

Analysis of the relationship between user immersion levels and the quality of UX design in Red Dead Redemption 2



Answering the following question:

*Are the good, great things in Red Dead Redemption 2
outshined by its problems?*



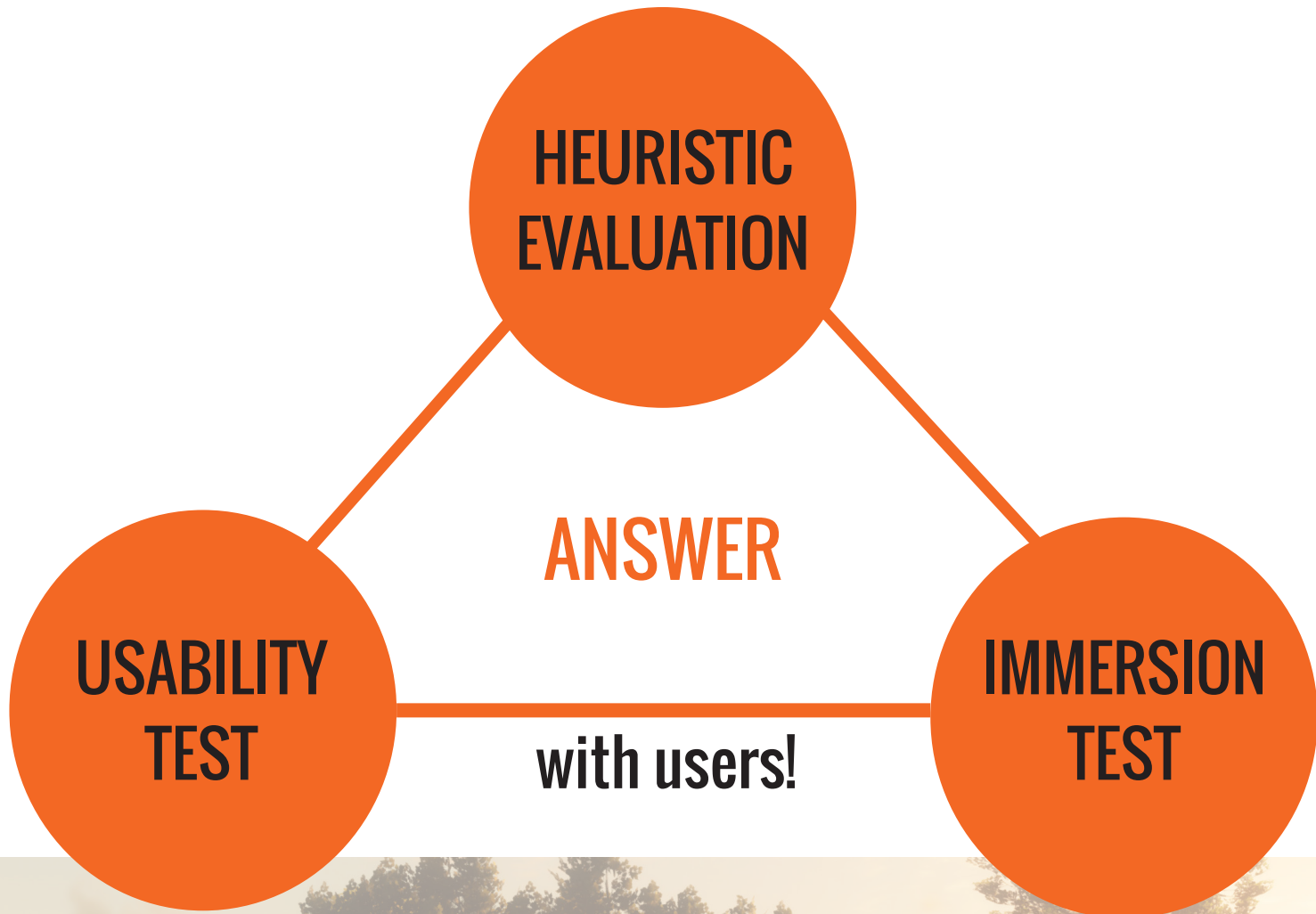
I wanted to know more about the game

**I wanted to see if the UX design was worthy of the
great storytelling and visuals**

**I wanted to try to see if it was easy for others to like
and enjoy it.**



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HEURISTIC EVALUATION

NARRATIVE

STRUCTURAL

MECHANICS

**ALMOST 70 DIFFERENT
PROBLEMS**

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4
USERS

7
TASKS

35
MINS*

*expected



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IMMERSION TEST

1

VISUAL
PRESENCE

INTERFACE
AWARENESS

SENSE OF
CONTROL

TO

AUDITORY
PRESENCE

REAL WORLD
AWARENESS

5

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Even the less prone person to immersion, got immersed above the average.

There was a lot of struggle with two tasks, that reinforce the conclusions from the heuristic evaluation

The Auditory Presence from RDR2 is exceptional, since it got the highest rate out of the other categories.



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NO

Despite all the usability problems, RDR2 still manages to engage well with the player, but the users agree that it could use some changes.

