

THESIS

ACCESSIBILITY, SELF-EFFICACY, FLOW, AND THEIR RELATIONSHIP TO THE
GAMEPLAY EXPERIENCE OF FIGHTING GAMES

Submitted by

Jesse Shadoc Aquilino Sanchez

Department of Journalism and Media Communication

In partial fulfillment of the requirements

For the Degree of Master of Science

Colorado State University

Fort Collins, Colorado

Fall 2024

Master's Committee:

Advisor: Samuel M. Tham

Tori Omega Arthur
Domenica Romagni

Copyright by Jesse Shadoe Aquilino Sanchez 2024

All Rights Reserved

ABSTRACT

ACCESSIBILITY, SELF-EFFICACY AND ITS RELATIONSHIP TO THE PLAYING OF FIGHTING GAMES

This study investigates the impact of video game accessibility in the context of fighting games. It further explores how accessibility influences perceived self-efficacy within the framework of social cognitive theory. While previous research broadly explored accessibility and self-efficacy in gaming, this study fills a gap by focusing on the fighting game genre. By applying self-efficacy theory, the research enhances our understanding of new player and legacy player perceptions of the fighting game community based on the accessibility features of street fighter 6, offering key insights for both researchers and industry stakeholders. Through a textual analysis of street fighter 6 reviews on steam, it examines how accessibility influences gamers' self-efficacy, flow, and gameplay experience. The findings offer insights into gamer's perceptions of fighting game accessibility and provide valuable information for marketing and development strategies aimed at attracting new players to established fan bases.

Keywords: video games, fighting games, street fighter, accessibility, self-efficacy, flow, steam, game reviews

TABLE OF CONTENTS

ABSTRACT.....	ii
Introduction.....	1
Overview.....	1
Literature Review.....	2
The Evolving Perception of Video Games.....	2
Video Games and the Scholarly Perspective on Technoculture.....	2
Defining Subculture and Its Relevance to Video Games.....	3
Defining the Fighting Game Genre.....	4
The Legacy of Street Fighter and the Rise of the Fighting Game Community (FGC).....	5
Accessibility Challenges in Fighting Games.....	7
The Importance of Accessibility in Gaming.....	8
Self-Efficacy and Its Role in Gaming.....	9
Flow Theory in Gaming.....	10
The Need for Accessibility and Self-Efficacy in Fighting Games.....	12
Street Fighter 6 as a Case Study.....	12
Game Reviews and Decision-Making Models: Understanding FGC Subculture.....	13
Steam Reviews: A Key Resource for New and Experienced Players.....	14
The Role of Steam Reviews in Decision-Making and Community Engagement.....	15
The Intersection of Accessibility, Self-Efficacy, and Flow in Fighting Games.....	17
Research Questions.....	18
Methods.....	19
Introduction to Methodology.....	19
Justification for the Qualitative Approach.....	19

Data Selection and Sample Rationale.....	19
Data Collection.....	21
Data Analysis and Coding.....	21
Operational Definitions for Key Concepts.....	22
Justification for Sample Size.....	23
Trustworthiness and Transparency.....	24
Reflexivity Statement.....	25
Results:.....	26
Accessibility in Fighting Games.....	26
Self-Efficacy and Player Engagement.....	29
Flow in Fighting Games.....	33
Overall Gameplay Experience.....	36
New Themes from Steam Reviews.....	40
Nostalgia.....	40
Monetization Concerns.....	41
Community Engagement.....	42
Frustration with Controls.....	43
Single-Player Satisfaction.....	44
Discussion.....	45
Implications for Self-Efficacy Theory.....	48
Limitations.....	49
Conclusion.....	50
References.....	53
Appendix.....	61

Table 1.....	61
Table 2.....	66
Table 3.....	72
Table 4.....	77

INTRODUCTION

Overview

This study contributes to the understanding of subcultures within the video game medium, with a specific focus on the fighting game genre. It examines the differences between new and experienced player perceptions of accessibility, self-efficacy, flow, and overall gameplay experience in the context of Street Fighter 6, which was released on June 2, 2023. The research addresses how accessibility, self-efficacy, and flow shape players' interactions with the genre—an area that has been underexplored in existing literature. While previous research has highlighted self-efficacy's influence on game usage and purchasing behavior (Davis & Lang, 2012), its role in genre-specific contexts, such as fighting games, has received limited attention. To bridge this gap, a textual analysis of Steam reviews for Street Fighter 6 was conducted, with a focus on identifying recurring themes related to accessibility, self-efficacy, flow, and player experiences. Reviews were selected using the "Most Helpful" filter to ensure detailed, high-engagement feedback and a balanced sample of both new player and legacy player reviews was analyzed. Through manual coding and thematic analysis, the study uncovered key patterns that illuminate how accessibility features, like modern control schemes, lower entry barriers for new players. This, in turn, enhances players' self-efficacy and increases the likelihood of achieving flow, contributing to more satisfying gameplay experiences. The findings offer valuable insights for both academic research and game development by demonstrating the importance of balancing accessibility with maintaining depth and challenge for competitive players. These results provide a framework for designing engaging games that cater to a broad audience while preserving the competitive integrity that long-time fans expect.

