

## Player Experience: A Research on Cross-Platform Supported Games

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**Abstract :** User Experience has a characterized perspective based on two fundamentals: the usage process and the product. Digital games can be considered as a special interactive system. This system has a very specific purpose and this is to make the player feel good while playing. At this point, Player Experience (PX) and User Experience (UX) are similar. UX focuses on the user feels good, PX focuses on the player feels good. The most important difference between the two is the action taken. These are actions of using and playing. In this study, the player experience will be examined primarily. PX may differ on different platforms. Nowadays, companies are releasing the successful and high-income games that they have developed with cross-platform support. Cross-platform is the most common expression that an application can run on different operating systems, in other words, be developed to support different operating systems. In terms of digital games, cross-platform support means that a game can be played on a computer, console or mobile device environment, more specifically, the game developed is designed and programmed to be played in the same way on at least two different platforms, such as Windows, MacOS, Linux, iOS, Android, Orbis OS or Xbox OS. Different platforms also accommodate different player groups, profiles and preferences. This study aims to examine these different player profiles in terms of player experience and to determine the effects of cross-platform support on player experience.

**Keywords :** cross-platform, digital games, player experience, user experience

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