Subject: Age groups: Graphics vs Gameplay
Posted by R315r4z0r on Mon, 09 Nov 2009 02:39:51 GMT
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There is something I've noticed when observing different age groups in video games.

It seems to me that even though more and more games are trying to settle for realistic graphics or just better graphics in general, the people who tend to be swayed by the graphics of a game are the older generations.

I've noticed that any older generation gamer will actually consider graphics as a key factor in if a game is good or not.

However, with younger generation gamers, graphics plays little role, if any at all. Younger gamers look more at the game content rather than it's looks.

What do you think? (I'll give examples after I get some responses)

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by ChewML on Mon, 09 Nov 2009 02:57:40 GMT
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GTA is good example...

Vice City was cool, lots of different weapons and cool vehicles.

San Andreas was cool also, big map with lots of different areas, customizable character, not as many weapons as Vice City, but plenty of different vehicles and the ability to customize them.

The new Liberty City... sucks ass for gameplay. Only 2 sets of weapons, you can only change Niko's clothes, can't even pick what color at the Pay & Spray, not as much variety with vehicles - like 4 helicopters, no planes, 1 semi w/o trailer ability, forklift don't even work, and only cop missions, heck on VC you could sell crack out of a ice cream truck... that was awesome. The graphics are awesome, well they were at first they seem to have lost their initial glamour after the game sucked ass. Without cheats I think it took maybe 3 days to beat it, with cheats it took a while to beat SA, and after you beat it their is still more fun to be had just messing around...

Also the cheats suck for the new one...

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by nope.avi on Mon, 09 Nov 2009 03:39:11 GMT
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It took me 3 weeks to beat gta 4 so unless you played it nonstop I'm not sure if you got the full experience. Also along with better graphics comes a better engine and better physics. Taking an

annihilator to the top of a skyscraper and jumping a motorcycle onto 4 buildings before hitting the ground is just something you couldn't do in previous versions of gta.

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## Subject: Re: Age groups: Graphics vs Gameplay
Posted by Altzan on Mon, 09 Nov 2009 04:34:28 GMT
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I fit your description. I'm a "young gen" gamer and I prefer gameplay over graphics. I think the older gen people are more easily swayed by graphics because they can remember the days of arcade games and consoles like NES, Atari, etc.

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## Subject: Re: Age groups: Graphics vs Gameplay
Posted by Ryan3k on Mon, 09 Nov 2009 04:40:50 GMT
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R315r4z0r wrote on Sun, 08 November 2009 20:39There is something I've noticed when observing different age groups in video games.

It seems to me that even though more and more games are trying to settle for realistic graphics or just better graphics in general, the people who tend to be swayed by the graphics of a game are the older generations.

I've noticed that any older generation gamer will actually consider graphics as a key factor in if a game is good or not.

However, with younger generation gamers, graphics plays little role, if any at all. Younger gamers look more at the game content rather than it's looks.

What do you think? (I'll give examples after I get some responses)
you young'ns got it all wrong, at least for me.  i'm definitely from the old-gen and i find myself constantly going BACK to games on the NES and SNES.

i couldn't give a shit about graphics.  otherwise why the hell would i still be playing games like renegade and apb?

---

## Subject: Re: Age groups: Graphics vs Gameplay
Posted by R315r4z0r on Mon, 09 Nov 2009 05:00:55 GMT
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I've seen many examples of younger gamers not really caring much about graphics.

-I've played 360 at a kid's house where he had the system hooked up to a large HDTV but didn't have the 360 displaying at HD resolutions. I questioned him and he said he didn't really care. I offered to fix it for him but he told me not to bother with it.

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-I've seen kids go backwards in game chronology and find older games of a series better than the newer ones. My younger brother likes San Andreas more than GTA4.

I think it's because since younger kids don't really have anything to compare to, they just take what they get as is. Older gamers have witnessed the growth in graphics and therefore take a large notice of the upgrades. That doesn't mean, however, that graphics will outweigh gameplay in an older gamer's mind. I'm just saying that graphics stand out more to older gamers than to newer ones.

You may have your main preferences in older games, but that wont stop you from admiring photo realistic games.

Subject: Re: Age groups: Graphics vs Gameplay
Posted by GEORGE ZIMMER on Mon, 09 Nov 2009 06:13:19 GMT
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You forgot to factor in another key element- story. It seems nowadays you can't play a game without it having to have a (usually shitty) story involved. Sonic has to have some overly deep reason to defeat Robotnick/Eggman and save the world from some terribly larger mythological beast that can destroy the world in 5 seconds flat, also he dies and gets revived by a princess through a kiss (this actually happened.), Samus can't just blow shit the fuck up just because she can and because there's some aliens and shit, etc. What the fuck is next, Tetris with Metal Gear Solid-style cutscenes that take 10 years?