LITERATURE REVIEW

The Evolving Perception of Video Games

Video games have traditionally been seen as a form of entertainment or a hobby. However, starting around 2005, their role in promoting healthy brain function through mental exercise began to be recognized more broadly (Corliss, 2011). This shift sparked scholarly interest, particularly around the concept of "virtual worlds" and their interactive narratives, drawing from research in literature and cinema (Manovich, 2001; Rieser & Zapp, 2002; Wardrip-Fruin & Montfort, 2003). Over time, research evolved to view video games as a unique technocultural phenomenon, with theories and methods developed specifically for their study (Aarseth, 1997; Aarseth 2004). This literature review aims to contextualize the role of fighting games within the broader discourse on video game accessibility, flow, and self-efficacy, using the case of Street Fighter 6 as a focal point for analysis.

Video Games and the Scholarly Perspective on Technoculture

A video game is an interactive form of entertainment played through an audiovisual system, where players engage with digital environments and mechanics, often structured around a story or set of rules (Esposito, 2005). The initial body of work on video games concentrated on distinguishing them from other media forms such as film and music. A significant portion of research focused on Massively Multiplayer Online (MMO) games due to their accessibility, large player populations, and capacity for social interaction on a grand scale (Castronova, 2006; Aarseth, 2004). MMO games were especially appealing to social science researchers because they mirrored earlier studies on virtual space (Escobar, 1994; Gray and Driscoll, 1992; Wilson

and Peterson, 2002) and developed their own subcultures, making them ideal subjects for sociocultural analysis (Boellstorff, 2008).

Defining Subculture and Its Relevance to Video Games

In cultural studies, a subculture is traditionally understood as a group that differentiates itself from the broader cultural norms, often through shared interests, values, and behaviors that contrast with mainstream society (Hebdige, 1979). Originally, subcultures were seen as expressions of resistance to dominant social forces, typically associated with specific socioeconomic classes or demographic groups. However, contemporary theories of subculture have expanded to encompass "post-subcultural" formations, where identities are more fluid, and affiliations are not solely based on rigid class structures but also on consumer practices, media, and lifestyle choices (Weinzierl & Muggleton, 2003). Within this framework, subcultures are seen as spaces for symbolic resistance, self-expression, and community, structured around distinct social and aesthetic preferences rather than strict opposition to mainstream norms.

In the realm of video games, subcultures emerge around specific genres, platforms, or even individual games. The Fighting Game Community (FGC) exemplifies this phenomenon, functioning as a distinct subculture within gaming through its dedication to competitive play, mastery, and a shared cultural identity. Unlike broader gaming communities, the FGC centers around the highly skill-based, competitive nature of fighting games, where players refine specific in-game techniques, attend tournaments, and engage in collective practices that reinforce their subcultural identity. This identity is characterized not only by gameplay but also by rituals, terminology, and shared experiences that differentiate it from other gaming spaces. Members accumulate "subcultural capital" (Thornton, 1997) through gameplay skills, knowledge of

complex mechanics, and social recognition within the community, which further solidifies the FGC's distinct status.

For this study, understanding the FGC as a subculture is critical in examining how Street Fighter 6 navigates accessibility and inclusion. The franchise's longstanding influence on the FGC and the introduction of new accessibility features provide a lens through which to explore the dynamics of subcultural engagement. Street Fighter 6 represents an attempt to balance the competitive complexity valued by legacy players with entry-level features aimed at broadening the FGC's demographic. This expansion speaks to the evolving nature of subcultures in gaming, where accessibility efforts aim to preserve core values while inviting a more diverse player base into the community.

Defining the Fighting Game Genre

Fighting games are competitive two-player experiences where on-screen avatars engage in combat until one emerges victorious (Sengun et al., 2022). Despite the diversity within the genre, fighting games share core mechanics: two-player combat, life bars, and background stages in either 2D or 3D space (Rivas, 2022). Originating in arcades with the 1991 release of Street Fighter 2 fighting games have cultivated a niche community, commonly referred to as the Fighting Game Community (FGC), as noted by Steltenpohl et al. (2018). This community has grown steadily through online play and tournaments, most notably the Evolution Championship Series, which started in 1996 with just 40 players but by 2023 attracted nearly ten thousand competitors and 3.7 million viewers demonstrating the significant growth of the FGC through its prior efforts to increase their player base (Lukan, 2023).

This competitive structure promotes emergent gameplay, where players push the boundaries of game systems by developing new strategies and techniques. However, this emergent complexity often leads to a high barrier to entry, necessitating greater accessibility to broaden the genre's appeal, increase player engagement, and expand the FGC subculture (Paananen, 2020).

