# Room 8 Group releases report on art direction and gameplay in game remakes

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NEW YORK, NY, UNITED STATES, October 10, 2024 /EINPresswire.com/ -- Room 8 Group, an end-to-end strategic partner in external game development, has published an in-depth report analyzing the art direction and gameplay of seven high-profile game remakes. Titled Art Direction and Gameplay in Game Remakes: An Analysis of 7 Case Studies, the report aims to guide game publishers and developers on effectively remaking beloved classics. The publication comes as the games industry navigates a challenging economic landscape and publishers continue to turn to remakes to bolster their portfolios.
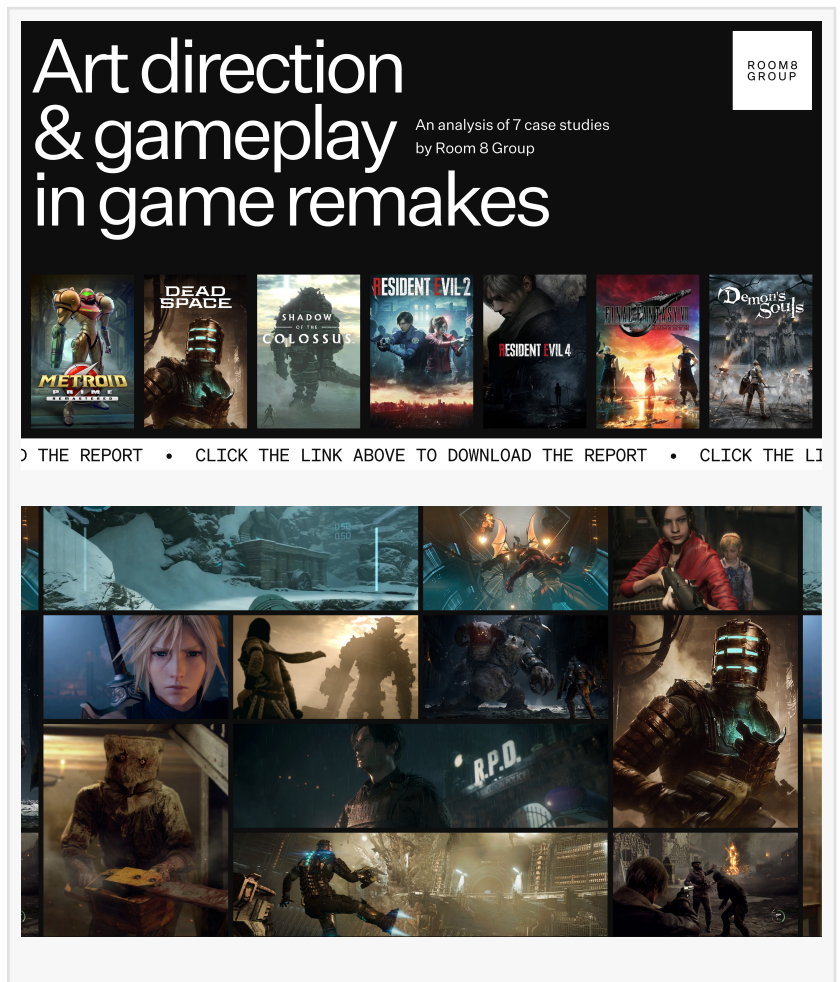
The report features insights from successful remakes such as Metroid Prime Remastered, Resident Evil 2, Resident Evil 4, Final Fantasy VII: Rebirth, Shadow of the Colossus, Demon's Souls, and Dead Space. It delves into the strategies and creative philosophies behind each, offering advice, by exploring various examples, on how to preserve the essence of an original game while modernizing it for players old and new.

Using average Metacritic and IGN scores, reviews, average Steam ratings, and other similar criteria, we've gauged the overall reception of seven different remakes in terms of perceived quality. Working with VG Insights, our data partner for this report, we've taken a qualitative, case-study-based approach to draw out specific lessons from a varied group of releases.

"Researching and developing new IP is risky and expensive. Game development itself is more expensive than ever, and ownership of renowned IP is an asset—but a name alone isn't enough. The challenge lies in threading the needle between honoring an old favorite and updating it for modern players, a task that requires courage and a willingness to take calculated risks. Our report extracts lessons from seven successful remakes, which developers can use as a reference point when deciding whether to lightly enhance or totally revamp their own IPs," said Hunter Wright, Associate Game Director at Room 8 Group.

The downloadable report evaluates each remake through two main lenses: art direction and gameplay. The aim is to uncover patterns and approaches that developers can use to make informed decisions about whether a game requires a faithful recreation or a ground-up reimagining.

"Execution in art direction and gameplay is indicative of how a game-maker sees its IP. Gameplay speaks to how well developers understand the evolving preferences of players, while art direction tests their ability to maintain the spirit of the original game using modern capabilities. Our report explores how the best remakes achieve this balance, leveraging new technology to elevate the experience without diluting what made the original so beloved," said Boti Harko, Project Art Director at Room 8 Group.

The report contains eight key takeaways that publishers and developers should bear in mind before they begin on their own remake. Each case study also has a main 'lesson'. By analyzing a range of remakes, we hope to give game-makers a handy go-to guide that will help them frame their own challenge accordingly.

"With this report, we want to demonstrate the breadth of options available when remaking a game. Whether it's adding new gameplay elements or overhauling the visual style, every decision should serve to enhance the feeling that made the original game memorable. It's about staying true to the spirit of the original while taking advantage of today's technological advancements," Wright said.

The report is now available for download on the Room 8 Group website. For more information or to access Art Direction and Gameplay in Game Remakes: An Analysis of 7 Case Studies, please visit [https://room8group.com/news/art-direction-and-gameplay-in-game-remakes/]

About Room 8 Group: Room 8 Group is an end-to-end strategic partner in external game development. Working across all platforms, we provide creative and technical expertise across game development, technology, art, trailers, and QA for AAA and AA games. Since 2011, we've built creative partnerships with world-leading publishers such as Microsoft, Nintendo, Ubisoft, Sony, Gameloft, Take2, EA, and more. While leveraging our own cutting-edge tools and R&D capabilities, we've co-created award-winning projects for video game IPs and franchises including Call of Duty, Diablo, Assassin's Creed, Star Trek, The Walking Dead, Doctor Who, and many more. Through primarily organic growth, we are proudly independent, now home to around 1,300

specialists based in Europe, North America, and South America.
Discover more at: www.room8group.com

About VG Insights: VG Insights—our data partner for this report—is a data analytics and market intelligence company with a focus on the games industry. The company uses both third-party and primary research in its vast platform to provide everything from detailed game-level metrics to high-level market trends.
Discover more at: https://vginsights.com/

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