

Torchbearers

New Generation Immersive Sim Developers

Our Esteemed Panelists

Paris Stacy
he/him



Paris started level design as a designer on *Tangiers* at *Arbitrary Metric* after some years of independent game development and education. His focus lies especially on urbanism and architecture as it applies to level design. More recently— *Paris* joined the team at *Arkane Austin* to work on the upcoming game *Redfall*.

Our Esteemed Panelists

Dillon Rogers
he/him



Paris Stacy
he/him



formerly
Arbitrary Metric
working on

Tangiers

Dillon started as a **Source** modder in 2008 and moved into independent game development in 2014. He made a series of small, free games such as **Electric Tortoise**. In 2018, he joined **New Blood Interactive** as a developer on **DUSK**. His personal project **Gloomwood**, a **Thief**-inspired, survival horror FPS, was then picked up by **New Blood Interactive** in 2019.

Our Esteemed Panelists

Suzanne Will
she/her



Suzanne is a software engineer and level designer with an FPS hobbyist background, wandering from old engine to old engine and learning about their limitations the hard way. In 2020 she started working remotely for **Blendo Games**, building interconnected spaceship levels for **Skin Deep** and helping to shape the immersive shooter's design. Please bear with her while she figures out the whole gender thing.

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New Blood
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Snaketicus

he/him



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*Blendo Games
working on*

Skin Deep

*Raised in an architectural anomaly, and having a fondness for the **Hammer** level editor, **Snaketicus** began modding games from 11 onward. He began his creative life with a remake of the entire Kowloon walled City in **HL2**. A strong streak of culture shock and cyberpunk has always been a key element of his work. This passion for enrapturing worlds was finally given shape and form after meeting **Shodanon** and eventually **Shackleton**, along with other key members of the **Peripeteia** team at **9th Exodus** (Without whom, there would be no game).*

