

# Juiciness in Games



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Valiant Game Studio

# Who am I?



**Anna Högberg Jenelius**

*she/they*

Indie Game Developer/Consultant

Games since 2011

Indie since 2015

Valiant Game Studio since 2017

Based in Stockholm, Sweden



**CW:**

This presentation will contain gifs with flashing lights!

# What is juiciness?

- Polish
- “Fluff”
- “Look-and-feel”
- Cross-disciplinary:
  - UX, VFX, SFX, animation...
- Design for it!



# Example



VS



# What is it good for?

- Joy for the player
- Makes the game feel “expensive”
- Makes the game feel “alive”
- Worldbuilding
- Provides feedback
- Visibility of System Status

# Visibility of System Status

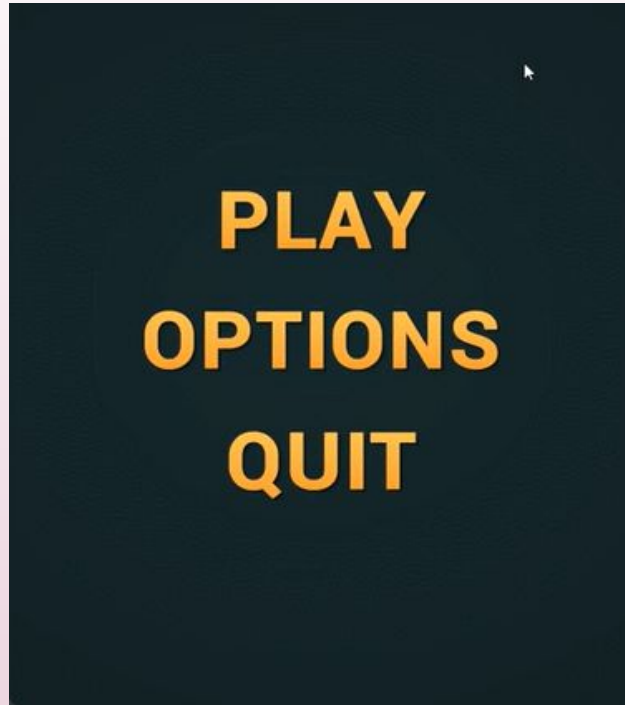
“Visibility of the system status [...] refers to the extent to which the system’s state is conveyed to the user. Systems should constantly keep users informed about the system’s state by giving clear, appropriate, and timely feedback.

Only by being aware of the system status can we take appropriate actions and overcome the gulf of evaluation, reaching user goals.”

<https://www.educative.io/answers/what-is-the-visibility-of-system-status>

*Through juiciness, you can convey that an action taken by the player has been registered by the game.*

# In interface: Example 1



[https://youtu.be/zc8ac\\_qUXQY](https://youtu.be/zc8ac_qUXQY)



