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The effect of game experience from counter-strike: Global offensive

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Abstract

The game has developed rapidly, starting from simple graphics and quests, then now the game has a graphic with good quality and complex quests. Most people think of games as a means of playing and wasting time, but games can be used as stress relievers, learning media, making money and many

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more uses. Therefore, the game requires a good game experience (GX). The GX in question is GX which can make users understand and feel the situation or condition of emotions playing the game. © 2019 IEEE.


Author keywords

Counter-Strike: Global Offensive; First person shooter; Game experience

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