

DIPL.-ING. (FH) LARS BARTSCHAT

SUCCESS FACTORS
OF
VIDEO GAME
CONSOLES



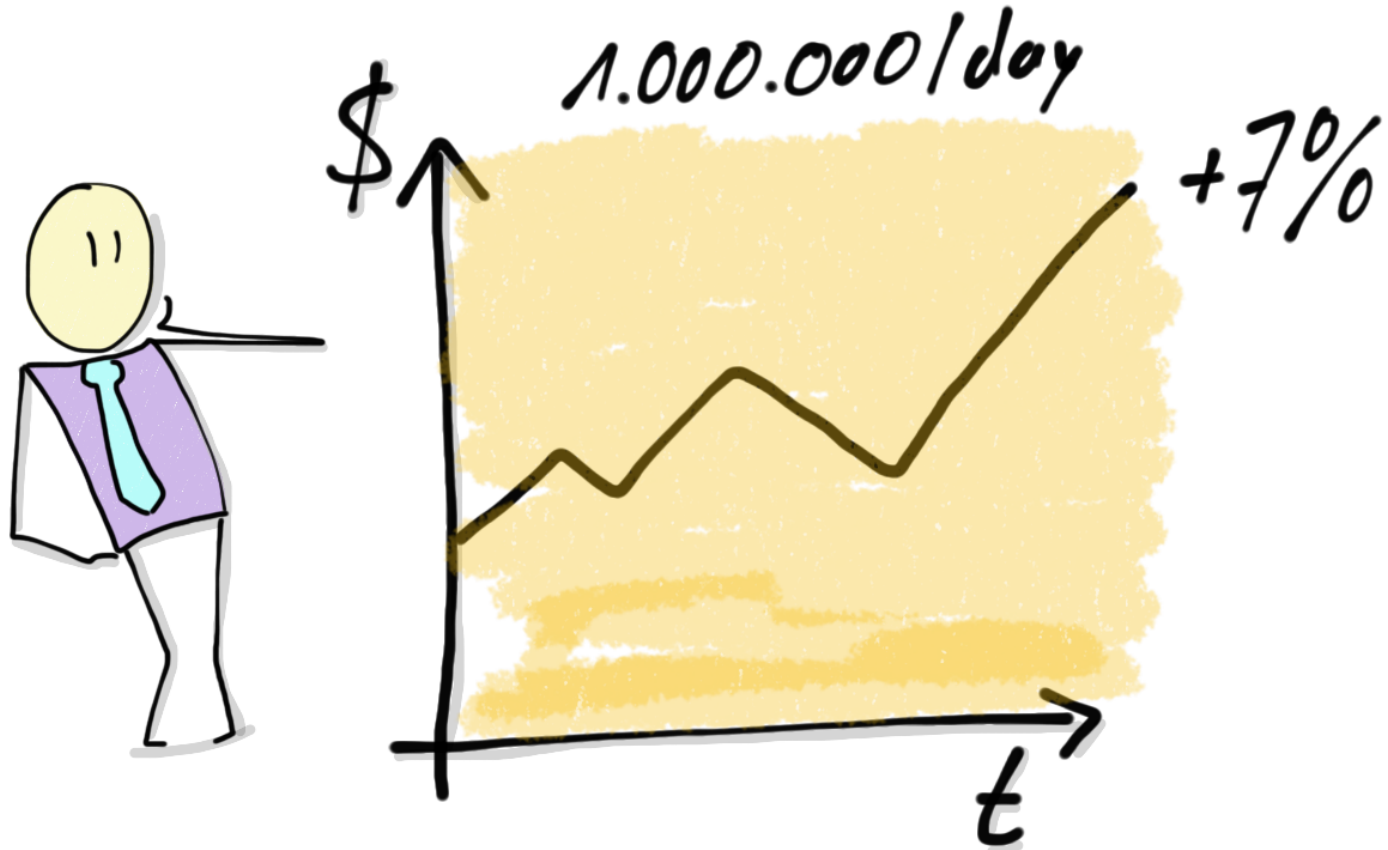
16/02/17

OUTLINE

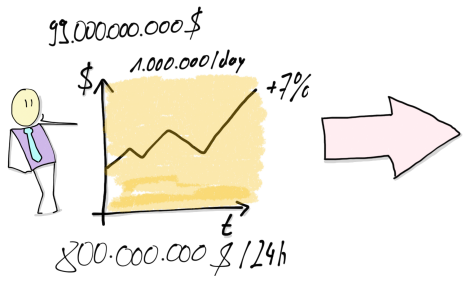
- o Intro
- o Foundations
- o Framework
- o Application
- o Discussion