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Blendo Games

working on

Skin Deep

Snaketicus

he/him



9th Exodus

working on

Peripeteia

& Our Moderator

Harvey Smith

he/him



Arkane Austin

working on

Redfall

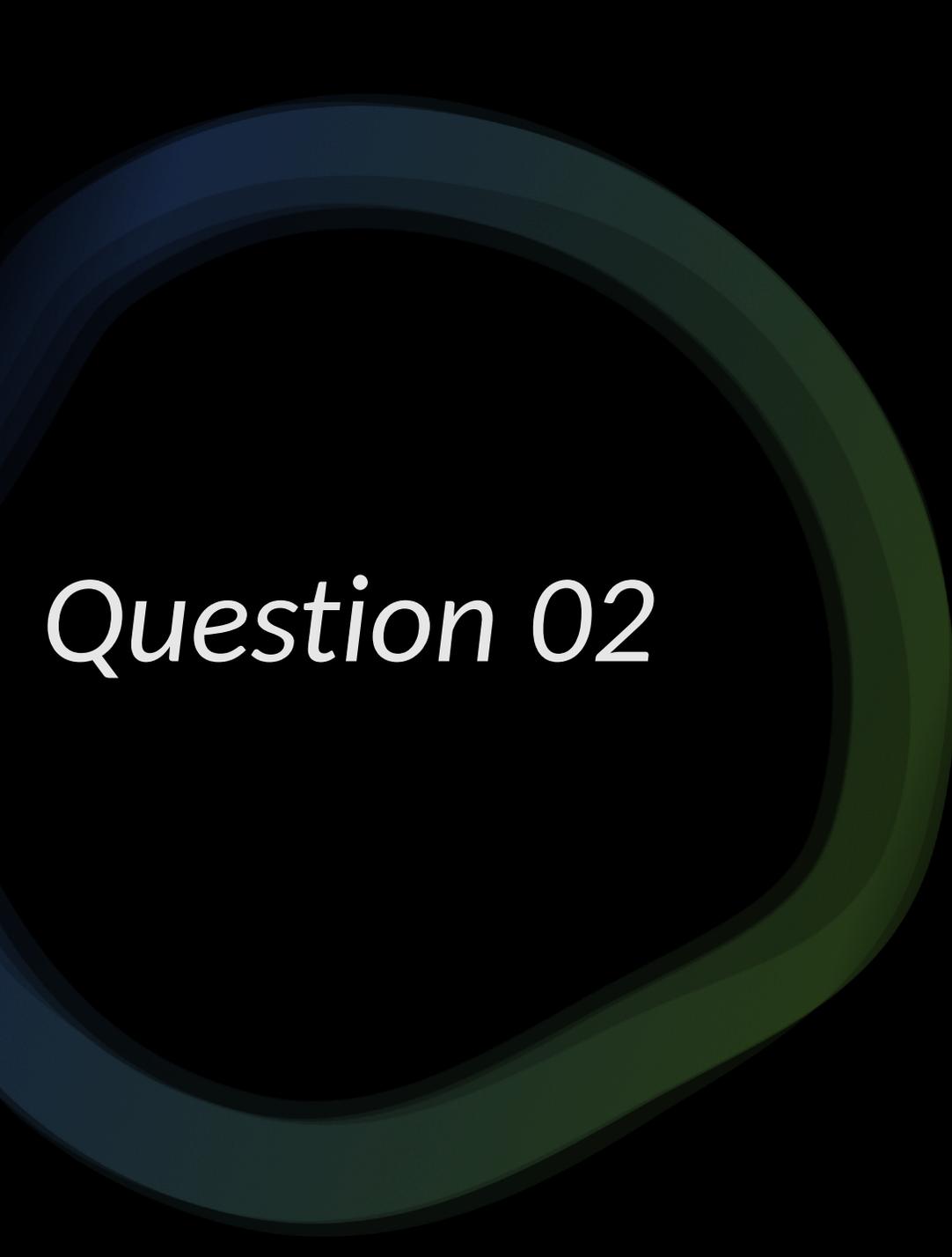
Question 01

How do you define immersive sim?
It's helpful to define, but avoid gatekeeping.

- *Narrative-rich setting; sense of place; environmental storytelling; what happened here?*
- *Plan formulation; players can engage creatively*
 - *Readable space; objects, architecture, patrol paths, et al*
 - *Perception-based AI, feedback on AI state*
 - *Consistent rules systems; chain reactions*

“Prior” immersive sims: Ultima, Dungeon Master, Captive, Bloodwych, EOB.

*What's your hottest “this game is an immersive sim, actually” take?
(E.g. Goat Simulator is an immersive sim.)*



Question 02

What was the moment for you?
That realization that you'd found your genre?
Was that moment driven by interesting level
design? How?

*Favorite moment playing your current game that is most 'immersive
sim?' How did level design facilitate that experience?*

