

Name of the Game: Among Us

Game's Creator: InnerSloth

Platform of the Game: Console, PC, iOS, and Android devices.

Central Argument:

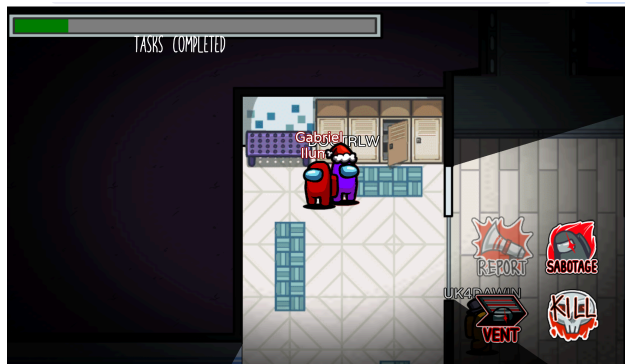
Among Us emphasizes social deduction through its mechanics by fostering an environment where players must rely on observation, communication, and strategic thinking to uncover the impostors among them. The game's formal elements, such as its task completion system, sabotage mechanics, and discussion phases, work synergistically to create an immersive and engaging experience centered around both deception and



deduction.

Analysis:

One of the key mechanics in Among Us is the task completion system. In the game, Crewmates are tasked with completing various objectives around the map, while the impostor(s) attempt to blend in and sabotage their efforts. This mechanic encourages players to scrutinize each other's behaviors and movements to identify suspicious



activity. Consequently, a crewmate who appears to be completing tasks diligently is more likely to be trusted; on the other hand, someone who avoids completing tasks or exhibits erratic behavior may be considered "sus". However, impostors can also fake completing tasks to deceive other players, adding layers of complexity to the deduction process.

Moreover, another crucial mechanic is the discussion phase, where players convene to share information, accuse others, and defend themselves. During these discussions,

players carefully analyze each other's statements and behaviors to uncover lies and inconsistencies. This mechanic emphasizes social interaction and communication skills, as players must convince others of their innocence or manipulate suspicions to their advantage in order to stay in the game. Moreover, this section is timed, which adds tension and urgency to the gameplay, forcing players to deduce who the imposter is quickly.

Furthermore, Among Us incorporates sabotage mechanics, allowing impostors to disrupt crewmate activities and sow chaos. Sabotage events, such as disabling lights or causing reactor meltdowns, create opportunities for impostors to isolate and eliminate crewmates, diverting attention away from themselves. This mechanic not only adds strategic depth to the game but also reinforces the game's overarching theme of deception and betrayal.

However, despite its innovative mechanics, Among Us is a pretty flawed game, in my opinion. In my time playing, I found that the gameplay, outside of social deduction elements, was absolutely boring, especially the task completion mechanic. The tasks were so, so repetitive and the simplistic mechanics turned into monotony over time,

especially in longer play sessions with annoying children. I found myself just waiting until I was the imposter again because the normal play mode was simply unbearable. Additionally, I must acknowledge that the game's reliance on player communication could be a barrier for solo players or those without access to voice chat, limiting the accessibility of the experience, in general.



Learning:



Among Us exemplifies the principles of the MDA framework, with mechanics, dynamics, and aesthetics working in tandem to create a compelling social deduction experience. The mechanics of task completion, discussion, and sabotage contribute to dynamic gameplay dynamics, where trust,

betrayal, and uncertainty shape player interactions. Moreover, the game's emphasis on social interaction aligns really well with the course content on critical play, highlighting the importance of communication and collaboration in multiplayer gaming experiences.

However, like I mentioned above, there is serious room for improvement in Among Us, particularly in diversifying gameplay mechanics and addressing accessibility concerns. Introducing new tasks, objectives, or game modes could add some much-needed variety and depth to the experience, catering to different playstyles and preferences.