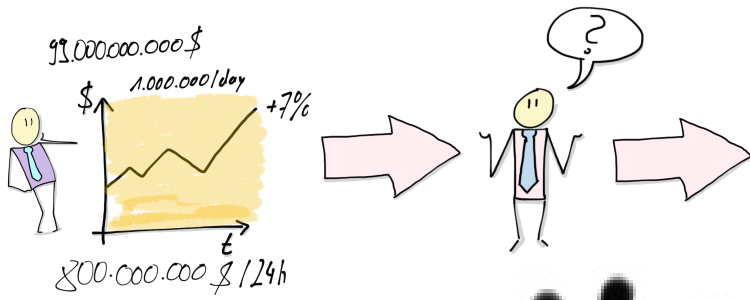
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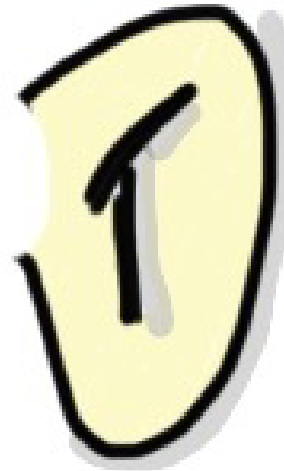
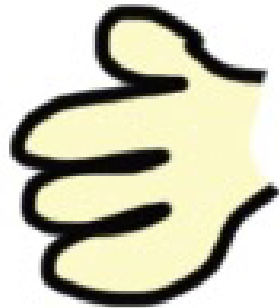
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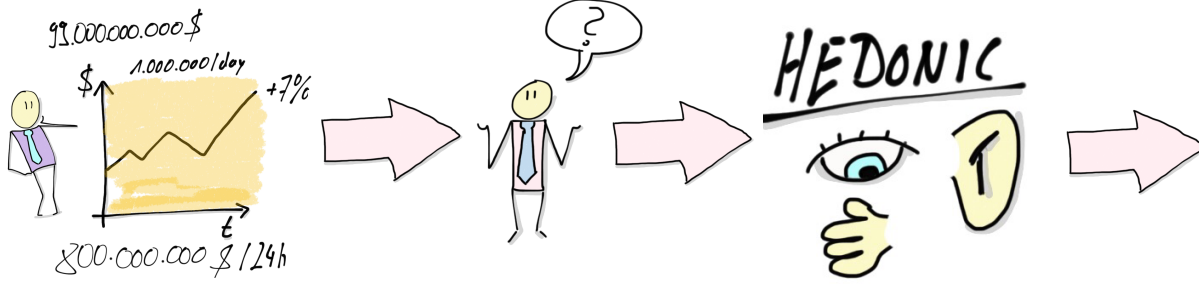


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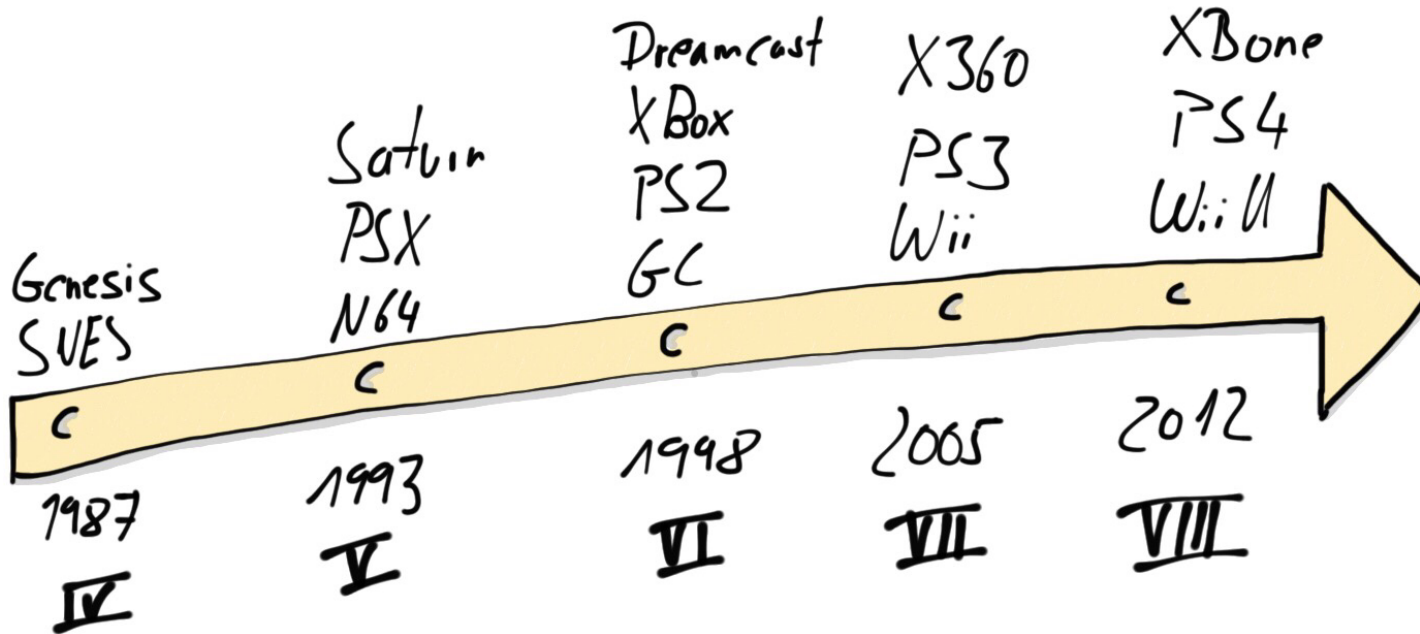


