Aspects of Realism

Graphics
Physics
Human Motion
Behavior
Voice
Time
Space
Realism

How real is real enough?
Graphics

What do games need?
What is fun?
Mario
Stewie Griffin
Homer Simpson
Grand Theft Auto (1997)
From cartoon to photorealistic
Improvements

GTA IV → GTA V
Improved particles, reflections, shadows
Tomb Raider

Hair simulation
Which is better?

It depends

What mood is the game trying to convey?
Games like Mario, non-photorealistic graphics are preferred
GTA and Tomb Raider benefit from photorealism
Physics

Are realistic physics fun?
Does bending the rules make things better?
Portal

Without portals: Accurate simulation of running, and jumping.

With portals...
Portal physics?

Q: Have I now made a straight line...

...or a circle?
The Wii U version of Mario Kart drastically changed the landscapes of the game.
3D → 3D?

Changes how gravity works on the tracks
Realistic Mario Kart?

In a GTA Race you are able to exit your vehicle, collect weapons and kill your opponents.
What’s important?

Physics and graphics are part of what define a game’s style
The type of graphics should fit the style of the game
Photorealism and accurate physics make a great world simulator, but ...
The tweaks of and omissions from reality are what make games interesting