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# The Player Category Research of Murder Mystery Game

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# Murder Mystery Game

# Intro



# Father: LARP

上海打造中国最大“沉浸式剧场”！千万级沉浸式  
戏剧《新世界》今晚首秀

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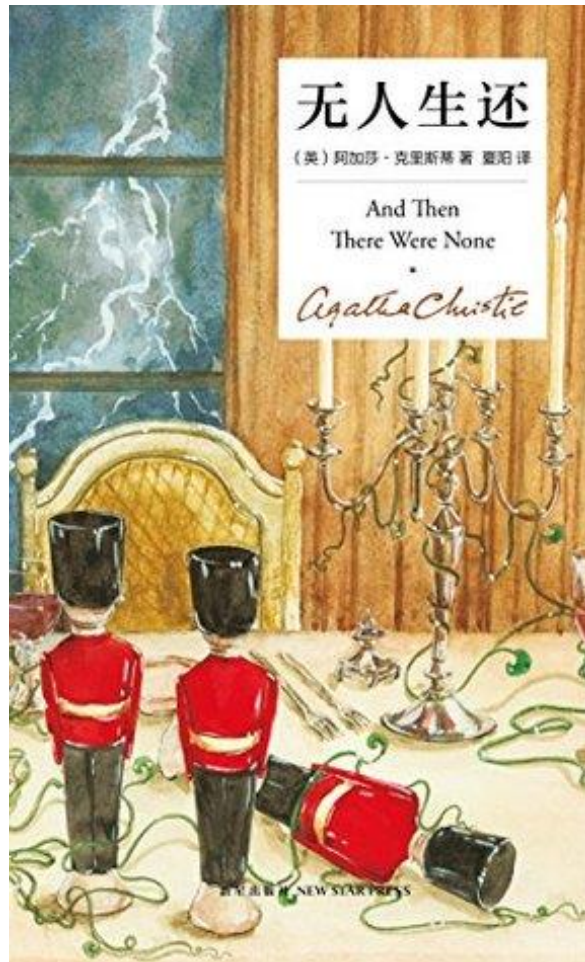


装扮化身为老上海故事里的角色，从专业演员扮演的角色那里接下委托，乘上老爷车，穿梭在不同风格的老洋房和商铺、茶楼、巡捕房等场景之间，亲手揭开故事的谜题……今天晚上，中国首个原创IP的大型沉浸式戏剧《新世界》在上海影视乐园开启首秀。作为内容与产业融合发展、延伸电影产业链的一项尝试，上海电影集团正式宣布，在上海影视乐园打造中国最大规模的“沉浸式剧场”，入局“沉浸式”文娱领域，探索与众不同的高质量“沉浸式”文旅的重要一步。

- Shanghai creates China's largest immersive theatre-- immersive Drama “New Wolrd”



# Mother: Detective literature



# Half-breed :Jubensha



♀ Detective Fiction

♂ Live Action Role Playing



Murder Mystery Game



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**As a result, Jubensha is, by definition, a live role-playing game based on the theme of criminal detection; or a detection narrative presented in a live role-playing game instead of a traditional literary form**





# History



Murder mystery games first originated in the West. The original format was party games, in which the players of a party worked together to solve a murder case.

After the 1930s, murder mystery games emerged, initially in the form of boxed sets, and in 1935 the first murder mystery boxed set, known as the 'Jury Box', was released. But it was still primarily a stand-alone mystery

It was not until the 1980s that the murder mystery role-playing game was officially born