HEDONIC





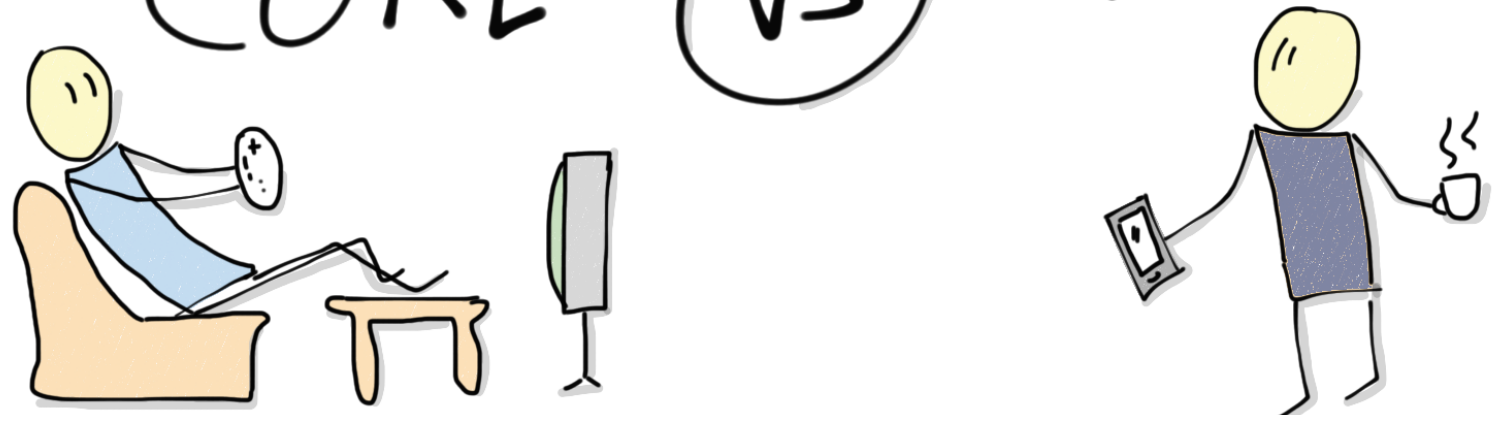
GENERATIONS

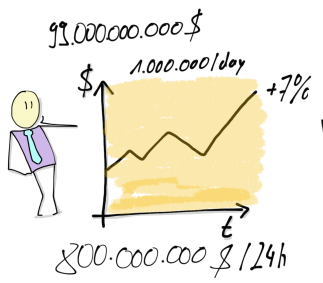




GAMER PERSONAE

CORE VS CASUAL



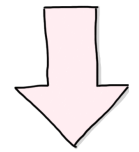


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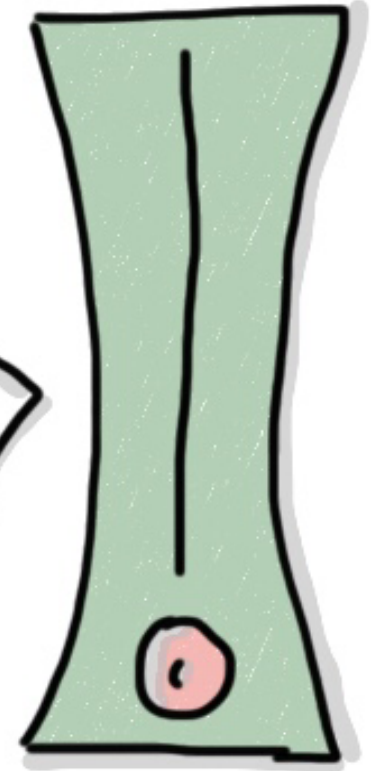


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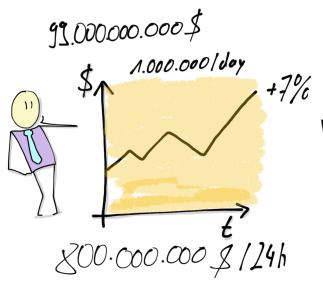
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SVES	PSX	XBox	PS2	PS4
c	N64	GC	PS3	Wii U
c	c	c	Wii	c
1987	1993	1998	2005	2012
II	V	II	VII	VIII



GAMER PERSONAE



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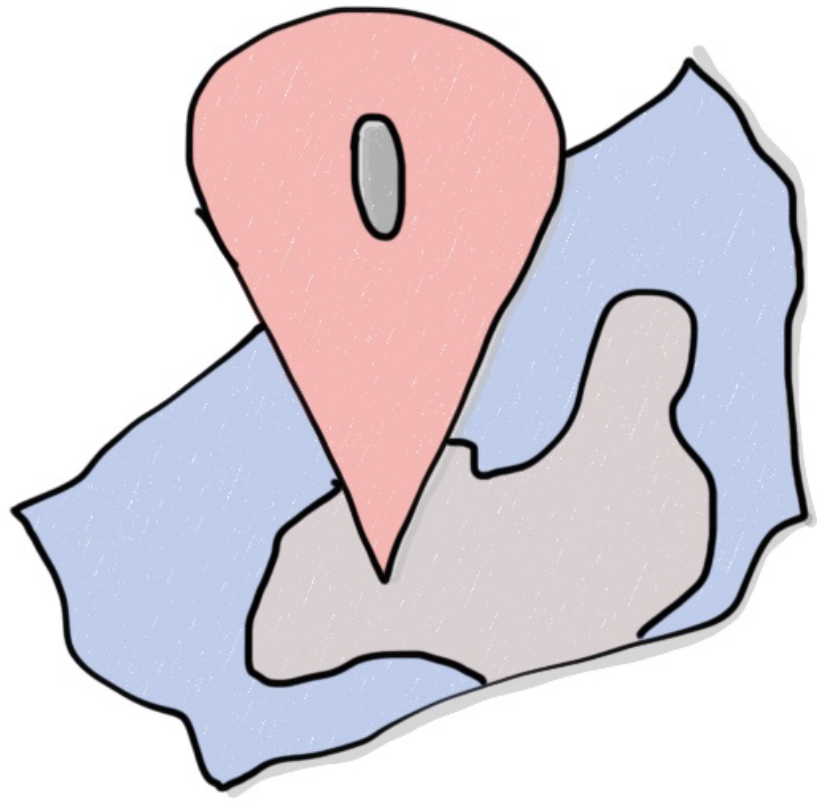
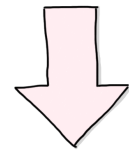