The Legacy of Street Fighter and the Rise of the Fighting Game Community (FGC)

The Street Fighter franchise has been a foundational pillar in the fighting game genre since the release of Street Fighter II in 1991. This game, often regarded as the genre's defining moment, introduced many of the mechanics still seen in modern fighting games: complex input commands, character-specific moves, and a competitive two-player structure that emphasized skill and strategy. Street Fighter II also pioneered the concept of multiplayer arcade competition, which set the stage for the eventual rise of the Fighting Game Community (FGC) (Ashcraft & Snow, 2008). As players gathered in arcades worldwide to test their skills, the FGC emerged organically, evolving into a vibrant subculture defined by its focus on player skill, strategy, and mastery.

The FGC is not just a collection of players; it is a dedicated community with a unique identity that emphasizes skill-based progression, resilience, and community support.

Tournaments like the Evolution Championship Series (EVO), established in 1996, became critical to the FGC, offering both a competitive platform and a social space for players to share strategies, celebrate achievements, and collectively grow. By 2023, EVO had attracted nearly ten thousand competitors and a global viewership, reflecting the exponential growth of the FGC (Lukan, 2023). This community fosters a culture of mastery and reciprocal learning, where

newcomers and veterans alike engage in continuous skill development, sharing knowledge and strategies across generations of players.

The release of Street Fighter 6 in 2023 marks a significant moment in the series and the FGC's history. Building upon the franchise's legacy, Street Fighter 6 introduces modernized control schemes and enhanced tutorials explicitly aimed at improving accessibility and onboarding new players—elements that address long-standing barriers within the genre. These updates signal a shift in Capcom's strategy to broaden the series' appeal, inviting a more diverse player base into the FGC. The introduction of “Modern Controls” simplifies execution, making it easier for newcomers to perform complex moves without years of practice. This innovation, coupled with a more comprehensive tutorial system, lowers the barrier to entry while preserving the depth that legacy players value (Yesodha et al., 2018). Given Street Fighter's influence and the FGC's dedication to skill and community engagement, studying Street Fighter 6 provides an ideal opportunity to explore how accessibility measures impact player self-efficacy, flow, and the overall growth of the FGC subculture.

The choice of Street Fighter 6 as a focal point for this research is based on its unique position within both the fighting game genre and the FGC. As a game that combines accessibility innovations with traditional complexity, Street Fighter 6 allows researchers to examine how these changes influence new players' perceptions, self-efficacy, and engagement within the FGC. This focus is relevant for understanding how accessibility enhancements can foster inclusivity in competitive genres that have traditionally been difficult to master, potentially reshaping both player experiences and community dynamics. By analyzing player feedback—particularly from platforms like Steam, where reviews capture real-time player reactions—the study aims to assess

whether *Street Fighter 6* successfully balances the needs of new and veteran players and how this balance impacts broader community growth.

Accessibility Challenges in Fighting Games

A significant challenge for newcomers to fighting games is the steep learning curve. Legacy players—those who have been part of the genre since its arcade beginnings—tend to dominate, creating a wide skill gap that can discourage new players (White, 2014). Moreover, the complexity of the mechanics, such as motion inputs requiring agility and precise timing, such as performing a half-circle motion with the joystick and hitting a consecutive button in time exacerbates this problem. This creates a barrier to entry for new players, frustrating them and decreasing their likelihood of continuing to engage with the genre (Bierre et al., 2005). This issue highlights the need for enhanced accessibility features to foster growth within the FGC and to create a more inclusive player experience.

In the context of fighting games, accessibility refers to the inclusion of design elements and options that make the game playable and enjoyable for a wide range of players, including newcomers, casual gamers, and individuals with various physical and cognitive limitations. Accessibility goes beyond simplified controls, involving comprehensive options that address the diverse needs of the gaming community. For instance, players new to the genre may benefit from customizable difficulty levels, progressive tutorials, and control schemes that reduce the steep mechanical requirements typically associated with fighting games. These measures allow newcomers to build confidence and skill at their own pace, making the game less intimidating and more enjoyable (Anderson & Schrier, 2022).

For players with disabilities, accessibility features can include options that reduce the physical demands of complex input mechanics. For example, simplified input modes can assist players with limited hand dexterity, while customizable control schemes allow players to tailor the game to their unique needs. In this way, accessibility aims to make the game as inclusive as possible, ensuring that anyone—regardless of physical or cognitive ability—can engage with and enjoy the game (Grammenos, Savidis & Stephanidis, 2009). By implementing these features, developers can not only widen the player base but also contribute to a more diverse and representative Fighting Game Community (FGC).

This focus on accessibility is essential not just for individual players but for the FGC's growth and sustainability. By expanding entry points, the genre becomes more inclusive, inviting players who may have previously felt excluded by the genre's notorious difficulty or by physical barriers. This inclusivity strengthens the FGC as it brings in fresh perspectives, diverse experiences, and greater engagement from players who otherwise might have been left out. In this way, accessibility is not just about lowering barriers—it is about fostering a gaming environment that values diversity and community, ultimately enhancing the depth and vibrancy of the FGC.