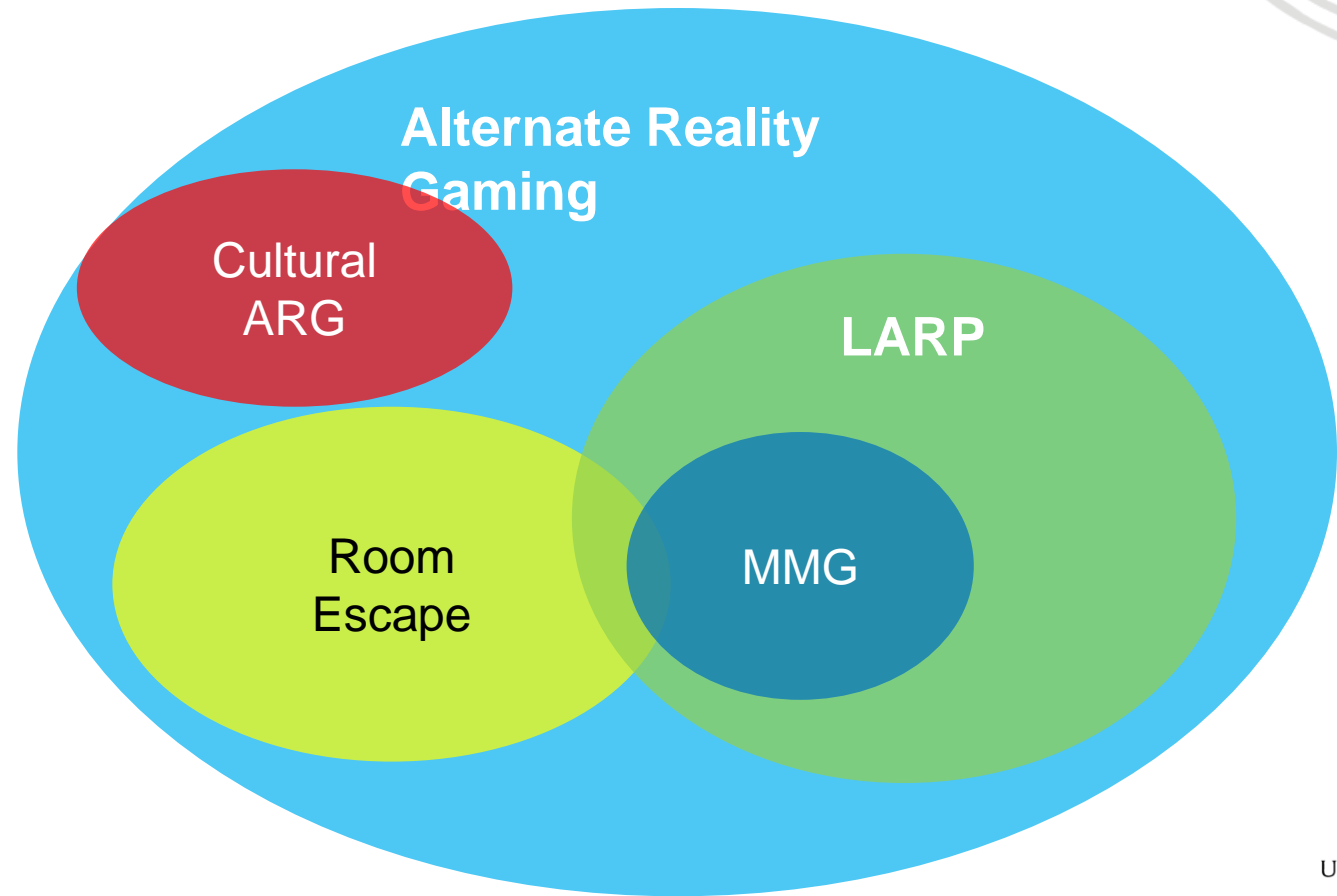