HEDONIC



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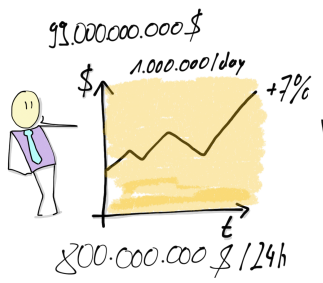
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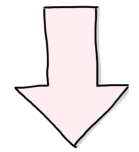


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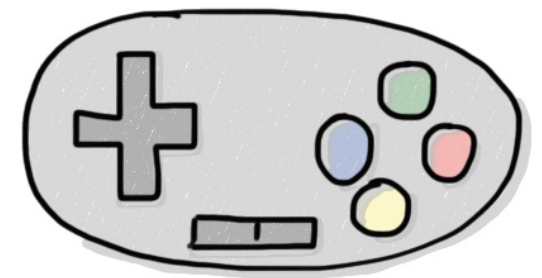
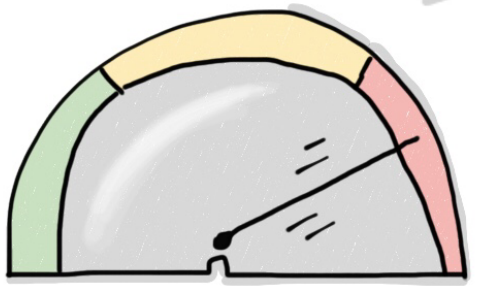
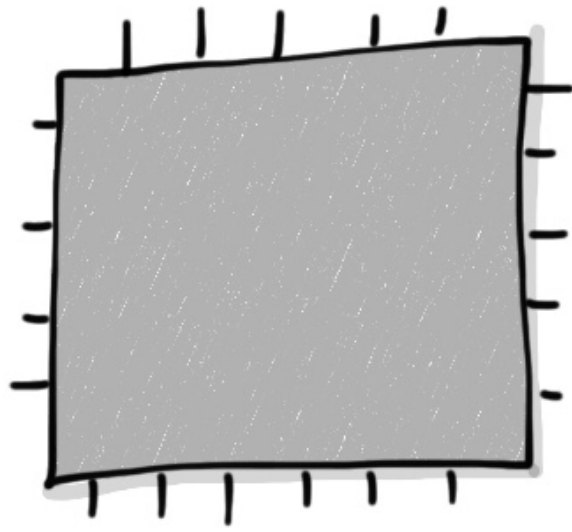
GENERATIONS

Dreamcast X360
 PS3 PS4
 Wii U

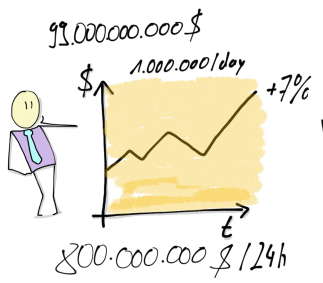


IMMERSION

FLOW



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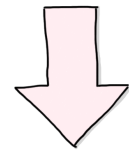


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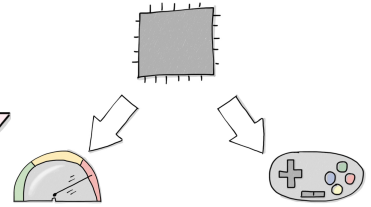
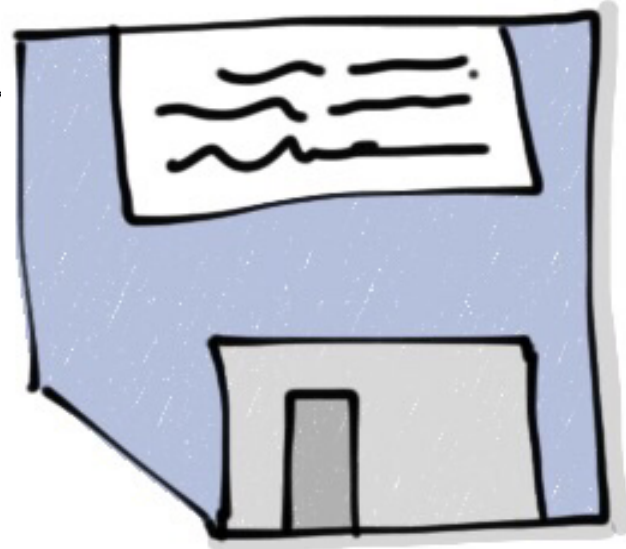
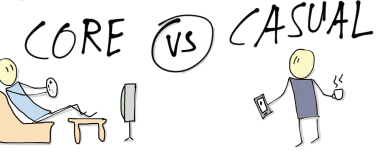