The Importance of Accessibility in Gaming

Video games offer significant benefits, including increased motivation, learning, and personal development (Boutsika, 2014; Diez Alegre, 2013; Gerling et al., 2013). However, accessibility remains a pressing issue. Many developers neglect the needs of players with disabilities, limiting their ability to engage fully with video games (Barlet & Spohn, 2012; Crespo & Tejedor, 2012). Accessibility, as defined by Aguado-Delgado et al. (2020), means making environments, products, and services usable by all. In the context of video games, this

includes accommodating sensory, cognitive, and motor disabilities, which often interfere with a player's ability to interact with the game effectively.

The fighting game genre, with its reliance on complex mechanics and rapid inputs, presents unique challenges for accessibility. While advancements in hardware, such as eye-tracking and body-movement interfaces, offer hope (Gomez et al., 2014; Karray et al., 2008), there is still a significant gap in making these games more inclusive for all players. Addressing this issue is crucial for the continued growth of communities like the FGC, as more accessible games will attract a larger, more diverse audience (White, 2014). Improving accessibility is not only essential for making fighting games more inclusive but also plays a crucial role in enhancing players' self-efficacy. As accessibility features reduce barriers to entry, they allow players to build confidence in their abilities, which directly impacts their motivation and engagement in the game.

Self-Efficacy and Its Role in Gaming

Self-efficacy, as one of the primary pillars of Social Cognitive Theory, is the belief in one's ability to succeed in specific tasks, and plays a significant role in player motivation and engagement in video games (Bandura, 1977a). Research has shown that individuals with higher self-efficacy are more likely to persevere through difficult tasks and achieve success (Bandura, 1977a; Pajares, 1997). In the context of fighting games, self-efficacy influences a player's willingness to continue learning and improving their skills, despite the genre's notorious difficulty curve.

Several factors contribute to the development of self-efficacy, including mastery experiences, vicarious learning, and social persuasion (Bandura, 1977a). For fighting game

players, these factors are present in the form of gameplay achievements, observing high-level play, and receiving feedback from the FGC. Players who reach certain gameplay benchmarks are positively reinforced, encouraging them to repeat successful behaviors and avoid those associated with negative outcomes. However, accessibility challenges can disrupt this reinforcement process, creating negative feedback loops that hinder player growth. New players, particularly those with accessibility needs, may struggle to succeed due to complex controls, limited beginner resources, or difficulty finding balanced matches. This can lead to a cycle of negative reinforcement, where repeated failures weaken self-efficacy, reducing motivation and long-term engagement with the genre (Schunk & Pajares, 2009). As players develop self-efficacy through accessible reinforcement, mastery, and community support, they are more likely to reach a state of flow, where their skills align with the game's challenges. Achieving this balance between skill and difficulty is essential for sustained engagement and enjoyment in fighting games. By promoting accessible entry points, the FGC can better support players' development and foster a positive feedback loop that encourages both retention and inclusivity.

Flow Theory in Gaming

The concept of "flow" is pivotal in understanding player engagement. Flow occurs when individuals are so immersed in a task that they lose track of time and external distractions (Csikszentmihalyi, 1990). This experience is often associated with enjoyable activities where the challenge is balanced with the individual's skill level (Csikszentmihalyi, 1993). For fighting games, achieving flow can be particularly challenging for new players, as the difficulty often outweighs their initial skills, preventing them from fully engaging with the game and contributing to frustration (Sherry, 2004).

Without accessible entry points into the genre, many players are unlikely to reach this state of flow, limiting their enjoyment and diminishing the potential for long-term engagement. From the perspective of Social Cognitive Theory (SCT), the gaming environment—shaped by its accessibility and design choices—acts as a form of reinforcement that can either support or inhibit players' self-efficacy and motivation to continue. If players encounter inaccessible controls, unclear tutorials, or overwhelming difficulty levels, the resulting negative reinforcement from repeated failure can discourage them from further engagement. In SCT, this dynamic reflects the concept of reciprocal determinism, where the environment, individual behaviors, and personal cognitive factors interact. When the environment presents consistent barriers, it not only shapes behavior (e.g., frustration or disengagement) but also influences players' beliefs in their own abilities, further undermining self-efficacy (Bandura, 1978).

Enhancing accessibility, then, is not simply about widening entry points; it is about creating a feedback system that fosters positive reinforcement through achievable challenges and supportive community structures. Such reinforcement enables players to experience gradual mastery, which bolsters self-efficacy and motivates repeated engagement. When players feel they can succeed, they are more likely to persist and develop skill within the genre, ultimately facilitating a state of flow where gameplay challenges align with their abilities. This cyclical relationship, supported by accessible design, not only benefits the community but also leads to stronger player retention and increased sales for developers by creating an environment that encourages reciprocal growth between the individual and the game itself (Sherry, 2004; Rivas, 2022).

The Need for Accessibility and Self-Efficacy in Fighting Games

Fighting games, while historically popular, face significant challenges in terms of accessibility and player engagement. As the genre continues to grow, it is essential to address these issues by providing more accessible gameplay experiences and fostering environments that support the development of player self-efficacy. Enhancing accessibility not only benefits individual players but also strengthens the overall community by creating a more inclusive and supportive space for newcomers and veterans alike.

