

A bad reputation

These games as a genre have such a poor reputation, they are infamously known for being sub-par to an average game. This report will hopefully see if that is always the case of whether it is an undeserved stigma of the genre. Does a badly received movie guarantee the game with the same license is going to be received poorly and the question stands for a good movie producing a good game?

Some worlds that you think would be easily translated into a video game format just are not and the question has to be why.

Is a quick cash-grab the only intended goal for these products or is there a reason many of them seem to be uninspired? After researching and experiencing all the games first-hand I uncover that many of these developers seemingly tried and unfortunately failed to make a good quality game that would be viable without its movie counter-part.

Spider-Man 2

Interview with Developers

Perhaps one of the most famous Superhero movies of all time, also spawned one of the most legendary video games: Spider-Man 2.

I personally was able to contact and speak to Jamie Fristrom, the technical producer of this fondly remembered game and decided to ask about behind the scenes and perhaps where the success of this game came from

Jamie explained to me his interaction with people who worked on the film as well as the difficulties they faced and why the second game in the trilogy is so different from the first game they made.



(Image from IMDB)

VS



(Image from MobyGames)

What Products did I look at?



Good Movie= Good Game?

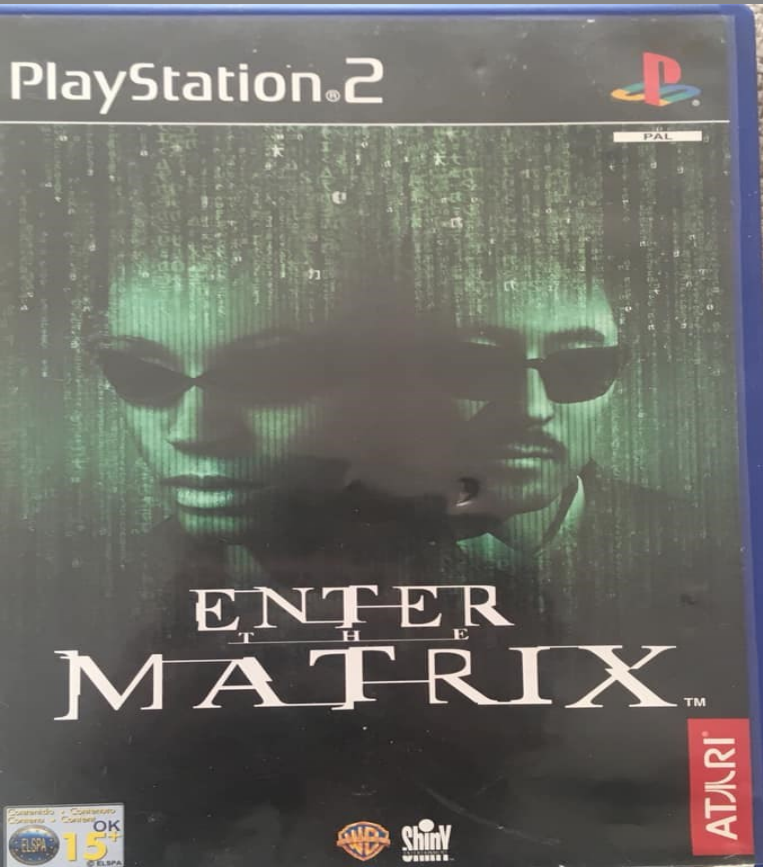
The Matrix:

The Matrix game followed the plotline of the second movie and leading into the third. ‘Enter The Matrix’ as it is called uses filmed footage alongside a behind the scenes story-line to allow the player a different narrative experience you wouldn’t receive if you just watched the movie. This approach made the game an almost necessity if you were a fan of the series despite your opinion on video games, with fun sequences and a different take than the other licensed games I covered, seeing how successful the reception of the game was compared to the movie was interesting to see and to try and understanding after experiencing both personally within a short time of one another

Why did I choose this topic?

As a child I grew up in a close family knit household, but as the youngest, this gave me access to video games at a very young age, alongside movies that perhaps I would not have been able to watch without my elder brothers. This gave me a love for both mediums of films and video games, watching and playing a crazy amount with other family members.

One of the games I got to play was a game based in the Matrix universe that I have nothing but fond memories for and even have my original copy for still.



(A.McDonald 2019)

I never really grew out of this fondness of entertainment and began following news surrounding both, then as I got older and joined communities focused on the same things

In the gaming community one niche genre of games is laughed at and mocked a considerable amount, movie-licensed video games... as a fan of both I wanted to find out why.

In my life I have had jobs surrounding this topic, and I also plan on researching deeper into the medium of video games when it comes to writing my dissertation.

"Franchise Success"

Who Matters More Fans or Critics?

Is there seemingly a target demographic to the more successful license games? Should a game aim to please fans of video games overall or should they target fans of the franchise?

I take a look at both audiences’ feelings towards the same games, to see if they succeeded at any, both or neither. Fans of a franchise tend to be more understanding of the poor gameplay as long as it feels authentic, but some of these games use that fact as a crutch more than a starting point.

Average User/Audience Metacritic Score	8.7	5.6
Average Critic Metacritic Score	90	63

Images Used
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Many of these games are nostalgic to me just as the films they are based on are, due to the fact these games are usually only made to coincide with relevant and current films, if the film series becomes irrelevant more than likely the game will as well, making it tough for a developer to focus entirely on the series, as its creative future is not in their control

Finding Nemo:

Having to watch finding Nemo is never a bore! Finding Nemo is one of my all-time favourite movies because of the sentimental value it holds and because of how good it really is for any age. The game however... is not so good. Playing this game was perhaps one of the most surprisingly difficult things about this report research the game was always going to struggle to match the movies review scores, the game didn’t even receive competitive scores to be deemed worthwhile, even through nostalgia goggles I cannot deny that.

Disney Pixar's Cars:

The ‘Cars’ franchise is perhaps one of the more surprisingly enjoyable experiences as both a movie and a video game, both know the audience they were created for and do well to not deviate from them. The game is almost allows you to experience the ‘Cars’ universe in a fun an exciting way, to get a more critical perspective I contacted a considerably well known reviewer of games in this genre and asked for his personal response to the ‘cars’ video game. Speaking to him about these games and sharing on our opinions on a lot more than what was covered in the report really did shine the light on some of the good and a lot of the bad.

Struggles

These licensed games face struggles that others do not; time constraints, lack of creative license, complicated authority ladder, reliance on the film marketing, the list goes on.

Researching into what games I wanted to cover I read up on games that involved lack of involvement from some of the main cast and even directors of the movies, some actors publicly disagreed with the projects generating poor publicity.