It's getting annoying. There are atleast a few games that still focus on gameplay without much story or almost none at all (Team Fortress 2, Left 4 Dead, etc), and a few that pull off story fairly well (Half Life 2, and even yes, Halo, despite the rest being pretty generic). But it seems you can't even have a decent fucking arcade-style fighting game without 10 hour long cutscenes.

That being said, I think all three elements come into play to make a truly wonderful game-graphics, gameplay, AND story. There are a few that pull this off somewhat well (Half Life series, albeit lacking in some gameplay elements... moreso HL2 on that one, some classic games like Ecco the Dolphin), but it seems those games are dwindling.

I actually disagree with you for the most part- most newer generations only care for graphics over gameplay, and most just don't care for story (although, it seems as though they complain when there's a lack of it...). Look at the games that are popular- Call of Duty, Halo, etc. Most other game series are trying very hard to appeal to graphics-hungry people as well. Again, this isn't to say graphics are bad. It's just dumb to focus on only one aspect. Yes, even gameplay being the only aspect is retarded. Mario for the NES and Castlevania and etc made use of the graphic capabilities. Plus, graphics extend beyond just being "realistic". Graphics are responsible for knowing what's what, and the Mario and Sonic games and etc did this very well. Anyone who said games do not need decent graphics are retarded- they just don't need realistic graphics.

Now, out of all 3 important aspects, story is certainly the least important. It depends what kind of game you're playing, of course, but most games don't really need it. I doubt most people play CoD

for story... they just play it for the multiplayer and hardly anything else.

So basically, unless a game is centered around the story of a game, it does not need it.

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by u6795 on Mon, 09 Nov 2009 11:37:12 GMT
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GEORGE ZIMMER wrote on Mon, 09 November 2009 01:13halo
Because we argue about this on AIM all the time damnit,

NO U

Halo has a badass and super huge story. So shut your whore mouth.

---

Subject: Re: Age groups: Graphics vs Gameplay
Posted by Wiener on Mon, 09 Nov 2009 11:44:01 GMT
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I consider myself as an "older gamer" and for me...

story: almost of NO importance
graphics: minor factor


I can not see any difference in age besides that older gamers tend to play for fun while younger ones are more looking for competitive games. If you have family and bills to pay, you dont need any extra stress

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by GEORGE ZIMMER on Mon, 09 Nov 2009 11:44:47 GMT
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u6795 wrote on Mon, 09 November 2009 05:37GEORGE ZIMMER wrote on Mon, 09 November 2009 01:13halo
Because we argue about this on AIM all the time damnit,

NO U

Halo has a badass and super huge story. So shut your whore mouth.
Hey, I complimented the story aspect, faggot >:[

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by ErroR on Mon, 09 Nov 2009 11:45:10 GMT
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I tend to stick with games i like Renegade and left 4 dead, because my pc can't handle any newer games. I still play alot of Genesis games, i have some on my pc and psp

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by GEORGE ZIMMER on Mon, 09 Nov 2009 12:30:44 GMT
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ErroR wrote on Mon, 09 November 2009 05:45I tend to stick with games i like Renegade and left 4 dead, because my pc can't handle any newer games. I still play alot of Genesis games, i have some on my pc and psp
Genesis? I'd think you'd call it a Mega Drive considering that you don't live in America... But either way, FUCK YEAH, SEGA!

---

Subject: Re: Age groups: Graphics vs Gameplay
Posted by Dreganius on Mon, 09 Nov 2009 12:53:12 GMT
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I am personally of a more middle-aged generation of gamers, just having turned 18, but I've been around long enough to remember growing up with a NES and the first Gameboy. I find Graphics to be a very nice and shiny thing, and it attracts me to a game, but I also look at the gameplay, I'd say at about a 40/60 ratio.

One example I can think of is the Armored Core series. I tried out the first Armored Core game, on the PSX, and was instantly hooked. Pilot a custom-made Mech-robot to blow shit up for cash and because some guy at some corporation told you to, fuck yeah. There was no story as their reasons for missions were on a need-to-know only basis, as you're a mercenary. As the PS2 versions of the series came out I was drawn to the graphics increase. Finding the Gameplay was much the same, I stuck to the series and now own 8/10 of the PS1/2 games in it.

Story only really comes into it to me for series value. In games like the Legacy Of Kain series, the storylines really intrigued me and they were the reason I bought the Soul Reaver series. However I still go back to my 64 to play Super Smash Bros because pounding the shit out of Pikachu with Samus because you're bad-ass is kick-ass fun.