In the case of *Street Fighter 6*, the combination of modernized controls, comprehensive tutorials, and a more welcoming community offers an ideal model for future fighting games to follow. This approach not only ensures the continued growth of the FGC but also contributes to a more inclusive gaming culture. Future research into player reviews on platforms like Steam can provide valuable insights into the effectiveness of these accessibility measures and their impact on player self-efficacy and flow as Steam and other forums are rich with FGC subculture opinions and experiences with Steam allowing for less experienced players to express their opinions and have an entry point into the subculture.

Street Fighter 6 as a Case Study

Street Fighter, a cornerstone of the fighting game genre, has shaped both the competitive landscape and player expectations since its debut in 1991 (Ashcraft & Snow, 2008). With *Street Fighter IV* selling over two million copies worldwide in 2009, *Street Fighter V* selling seven million copies over seven years (Bankhurst, 2021; Hills, 2023) and the release of *Street Fighter 6* in June 2023 reaching over three million sales (Ashcraft & Snow, 2008; Jenkins, 2009), the franchise continues to attract a diverse player base. Notably, Capcom aimed to address the issue

of the lack of new players in the FGC with Street Fighter 6 by introducing modernized control schemes to address accessibility concerns, making it easier for new players to execute combos and special moves (Yesodha et al, 2018). Alongside these technical improvements, the inclusion of comprehensive tutorials further bridges the gap between legacy players and newcomers, encouraging greater participation (Barlet & Spohn, 2012).

Game Reviews and Decision-Making Models: Understanding FGC Subculture

With the advent of digital platforms and online shopping, the role of product reviews has become an essential component in consumer decision-making. The rise of digital sales and the influence of platforms such as Steam—alongside the effects of the COVID-19 pandemic, which significantly reduced in-person shopping—has made online reviews a primary source of information for prospective buyers (Hasanat et al., 2020). These reviews provide consumers with an avenue to express their opinions and share their experiences, effectively turning online platforms into sites of peer marketing (Busurkina et al., 2020).

Online reviews are not only trusted sources of information for consumers, but they also hold considerable influence over purchasing intentions. Research has consistently demonstrated that online product reviews are the most credible source for decision-making, with 93% of consumers acknowledging that these reviews play a significant role in their purchasing process (Vimaledevi & Dhanabhakaym, 2012). This makes customer feedback essential not only for shaping product design and improving user experiences but also for driving sales and cultivating a broader audience base (Bae & Lee, 2011; Mudambi & Schuff, 2010).

For the fighting game genre, product reviews serve a dual purpose. First, they help potential players navigate the complexities of the genre by providing insights into the game's

difficulty, mechanics, and accessibility. Second, they act as recruitment tools for the FGC, creating a bridge between seasoned players and newcomers by offering transparent reflections on the gameplay experience. Understanding the dynamics of player reviews and feedback, especially for a game like Street Fighter 6, can therefore provide valuable insights into how accessibility features and gameplay challenges are being received and whether they contribute to the broader growth of the genre and overall development and expansion of the fighting game subculture.

Steam Reviews: A Key Resource for New and Experienced Players

Steam, developed by Valve Corporation in 2003, is now one of the most dominant platforms for distributing digital video games, holding over half of the global market share for PC game sales (Busurkina et al., 2020). The platform's vast user base—more than 18 million active users—has made Steam reviews an influential tool for understanding player experiences and attitudes towards specific games. These reviews are particularly critical for new players who rely on peer insights to inform their purchasing decisions (Busurkina et al., 2020).

Steam reviews differ from traditional marketing in that they offer a form of “peer marketing,” where players openly share their personal experiences, often highlighting aspects of gameplay that might not be covered in professional critiques or promotional materials. These reviews can range from praising accessibility features to critiquing game mechanics and bugs (Busurkina et al., 2020). The platform allows users to filter reviews by categories such as "most helpful," "most recent," or "funny," which increases the visibility and influence of specific reviews for potential buyers. Reviews marked as "most helpful" are determined primarily by user engagement—specifically, the number of upvotes (or "helpful" votes) they receive from the

community. This engagement metric prioritizes reviews that resonate most with the player base, making them highly visible and impactful for others considering the game.

In addition to these engagement-based filters, Steam also provides categories like "recent reviews" and "reviews by playtime," which allow users to see insights from players with different levels of experience with the game. For example, a "most helpful" review from a player with many hours logged may be valued differently than one from a new player. These filters and engagement metrics are shaped by user feedback and interactions on the platform, encouraging a dynamic review environment where reviews are surfaced based on community priorities and relevance. This system transforms Steam reviews into a key resource that can both influence purchase decisions and provide developers with feedback that is especially reflective of the player community's priorities and experiences.

Given the fighting game genre's reputation for being difficult to master, Steam reviews for Street Fighter 6 provide a valuable case study. They can reveal whether players perceive the game as accessible or prohibitively difficult, and they offer a window into how features such as the new control schemes, tutorials, and character guides are being received. Moreover, by analyzing these reviews, researchers can assess how well Street Fighter 6 has managed to address the accessibility challenges that historically plagued the genre, particularly for new players who might feel discouraged by the steep learning curve.

