

Rewarding Players

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rewards that stand out the most in video games are the ones that give me a real sense of achievement. Unlocking a new ability, weapon, or character always feels rewarding because it directly affects how I play and adds something new to the experience. I also really appreciate when I overcome a tough challenge, like beating a hard boss or completing a difficult quest—it gives me that satisfying feeling of accomplishment.

These types of rewards feel meaningful because they represent progress and personal growth within the game world. Progression systems, like leveling up or earning experience points, also keep me hooked. When I see my character grow stronger and gain new skills, it feels like I'm getting somewhere, and it encourages me to keep playing. Cosmetic rewards, such as new skins or outfits, are fun too because they let me customize and personalize my character, making the experience feel more unique to me. On the other hand if a game doesn't offer any real sense of progress or reward, I tend to lose interest pretty quickly. If there's nothing to work toward or no reward for putting in effort, it feels like a waste of time. Without that sense of growth or something exciting to look forward to, the game becomes repetitive, and the motivation to continue just isn't there.