

Syphon Filter

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http://en.wikipedia.org/wiki/Image:Syphon_Filter_Logan%27s_Shadow_NA_version_front_cover.jpg

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Mission Briefing

- First four games of the series dealt with the Syphon Filter Virus, biological and nuclear warfare, terrorism, and secret government agencies
- In Dark Mirror, the U.S. government orders Gabe Logan and the IPCA to stop a global terrorist organization called Red Section from synthesizing a new type of biological weapon of mass destruction
- Logan's past comes back to haunt him

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Agency Definitions

- 1) A unique sensation of cathartic immersion
- 2) The ability to interact with and influence a game environment when the game responds in a logical manner

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Censored Elements in PS2 Dark Mirror

- People do not burst into flames or run around screaming when tased
- Language is milder but still strong
- Blood is gone
- Nudity is gone
- All online levels, weapons, and badges are gone

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Censorship's Influence on Agency

- Some areas make less sense without censored elements
- “They won't miss what they don't know was there”
- Lack of elements make the game less engaging and less enjoyable

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Less Sense Without Elements

- Logan: “I sure hope this dye washes out”
 - Censoring red blood also censors green die
- Female escort shivering and crying in the snow
 - She was just fine minutes ago, should she have less clothes now?

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Less Sense Without Elements

- Immersion is compromised
 - Illogical event causes player to feel removed from the game
- Logical flow of events is disrupted
 - The player has lost the ability to influence outcome

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“They won’t miss what they don’t know
was there.”

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http://fp.scea.com/Content/games/SCUS-97362/packart/image_1.jpg

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“ Don't tase' me bro' ! ”

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http://image.com.com/gamespot/images/2003/news/10/30/syphonfilter/syphonfilter_screen008.jpg

http://image.com.com/gamespot/images/2003/screen0/914829_20031212_screen003.jpg

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Taser Agency

- The taser gives the player an immense sense of control
- The taser causes enemies to lose their control
- The game provides the player with freedom of employment
 - Anyone can be tasered

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Censored Taser Agency

- The taser is less powerful and the player is less powerful
- Enemies do not lose as much control as before
- Freedom to influence the environment is diminished

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Historic Employment of the Taser

- At your side throughout the entire game
- Only available very late in the game
- Start game with short-range version, Player earns long-range version

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Constrained Taser Agency

- Powers are taken for granted if taser is always available
- Deprivation causes frustration and risks player apathy
 - Late levels with the taser produce the most agency
- Incentive to earn taser motivates player and develops appreciation

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Enjoyable Elements

- Humor from disgraceful death and excessive violence

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http://image.com.com/gamespot/images/2003/news/10/30/syphonfilter/syphonfilter_screen008.jpg

http://image.com.com/gamespot/images/2007/193/940257_20070713_screen002.jpg

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Enjoyable Elements

- Disgraceful death
- Excessive violence
- Sexual references
- Whining
- Foul language

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<http://pspmmedia.ign.com/psp/image/article/685/685933/syphon-filter-dark-mirror-20060206012940324.jpg>

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Censoring Enjoyable Elements

- Player's freedoms are limited
 - The player loses the ability to cause actions

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- Immersion is compromised
 - The player feels removed from the game

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Other Enjoyable Elements

- Online play

- Target Lock

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- Environment kills alter landscape

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Other Enjoyable Elements

- Online play

- Target Lock

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- Environment kills alter landscape

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Censoring Enjoyable Elements

- Embedded narrative is created by the player from environment kills
 - Leaves an imprint within the game of character action
- Restricting certain kinds of kills inhibits the player from embedding a narrative resulting from that kill

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Uncensored Elements

- Enemies reaction to dead comrades
- Enemies tend to advance when you are inactive
- Missed shots alert and piss off enemies
- Shooting someone in the leg causes them to move slower
- A friendly will advance when you tell them to
- A friendly will offer advice, whine, or yell at you for making bad decisions

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Uncensored Agency

- A player feels like he has the ability to influence the game
- A player can cause logical events to occur

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- A decision will have a logical effect, good or bad

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Censorship in the Past

- Bomb in the U.S. Capitol



Secretary of State
Assassinated via Gun

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- Terrorism in Toronto



Terrorism in Carthage
Michigan

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Why is PS2 Dark Mirror Censored?

- Attract a larger audience in the Syphon Filter series
- Interest a larger audience in the PSP
- Not put resources into setting up PS2 Dark Mirror servers
- Attention should be on the PSP and PS3, not the PS2
- Make up for low PSP and PS3 revenue

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Replay Value and Censorship

- Less potential for agency in PS2 SFDM
- Agency may tend to decrease with play
- Desire to play the uncensored PSP

version

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- Sony accomplished its goal of attracting
new players to the PSP?

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http://www.us.playstation.com/logansshadow/downloads/wallpapers/SFLS_wallpaper04_1024.jpg

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