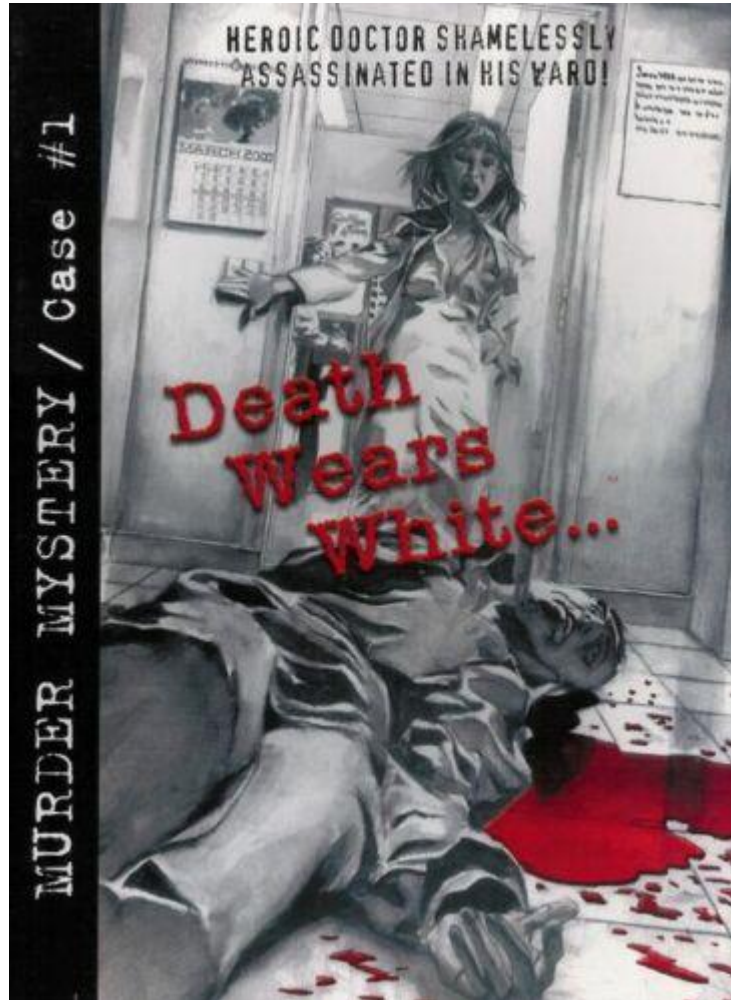
# History