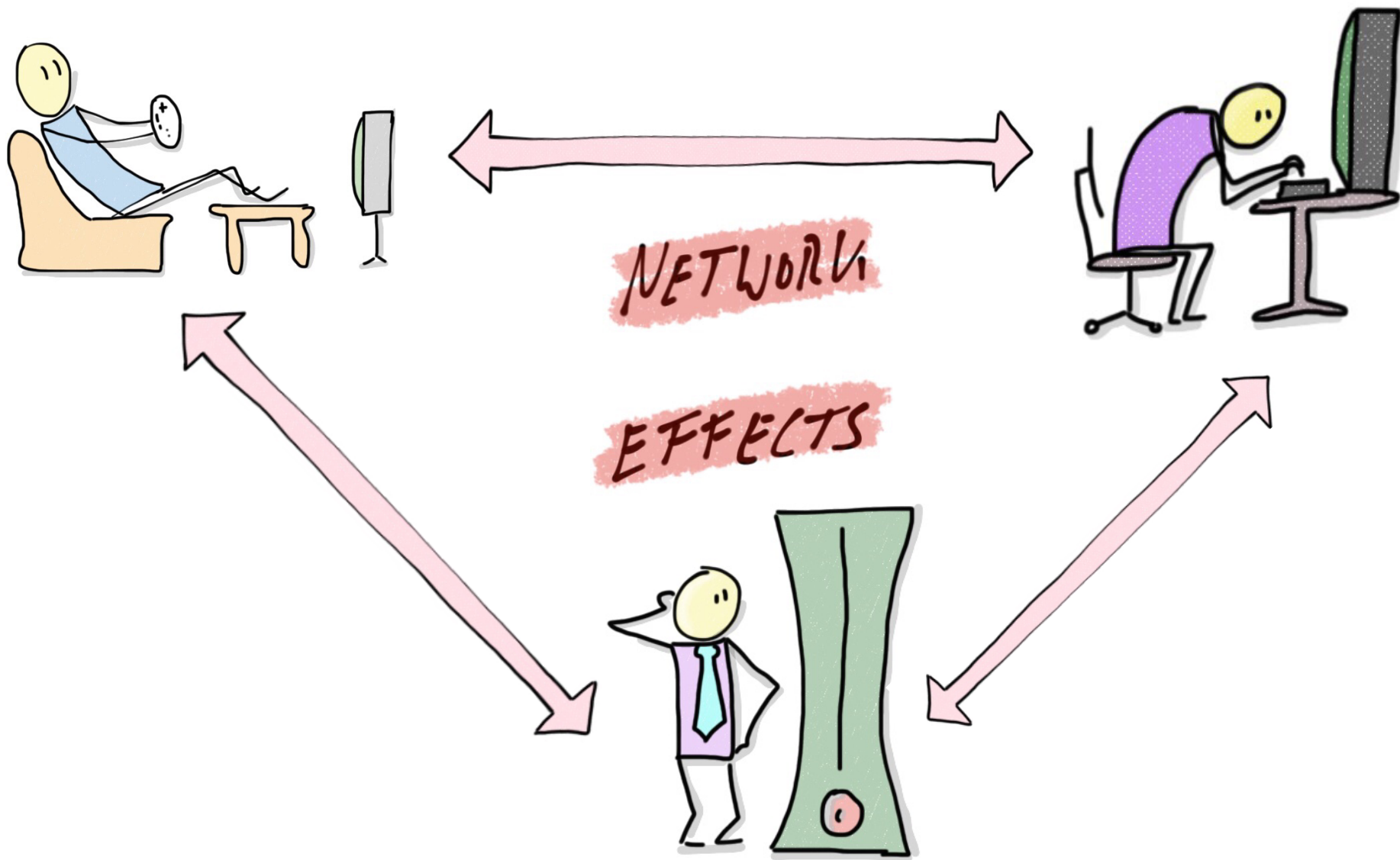
GENERATIONS

