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?
MOTIVATION

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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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.
ARE THE GOOD, GREAT THINGS IN RED DEAD REDEMPTION 2 OUTSHINED BY ITS PROBLEMS?

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.