In 2013, a murder mystery game named **Death Wear White** was imported into China, seen as the origin of Jubensha. But this kind of game was not drawn too much attention until 2016, when Mango TV released a variety program named Who's The Murderer, which was imported from JTBC (South Korea), pushing Jubensha to become one of the most popular entertainments among young people.

In particular, the Chinese youth population does not have the party culture of the West, and young people are more interested in meeting up for some practical fun other than alcohol



# The 1.0 era of Jubensha



# The 2.0 era: Industry and Form

- Online
- A traditional standard box set with a substantially more difficult narrative and performance, as well as reasoning
- Live-action immersion

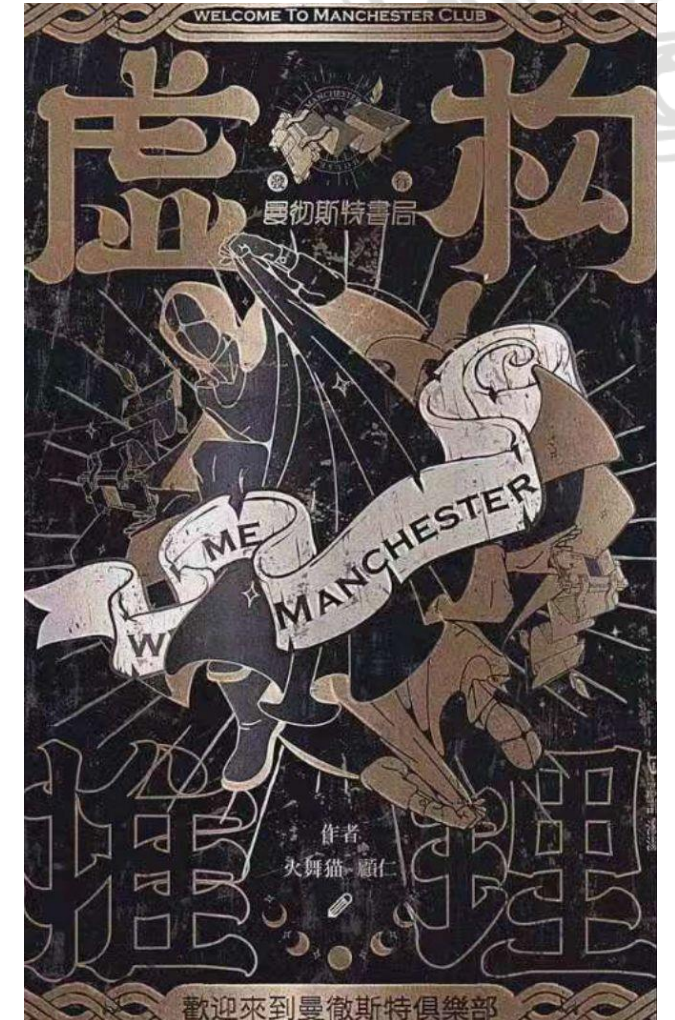


# Live action dressing immersion mode



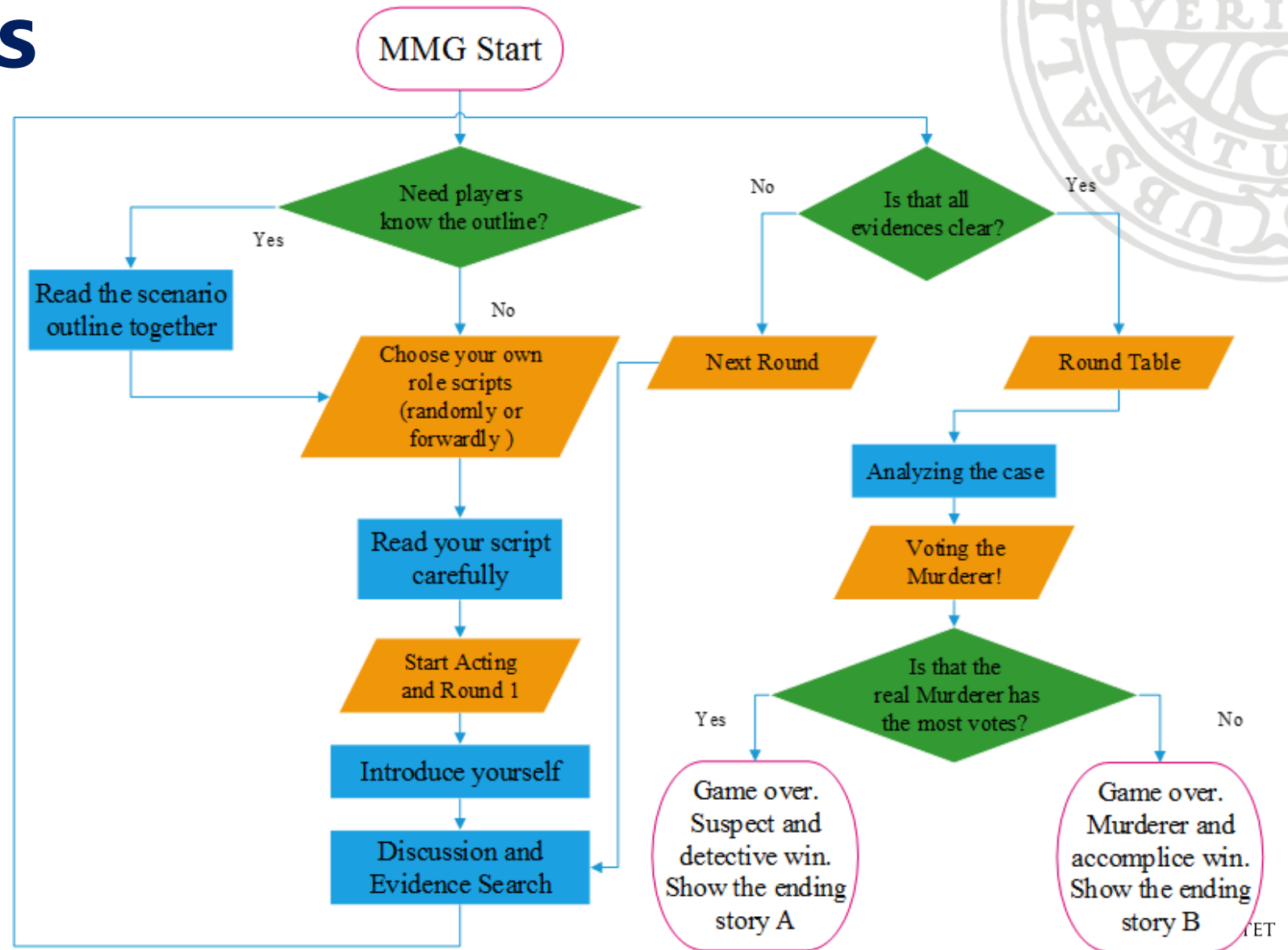
# The 3.0 era: (Post-Epidemic)

