, the PvP-Team axis is not applicable.



*FF15* predominately fits into the bottom right corner of the stimulation graph (Figure 4), which deals with the “social engagement” and “stimulation level” of players (VandenBerghe, 2012). Though the cooking, fishing and driving mechanics offer serene moments, the game is an Action Role-Playing-Game and is hence full of high-tension, real-time combat. The original version of the game does not include multiplayer modes, so it will likely only appeal to solo-players.



(Word Count: 300)

Citations:

Square Enix (2016) *Final Fantasy XV*. Square Enix.

VandenBerghe, J. (2013) *Applying the 5 Domains of Play: Acting Like Players* [Presentation]. Game Developers Conference. March 27. Available at: <<https://www.gdcvault.com/play/1017876/Applying-the-5-Domains-of>> (Accessed April 2021)

VandenBerghe, J. (2012) *GCC 2012 - The Five Domains of Play* [Presentation]. Campus Gotland GAME. May 17. Available at: <[https://www.youtube.com/watch?v=cnZ9Fx\\_tsE8](https://www.youtube.com/watch?v=cnZ9Fx_tsE8)> (Accessed April 2021)