# In interface: Example 2



Persona 5

# In-game: Example 1



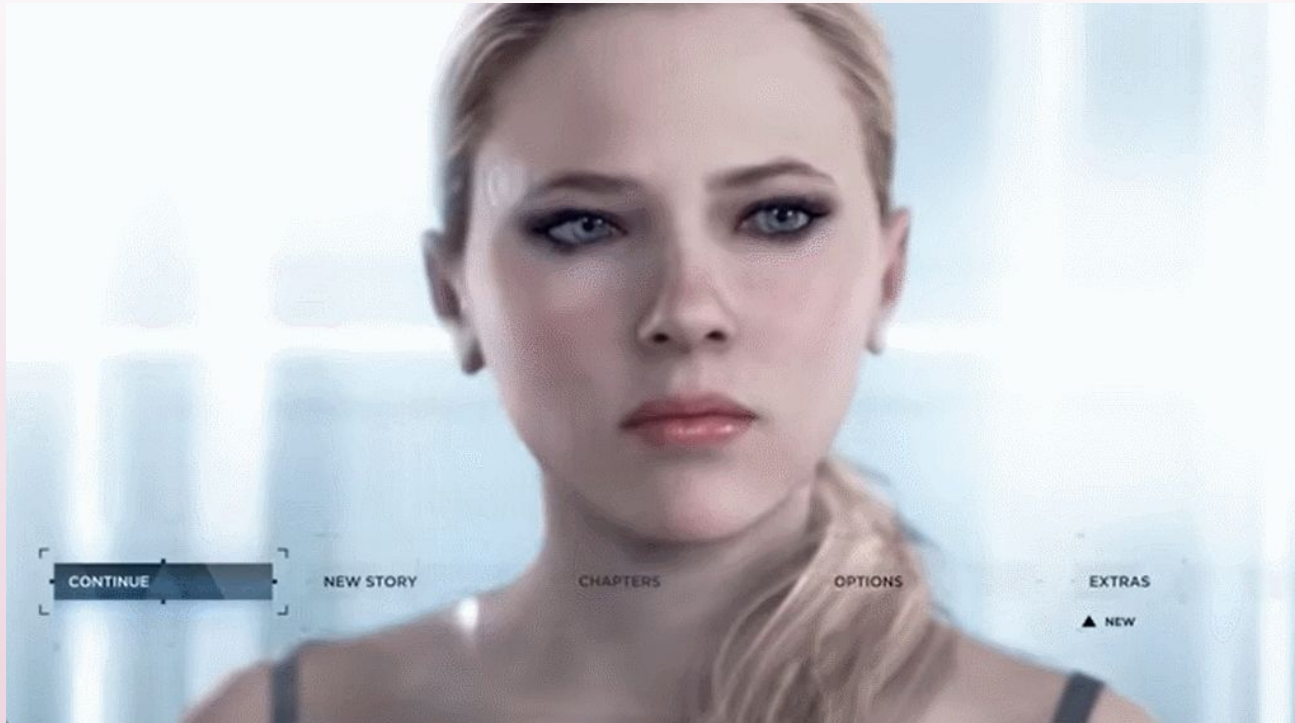
Super Mario Bros

## In-game: Example 2



Super Mario 3D World

# Bridge gameplay and interface



Detroit: Becoming Human

# Uniqueness!



Brütal Legend

# “Juice it or lose it”



<https://youtu.be/Fy0aCDmgnxg>

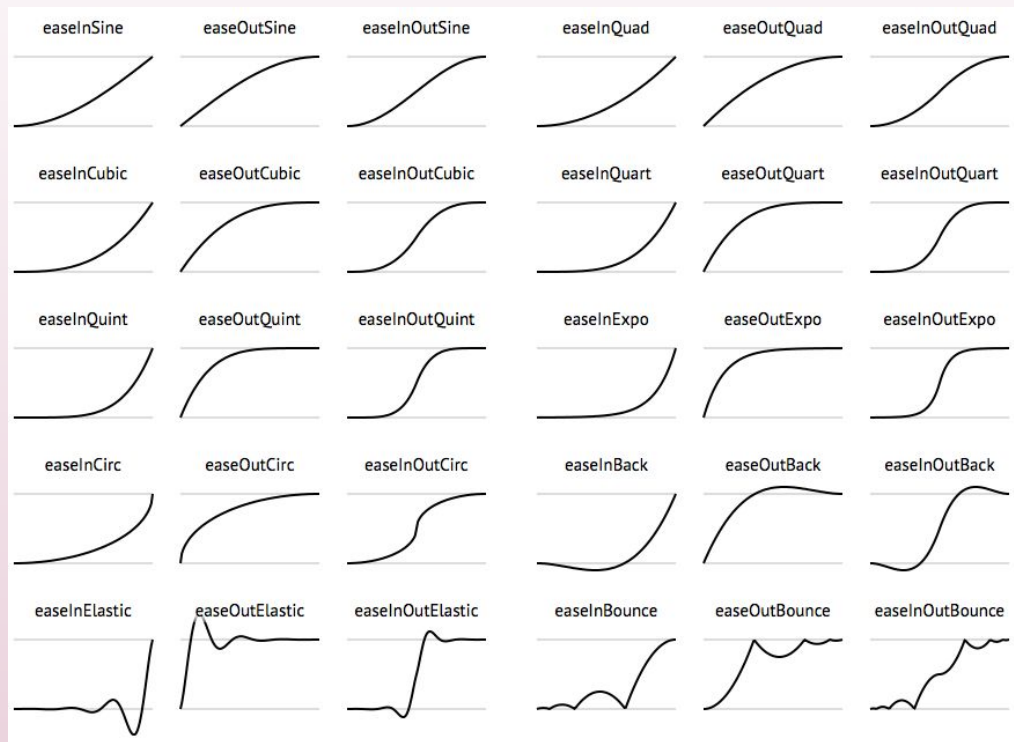
# Juice it or lose it



<https://youtu.be/Fy0aCDmgnxg>

# Juice it or lose it

- Animations (tweening)
- Particles
- Sound Effects
- Googly eyes 🙄🙄





# “Make It Wiggle (or How to Make Cool Art with No Talent)”



<https://youtu.be/7-fUvFkPngI>

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# “Game Feel: Why Your Death Animation Sucks”



<https://youtu.be/pmSAG51BybY>

# “Game Feel: Why Your Death Animation Sucks”

Firing a weapon | Lack of Feedback



<https://youtu.be/pmSAG51BybY>

# “Game Feel: Why Your Death Animation Sucks”

Firing a weapon | Good Feedback



<https://youtu.be/pmSAG51BybY>



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# Summary

- Juiciness = Audio/visual feedback
- Design for this!
- Provides:
  - Joy for the player
  - Makes the game feel “expensive”
  - Makes the game feel “alive”
  - Worldbuilding
  - Provides feedback
  - Visibility of System Status

# Questions?