- Significant increase in game length and difficulty
- Game time of 1.0 version always is 1-2 hours, 2.0 version is 3-5 hours
- While 3.0 version is always more than 5-6 hours.
- More literary complexity, such as "narrative trickery"

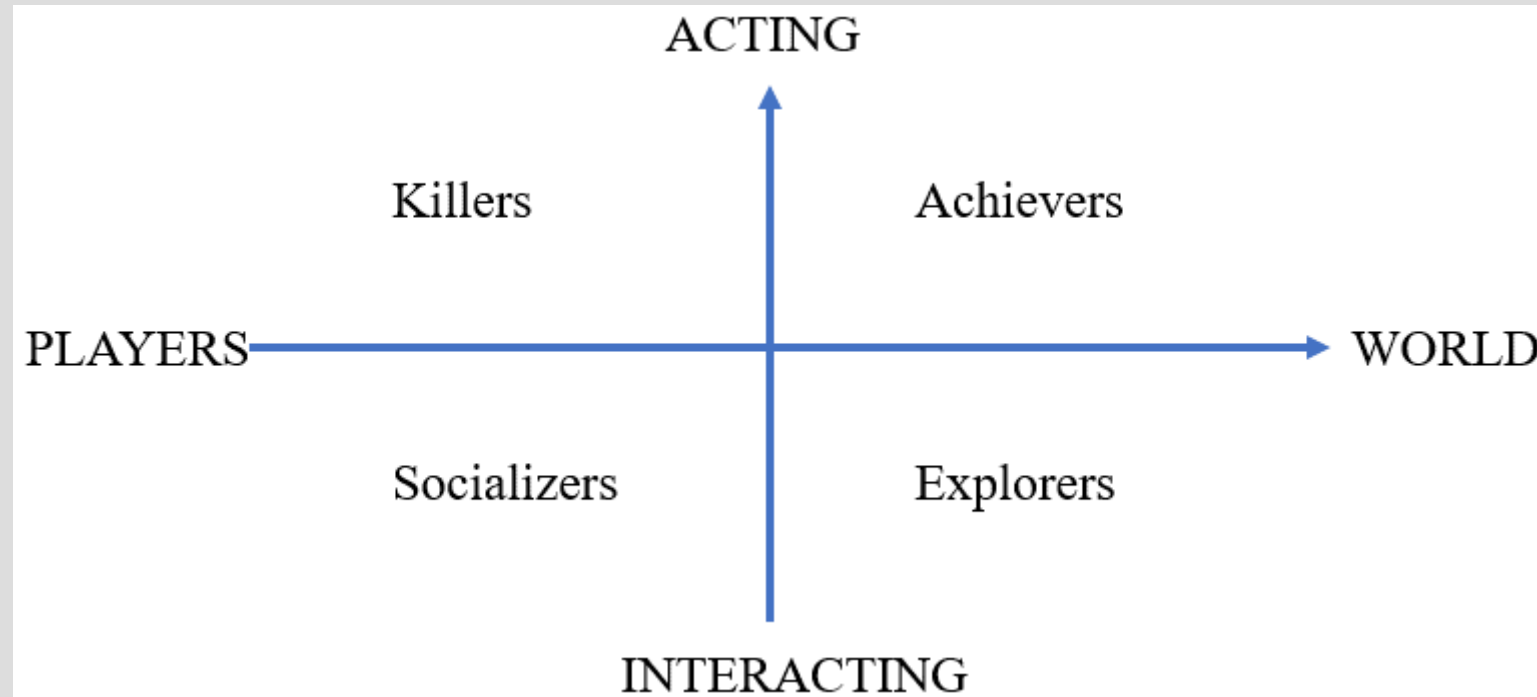


# Basic Process

- Preparing
- Beginning
- Search
- Analysis
- Voting
- Ending



# Battelle Player Classification Theory in MUD





# GNS Theory in RPG

- Gamism is expressed by competition among participants
- Simulationism heightens and focuses Exploration as the priority of play.
- Narrativism is expressed by the creation, via role-playing, of a story with a recognizable theme



# X-axis - the object of the game - Narrativism

- Left means players in MMG would pay more attention to interaction and socialization with real players rather than the game and the story;
- Right means players more like immersing in the game world and they do not care too much about who they play with.





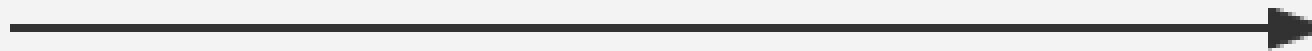
# Z axis-the motivation of the game - Simulationism

- Left means players just want to get fun during playing MMG;
- Right means players play these games for some serious purpose, for example, practice social ability or doing some research