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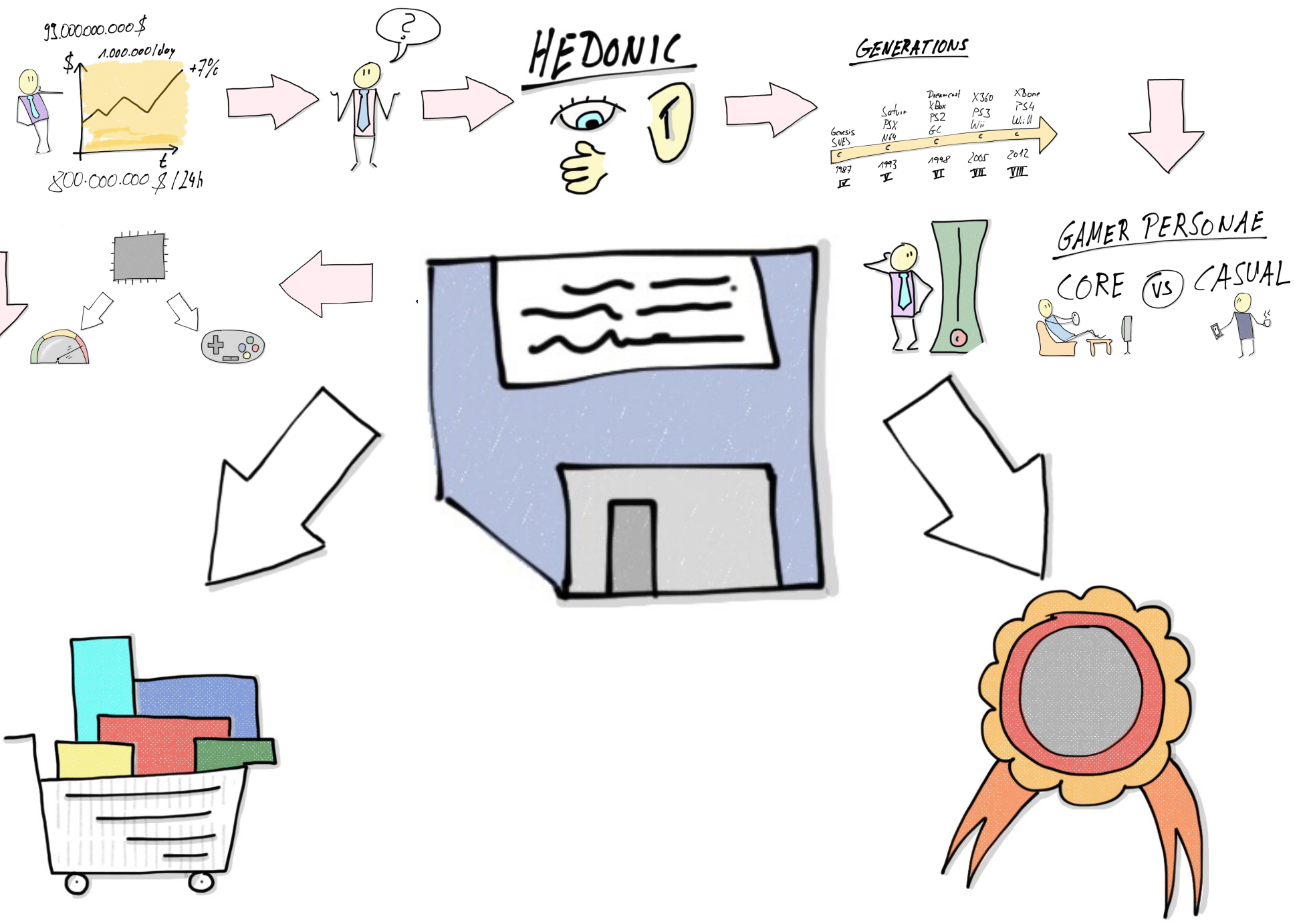