The Role of Steam Reviews in Decision-Making and Community Engagement

Research has shown that customer reviews are not only influential in product purchases but also contribute to customer behavior analysis, product improvement, and community building (Jiao et al., 2007; Banerjee & Chua, 2016). In the case of Street Fighter 6, Steam

reviews allow the FGC and new players who are trying to get into the Street Fighter 6 community and the overall FGC to share their thoughts on the game's mechanics, accessibility, and overall enjoyment. These reviews help to illuminate whether the game's innovations—such as modernized controls and improved tutorials—have succeeded in making the genre more approachable for new players while retaining its competitive depth for veterans.

By analyzing themes expressed in reviews, researchers can track the community's reception to various aspects of the game, including how well accessibility features align with player expectations and whether new gameplay mechanics enhance or detract from the overall experience. The concepts of reinforcement and reciprocal determinism, central to Social Cognitive Theory, are particularly relevant here. Positive reviews that praise accessible mechanics or smoother learning curves often serve as a form of positive reinforcement, encouraging other players to engage with and enjoy the game. These reviews may signal that players are experiencing high levels of self-efficacy and flow, as they feel capable of mastering the game's challenges and are thus likely to repeat or deepen their engagement with the game.

In contrast, negative reviews may highlight accessibility issues that create barriers for certain players, leading to a form of negative reinforcement that can discourage them from fully participating. This dynamic reflects reciprocal determinism, as the environment (game design and accessibility features) shapes individual behavior and perceptions, which are then shared within the community through reviews. These shared experiences can, in turn, influence potential players' expectations and engagement choices. Reviews, therefore, act as both reflections of personal gameplay experiences and as reinforcements that can either attract or deter future players based on how accessible or frustrating the game environment is perceived to be. Through this interplay, researchers and developers gain insight into whether the game's

design fosters a positive feedback loop of engagement and satisfaction or whether barriers exist that disrupt players' ability to reach a sustained state of flow and enjoyment (Sherry, 2004; Bandura, 1977a).

Furthermore, Steam reviews can also act as a form of community engagement, enabling players to share tips, offer support, and contribute to the ongoing dialogue within the FGC. This form of peer-to-peer interaction supports the development of a more inclusive community, where both veterans and newcomers can engage with one another, ultimately fostering a sense of collective self-efficacy (Bandura, 1993).

The Intersection of Accessibility, Self-Efficacy, and Flow in Fighting Games

The analysis of game reviews and player feedback, particularly on platforms like Steam, offers invaluable insights into the intersection of accessibility, self-efficacy, and player experience in the fighting game genre. As demonstrated by the case of *Street Fighter 6*, innovations aimed at improving accessibility—such as simplified controls, tutorials, and modernized interfaces—are essential for expanding the reach of the FGC and encouraging new players to engage with the genre. These features not only help lower the barriers to entry but also contribute to the likelihood of players experiencing flow, a critical factor in long-term engagement and satisfaction (Csikszentmihalyi, 1990).

By improving accessibility, developers can also positively influence players' self-efficacy, increasing their confidence in mastering the game's mechanics and encouraging persistence in the face of challenges (Bandura, 1977a). Moreover, the role of online reviews, particularly on Steam, extends beyond the purchasing process. They act as a powerful tool for community-building, allowing players to share their experiences and form connections within the

larger FGC. These insights underline the importance of listening to player feedback and continually iterating on accessibility features to create a more inclusive and rewarding gaming experience.

Therefore, analyzing the reviews for Street Fighter 6 will provide a comprehensive view of the game's accessibility features, their impact on self-efficacy, and the overall player experience. By focusing on accessibility, developers can foster greater engagement with the fighting game genre, ensuring that both new and veteran players alike can find enjoyment, challenge, and community within the FGC.

Research Questions

The questions this study aims to answer are as follows:

RQ 1: How are themes related to fighting game accessibility, particularly the introduction of the "Modern Controls" option, being reflected in Steam reviews for Street Fighter 6?

RQ2: What insights do Steam reviews for Street Fighter 6 offer regarding the accessibility features and new player experience?

RQ3: What do consumer reviews on Steam for the video game Street Fighter 6 have to say about a) self-efficacy, b) flow, and c) the overall player experience comparing new player experience to legacy players?

METHODS

Introduction to Methodology

This study employs a qualitative research design centered on a deductive textual analysis of Steam reviews for Street Fighter 6. This approach was chosen to explore key themes in accessibility, self-efficacy, flow, and overall gameplay experience as they are expressed in player reviews. By analyzing the detailed narratives found in the reviews, this study aims to identify patterns that offer a deeper understanding of players' experiences and perceptions specifically by comparing and contrasting new player perspectives versus experienced player opinions. The combination of deductive and inductive coding frameworks ensures a comprehensive analysis, allowing for emergent themes while maintaining a clear focus on the study's primary objectives (Zolnoori et al, 2019).