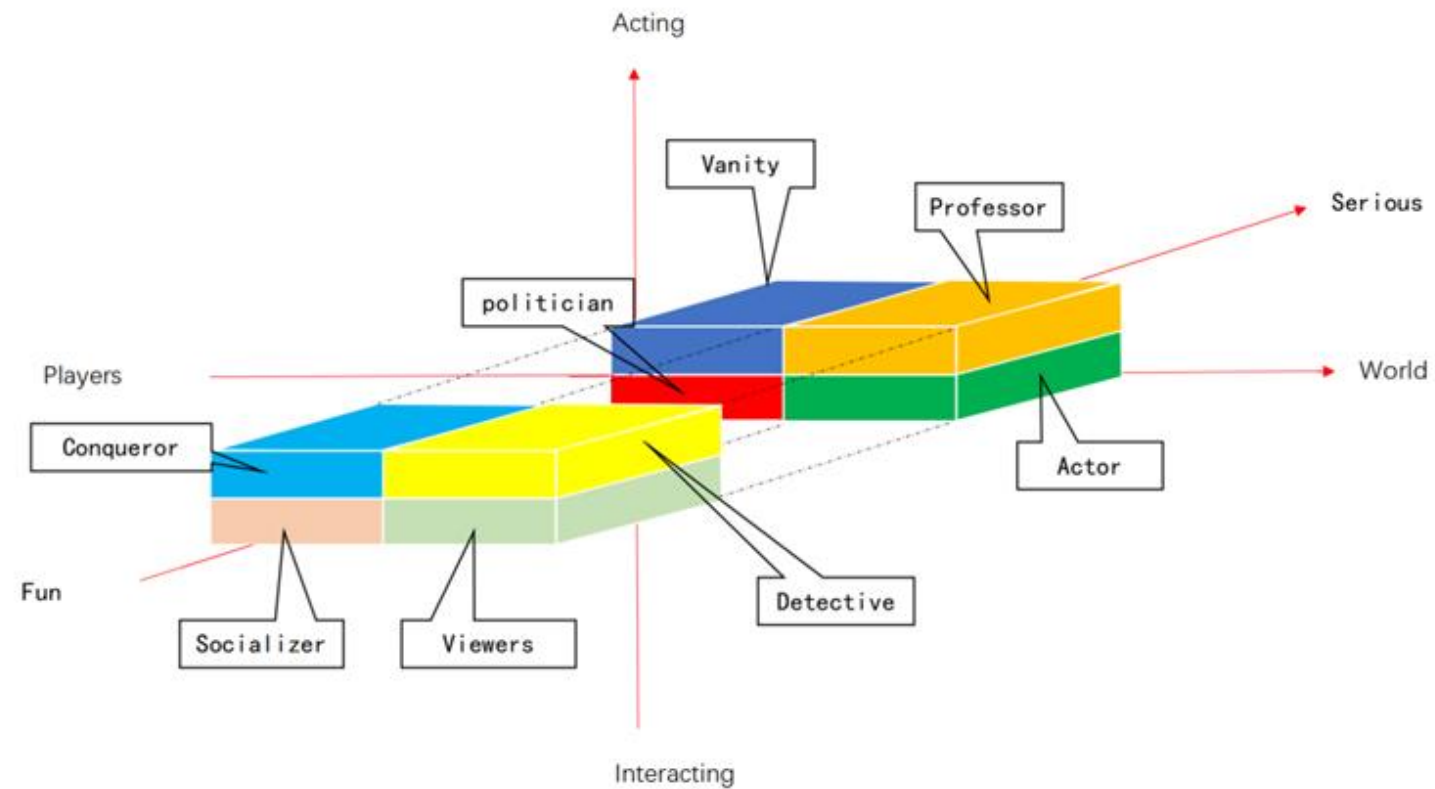
**Z-axis:Simulationism**

Fun

Serious



# 8 types of players



# Conclusion

Professor	Playing for win, expecting serious outcome from the game and enjoy the immersion of the narratives. Most of them are inherited by fans of detective Fiction, with the purposeful desire to train their logical and analytical skills, or to strengthen their reasoning skills through entertainment.
Vanity	Playing for win, expecting serious outcome from the game and enjoy the interaction with other players. Winning by playing games in the hope of bringing associated benefits such as social bragging and showing off one's ability to be favored and complimented by others. There are such guys in China who like to attract girls in this way.
Conqueror	Playing for win, expecting getting relaxed from the game and enjoy the interaction with other players. Playing games is all about winning and getting a thrill by beating others. Nothing else matters, it is as if they are participating in a special e-sports.
Detective	Playing for win, expecting getting relaxed from the game and enjoy the immersion of the narratives. Most of them are inherited by lovers of detective Fiction, like to immerse themselves to play deduction and simply enjoy the joy of solving puzzles in the game.

Actor	Playing for fun, expecting serious outcome from the game and enjoy the immersion of the narratives. Most of them are inherited from LARP enthusiasts, so they do not have a strong sense of winning. Compared to reasoning, the story of the theater performance is more important, and they really enjoy the benefits that this scripted immersion brings to them in reality, such as performance ability training, and performance pulling other players' emotions and creating atmosphere.
Politician	Playing for fun, expecting serious outcome from the game and enjoy the interaction with other players. Typically it is through playing Jubensha as a channel to train their social, acting, oratory and even lying skills.
Socializer	Playing for fun, expecting getting relaxed from the game and enjoy the interaction with other players. Typical is to play games as a channel to pass the time with friends. To be honest, the same holds true for replacing Jubensha with other things.
Viewer	Playing for fun, expecting getting relaxed from the game and enjoy the immersion of the narratives. Most of them are inherited from LARP lovers, so they do not have a strong desire to win. Compared to reasoning, the story of the script performance is more important, and they hope to enjoy the story to bring the moving or fun.



THANKS FOR  
LISTENING