GAMER PERSONAE

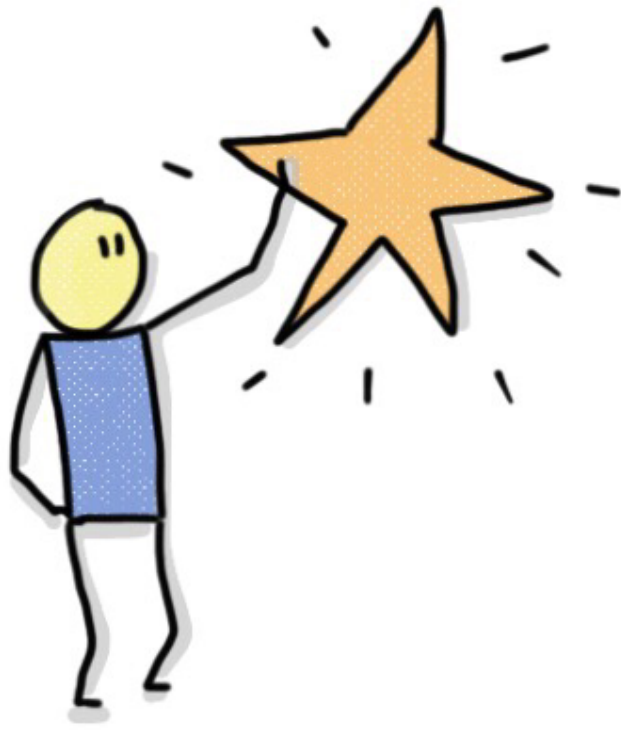




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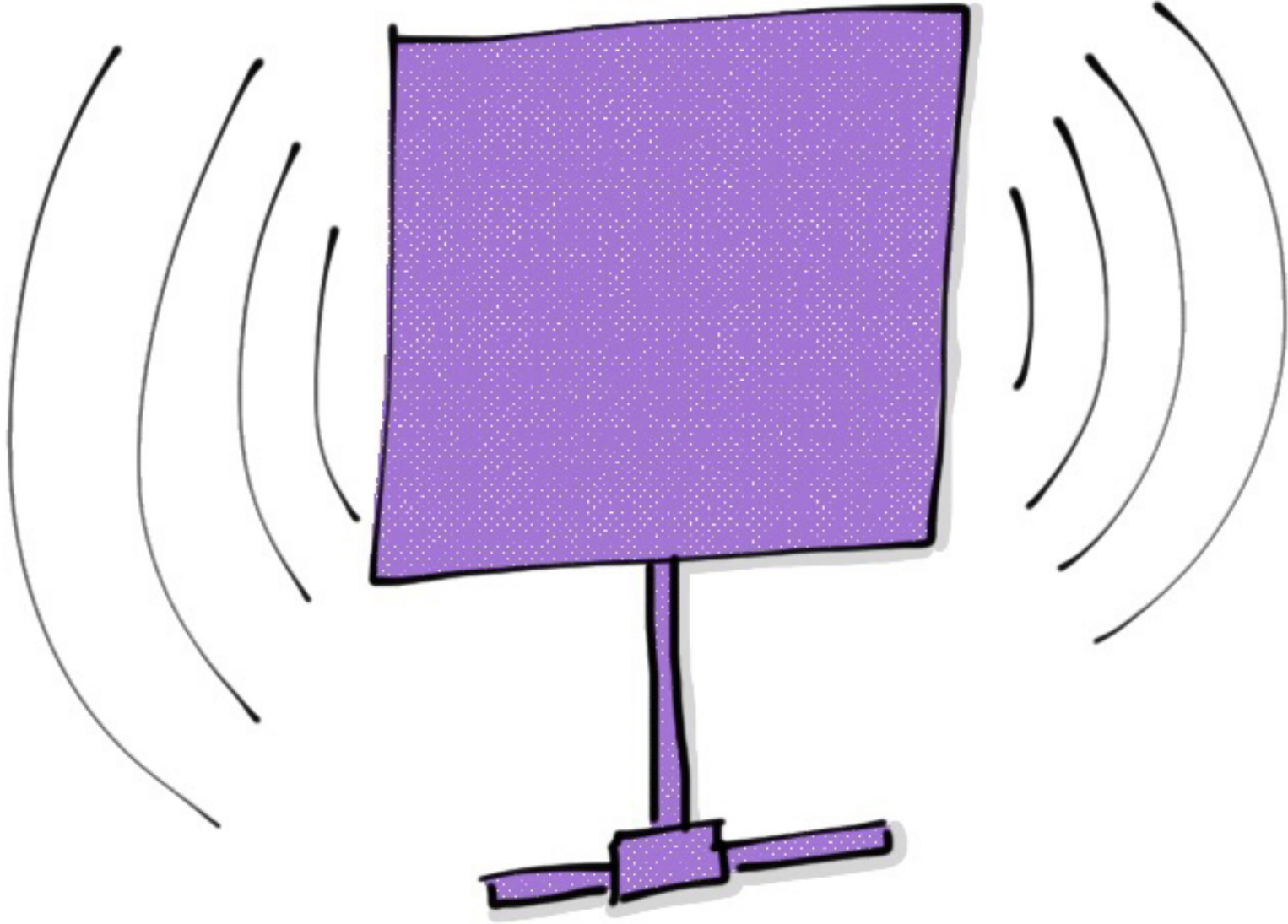
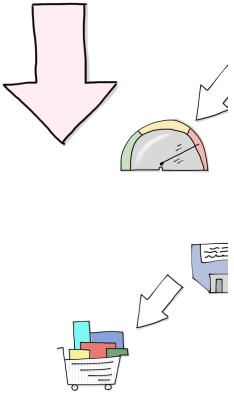
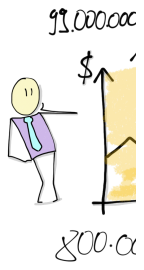