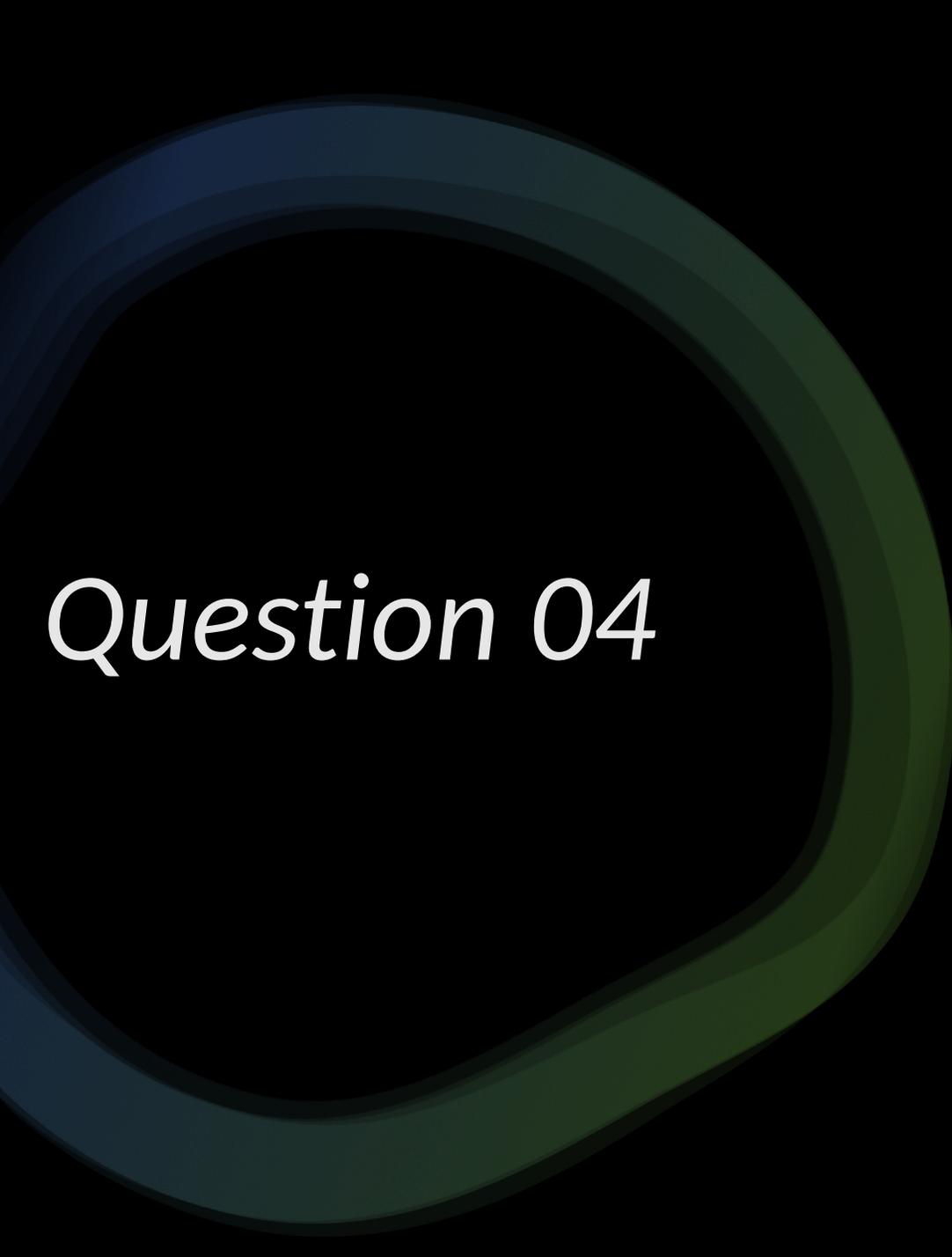
Question 03

Some of Arkane's most memorable moments are actually exceptions to immersive sim level design. Bespoke, scripted interactions, not driven by systems.

- *Interacting with the poisoned cups with Overseer Campbell.*

As a level designer, how do you strike a balance between fully systemic design and these kinds of moments?

The later resonate so well with players, even immersive sim purists.

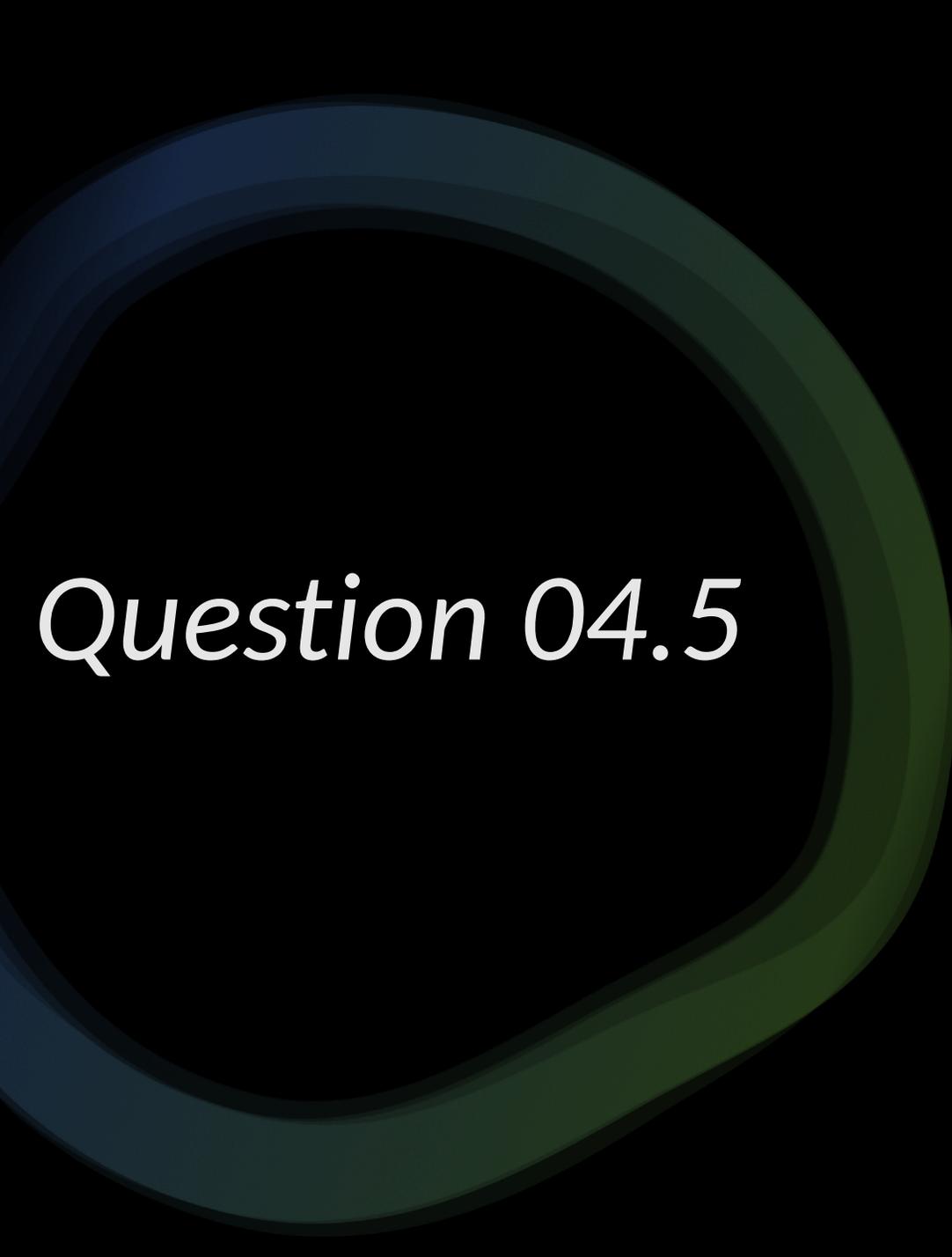


Question 04

In the shadow of past games...