Justification for the Qualitative Approach

A qualitative approach was selected to provide an in-depth exploration of player perceptions, as it allows for capturing the complexity and nuance of user experiences that a quantitative methodology might overlook (Boodhoo & Purmessur, 2009). Quantitative methods, such as surveys, might generalize findings but fail to capture the nuanced opinions that naturally arise in unprompted reviews. The textual analysis of Steam reviews offers authentic, unsolicited feedback, presenting a rich dataset for the examination of themes such as accessibility, self-efficacy, and flow within a naturally occurring context (Van Esch. P & Van Esch. L, 2013).

Data Selection and Sample Rationale

The dataset for this study consists of 40 Steam reviews of Street Fighter 6, evenly split between 20 reviews from legacy players and 20 reviews from new players. The sample was

drawn using the "Most Helpful" filter on Steam reviews, which ranks posts by user engagement, primarily determined by the number of "helpful" votes. Reviews in this category typically have higher engagement, as users can upvote reviews they find useful, informative, or aligned with their own experiences. This system prioritizes detailed and critically engaged reviews, making them ideal for the depth of analysis required in this study.

In addition to the "Most Helpful" category, Steam provides other options such as "Most Recent" and "Funny," each of which can also receive likes and responses from the community. Reviews marked as "Funny," for instance, often highlight humorous or unconventional experiences, while "Most Recent" reviews offer a snapshot of the current community sentiment, which can be particularly insightful when tracking reactions to updates or patches. This interactive feature set allows users to engage with reviews through likes and comments, further amplifying popular or particularly resonant posts.

The use of Steam as a platform broadens the sample to include a diverse range of voices. While forums like Reddit may have established norms that make it challenging for new players to share candid experiences without risking backlash, Steam reviews provide a more direct, game-centric venue for feedback. This allows for the opinions of less experienced players to stand alongside those of veterans, creating a balanced view that reflects both seasoned insights and fresh perspectives, enriching the analysis with a fuller spectrum of player feedback (Eberhard et al., 2018).

The rationale behind selecting 40 reviews is rooted in the need for a manageable, yet sufficiently rich dataset that allows for deep, qualitative analysis without losing focus. The decision to limit the sample size strengthens the research by enabling a thorough exploration of recurring themes while maintaining methodological rigor (Islam & Aldaihani, 2022). A larger

dataset might dilute the insights by focusing on a general overview rather than specific, insightful patterns. Furthermore, the reviews selected, provide comprehensive narratives, contributing to data richness, which supports the aim of achieving data saturation (Hennink & Kaiser, 2022). This ensures that the primary themes—accessibility, self-efficacy, flow, and gameplay experience—are sufficiently explored and that additional reviews would likely not yield significantly new insights.

Data Collection

To extract the relevant data, manual procedures were employed due to restrictions on automated data extraction tools for non-game developers. This process involved copying and organizing information from each review into a codebook that included the username, post date, the positive or negative score of the review, and the number of users who found the review helpful. This meticulous manual extraction process ensures transparency and reproducibility, key elements in maintaining the trustworthiness of the research.

The choice of focusing on "Most Helpful" reviews was strategic, ensuring the analysis would draw from player feedback deemed valuable by the community. Reviews were selected from the game's release (June 1, 2023) to February 29, 2024, providing a temporal window that captures both early and later impressions. The strict inclusion criteria also ensure that each review offers sufficient depth for coding, further supporting the rigorous analysis necessary for this study.

Data Analysis and Coding

The analysis was conducted using a deductive coding framework, with codes predefined based on the study's focus on accessibility, self-efficacy, flow, and gameplay experience

(Yuwono and Rachmawati, 2023). Each review was read multiple times to ensure familiarity with the content before coding began. During these multiple readings, specific keywords aligned with the study's key themes were identified and assigned to respective codes. The process of coding involved isolating relevant segments of text and organizing them according to deductive codes, while also allowing for inductive themes to emerge. This approach allowed the researcher to capture both anticipated and unexpected patterns within the dataset.

The organization of the codebook was essential in maintaining clarity throughout the analysis. The codebook was divided into four key sections:

- Deductive Codes: Predefined themes based on existing definitions.
- Post Data: Review text, usernames, post dates, and other metadata.
- Analysis of Deductive Codes: A breakdown of how the predefined themes appeared across the reviews.
- Inductive Codes: Emergent themes not originally considered but identified during the analysis.

The inductive analysis further enriched the study by identifying new insights related to player experience that were not covered by the predefined deductive codes. This allowed the study to remain flexible and adaptive to the data, enhancing the overall depth and breadth of the findings (Thomas, 2003).

Operational Definitions for Key Concepts

To enhance clarity and ensure consistent application of key concepts throughout the coding process, the following operational definitions were applied:

Accessibility: Accessibility is operationalized as the degree to which Street Fighter 6 provides inclusive features that enable players of varying skill levels and abilities to engage fully with the game. Accessibility features discussed in reviews often included controller options (e.g., modern controls), user interface clarity, and the presence of tutorials or difficulty settings. References to ease of use, inclusivity, and reduced barriers to gameplay are key markers of this theme.