SUPERSTAR SOFTWARE

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SYSTEM SELLER

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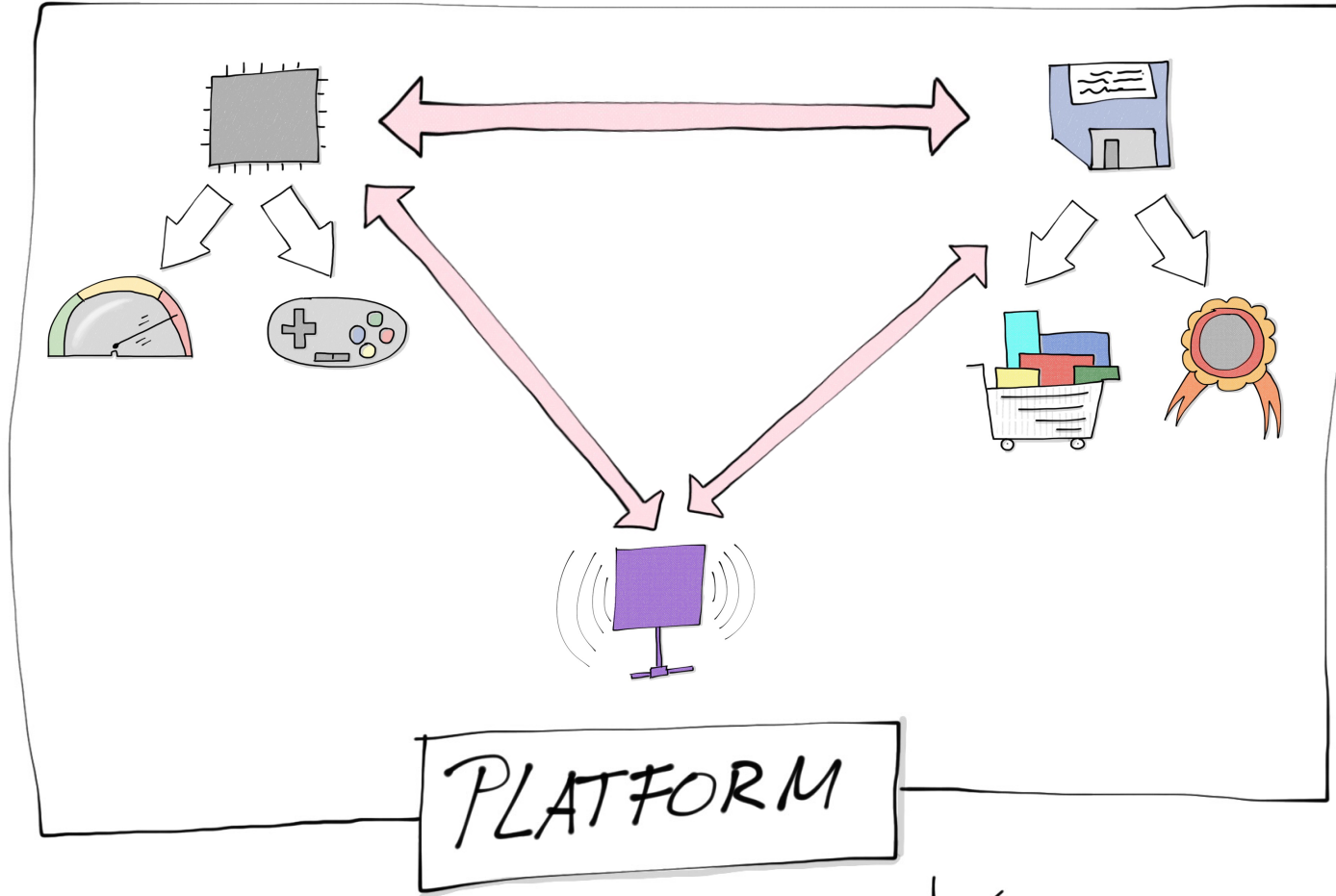
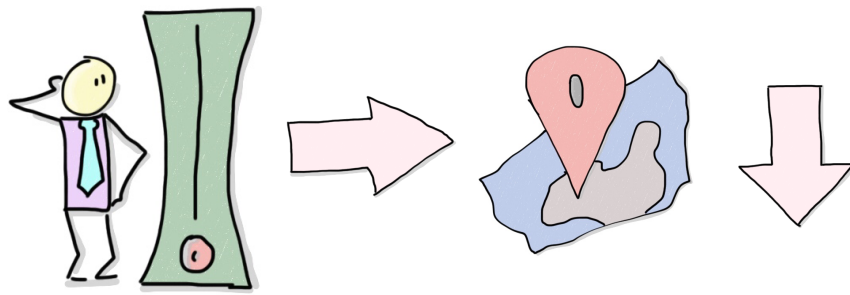
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SONAE
CASUAL



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FRAMEWORK



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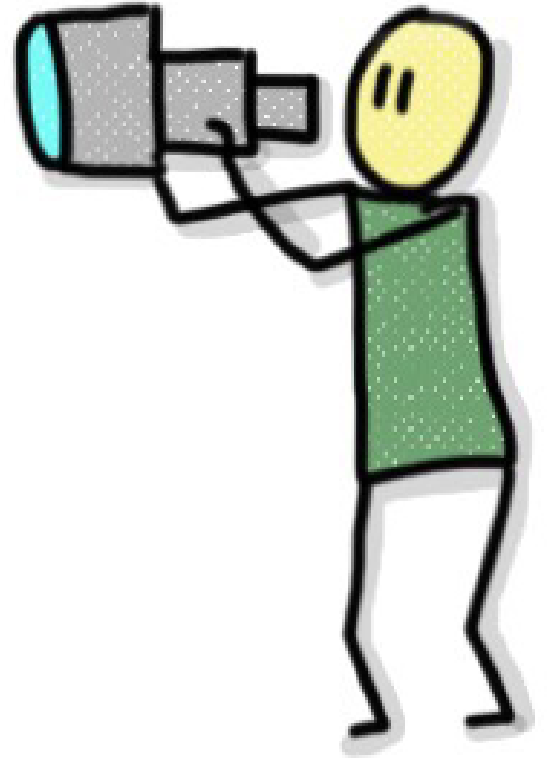
APPLICATION GENERATION 7



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OUTLOOK & LIMITATIONS

- DATA / DATA DRIVEN / EMPIRIC
- ADDITIONAL FACTORS
- WEIGHT?
- INFLUENCE OF MEDIA / WOMI...
- MOBILE PLATFORMS?



Sources / References

<https://github.com/bartsehaf>



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DISCUSSION



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