If you don't adhere to the dogma, you are a heretic and have failed keep the sacred tradition.

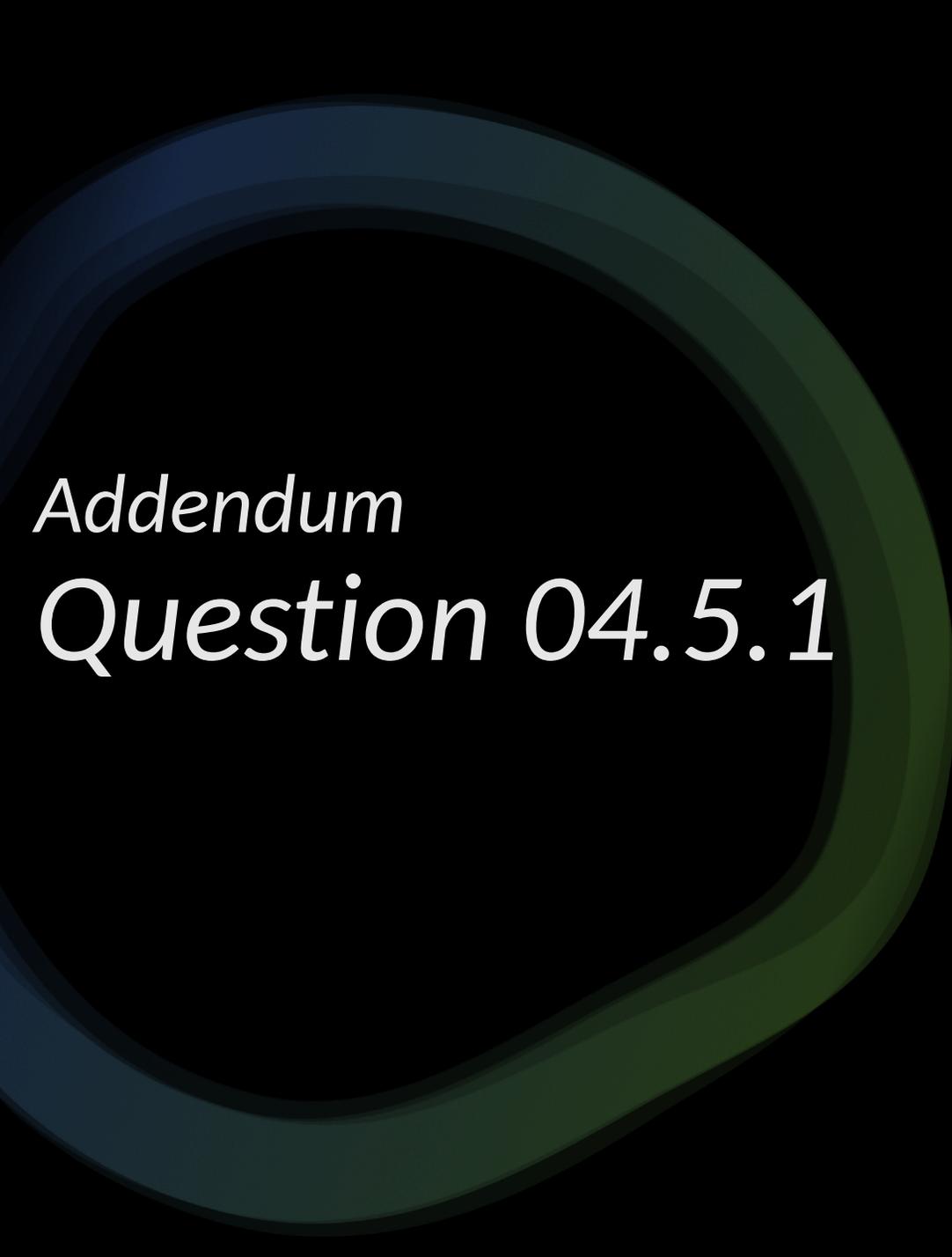
But if you only echo the past, you are regurgitating the work of others.



Question 04.5

In the shadow of past games...

Immersive Sims are often “spiritual successors” of games that have come before. Why do you think that is?



Addendum
Question 04.5.1

In the shadow of ~~past~~ present games...

Have modern open world games absorbed all that was unique about immersive sims?

E.g., Elden Ring, Fallout



Thank you!

LD Summit Team

Jim Brown, Joel Burgess, Dana
Nightingale, Molly Portillo

Keep the fires burning.