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by ErroR on Mon, 09 Nov 2009 13:12:40 GMT
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GEORGE ZIMMER wrote on Mon, 09 November 2009 14:30ErroR wrote on Mon, 09 November 2009 05:45I tend to stick with games i like Renegade and left 4 dead, because my pc can't handle any newer games. I still play alot of Genesis games, i have some on my pc and psp
Genesis? I'd think you'd call it a Mega Drive considering that you don't live in America... But either way, FUCK YEAH, SEGA!
Indeed, I'm European and call it mega drive, but thought people recognize it better that way

---

Subject: Re: Age groups: Graphics vs Gameplay
Posted by Herr Surth on Mon, 09 Nov 2009 16:04:10 GMT
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I would like to have all three thank you very much

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by GEORGE ZIMMER on Mon, 09 Nov 2009 17:27:51 GMT
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so say we all. wrote on Mon, 09 November 2009 10:04I would like to have all three thank you very much
Of course, who wouldn't want all three aspects? This assuming you're talking about story, graphics, and gameplay.

If you had to drop one though, which would you pick? And, if you had to choose one to be the primary focus, which would it be?

---

Subject: Re: Age groups: Graphics vs Gameplay
Posted by ChewML on Mon, 09 Nov 2009 18:01:35 GMT
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I could live without story if it had a good multiplayer or seemingly endless free roam.

I'd rather not sacrafice graphics, although they don't really have to be realistic... as long as it is fitting for the general theme of the game... Like RenegadeX looks awesome with it's graphics, but tbh I think that the original Reneagde looked good with it's theme. Now if you could picture CoD in Renegade style graphics... that prolly wouldn't feel right.

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by Altzan on Mon, 09 Nov 2009 19:10:33 GMT
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GEORGE ZIMMER wrote on Mon, 09 November 2009 11:27If you had to drop one though, which would you pick? And, if you had to choose one to be the primary focus, which would it be?

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I'd choose to drop story - If it looks good and is fun to play, I don't need the life story of my character to help me enjoy the game.

Gameplay would be the focus for me. If it isn't fun to play, then forget the pretty graphics or plot line.

Also (@topic), a lot of people here are going to say they prefer gameplay... we ARE Renegade fans after all

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by Herr Surth on Mon, 09 Nov 2009 20:15:18 GMT
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GEORGE ZIMMER wrote on Mon, 09 November 2009 11:27so say we all. wrote on Mon, 09 November 2009 10:04I would like to have all three thank you very much
Of course, who wouldn't want all three aspects? This assuming you're talking about story, graphics, and gameplay.

If you had to drop one though, which would you pick? And, if you had to choose one to be the primary focus, which would it be?
Well, I know games who can survive solely on having an incredibly immersive storyline and i know games who are just really really fun to play, but i dont know a game which is decent by only having good graphics, so i guess graphics are the most unimportant part

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by IAmFenix on Mon, 09 Nov 2009 22:29:17 GMT
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Personally, this is how I break down games to rate how good they are:
Gameplay (Replay is a BIG part of this): 50%
Story: 25%
Graphics: 25%

You might just look at this and say I'm lying. I mean, games that I've played that are amazing I still play once in awhile, more often if the game is still active. I mean, yeah, my generation (younger [still in high school])cares a lot about graphics. There are only a few kids in my school that still play "old-school" NES. I mean, I would if it weren't for the fact that all my controllers for my NES weren't fucking buried under random crap, but the games I had played were amazing.
I think the thing that pissed me off the most is when my friend borrowed a game for the Xbox (not 360), we were on XBL, I told him to set up his original xbox if he wanted my help, and he fucking whined about the graphics degradation between the two. I mean, that's how I played it, so why can't he. I also think that the graphics for each new gaming system I play are amazing, but that doesn't mean that I still don't play my original xbox games (and my friends still don't get it -.-).

For those who want to skip reading a long paragraph, I just shared my experiences, so if you call BS on my ratios, read the last paragraph.

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by R315r4z0r on Mon, 09 Nov 2009 23:59:41 GMT
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I didn't forget story... it's just that it doesn't really play any factor at all.

You can't really judge a story's impact or entertainment value until you get all the way though it. Because of that, you can't use story to sway someone's first attraction to a game. (Unless you are looking into a sequel, in which the impact of the previous game will be what drives to the new game. Story would be a key factor here.)

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Subject: Re: Age groups: Graphics vs Gameplay
Posted by _SSnipe_ on Tue, 10 Nov 2009 00:22:37 GMT
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I am 50/50 on both

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