Self-Efficacy: In this study, self-efficacy refers to players' perceived confidence in their ability to perform successfully in a game, particularly within the context of executing moves, engaging in combat, and progressing through the game's mechanics. Indicators of self-efficacy were identified in phrases where players mentioned their competence, improvement, or willingness to continue playing despite challenges. Examples include statements about mastering specific characters or overcoming difficult in-game tasks.

Flow: Flow, as defined in this study, refers to the psychological state of immersion in gameplay where players lose track of time and become deeply engaged with the game's mechanics. Flow was identified in reviews where players described seamless gameplay experiences, balance between challenge and skill, and an intense focus on the game. Breaks in flow were noted in reviews that mentioned frustration due to technical issues or difficulty spikes.

Overall Gameplay Experience: This theme encompasses players' holistic impressions of the game, including their emotional responses, enjoyment, and satisfaction with the game's features. Reviews were coded for this theme when players discussed their overall feelings about the game, including its aesthetics, mechanics, and how engaging or frustrating it was.

Justification for Sample Size

The choice to analyze 40 reviews is thoroughly justified by the need to maintain a balance between depth and manageability. This number allowed for the achievement of data saturation, where recurring themes emerged consistently across the reviews without the introduction of significant new insights. Data saturation is a critical benchmark in qualitative research, ensuring that the dataset is robust enough to support the study's claims without being unnecessarily large, which could lead to superficial analysis. However, Braun and Clarke argue that data saturation, particularly in reflexive thematic analysis, is not always a useful concept, as it is often arbitrarily applied and may not fit with interpretive approaches where meaning is actively constructed. Instead, they suggest that sample size should be based on the richness and adequacy of the data rather than striving for a specific number of data points. Each review's detailed narrative provided enough richness for the identification of core themes, ensuring that the sample size was both efficient and sufficient to meet the study's goals.

Moreover, the decision to limit the sample size while focusing on in-depth analysis rather than breadth strengthens the credibility of the study. By doing so, the research ensures that each review is scrutinized comprehensively, allowing for a more meaningful analysis of how accessibility, self-efficacy, flow, and gameplay experience manifest in player feedback. This targeted approach accounts for the small sample size, as the depth of insight gained from each review provides valid, contextually rich data that offers significant value.

Trustworthiness and Transparency

To maintain trustworthiness, the study adhered to qualitative research standards such as credibility, dependability, confirmability, and transferability. A clear audit trail was maintained, documenting decisions made throughout the research process. This included detailed records of data collection, codebook development, coding revisions, and the emergence of new themes. The

researcher also employed reflexivity, actively reflecting on personal biases as a player and member of the gaming community, which was documented in a reflexive journal to ensure that personal biases did not influence the findings.

Reflexivity Statement

As a researcher, my personal background and experiences have inevitably shaped the lens through which I approach this study. I have been a passionate gamer for most of my life and have followed the evolution of video games with a particular interest in the fighting game genre. My active involvement in the FGC, both as a player and spectator, has provided me with an insider's perspective that informs my understanding of the subject matter. However, I also recognize the need to maintain objectivity and to avoid allowing my personal experiences and preferences to influence the data collection and analysis process unduly.

Throughout the research process, I made conscious efforts to minimize bias by adhering strictly to the coding framework established for this study and by maintaining a reflexive journal. This journal allowed me to document any personal reactions or thoughts that emerged during the analysis, ensuring that these reflections did not interfere with the interpretation of the data. This reflexive process is intended to enhance the credibility of the findings by acknowledging my position as both a researcher and participant in the gaming community.

This methodology provides a robust framework for exploring the experiences of Street Fighter 6 players as expressed in their Steam reviews. The decision to use deductive and inductive coding ensures a comprehensive analysis of the key themes of accessibility, self-efficacy, flow, and gameplay experience. By focusing on a well-justified sample size, this study offers meaningful insights into player perceptions and contributes to the broader understanding

of user engagement in the fighting game genre. The steps taken to ensure trustworthiness and transparency reinforce the academic rigor of this research, making it well-positioned to withstand the scrutiny of both qualitative and quantitative scholars.

Results:

The analysis of the Steam reviews for Street Fighter 6 offers valuable insights into how players perceive accessibility, self-efficacy, flow, and their overall gameplay experience. The reviews were coded based on deductive and inductive themes, following the framework provided in the methods section. Twenty reviews, including both positive and negative feedback, were selected for this textual analysis.

1. Accessibility in Fighting Games

The data (see Table 1) reveals that accessibility is a significant factor in the overall reception of Street Fighter 6. Many players highlighted the introduction of new control schemes as an essential feature that improves accessibility. Specifically, the modern control layout was frequently mentioned as reducing the complexity of executing combos and special moves, allowing newcomers to enjoy the game without feeling overwhelmed.

Table 1 example:

Post #	Accessibility
1.	<p>"The option to switch between classic and 'modern' controls is great as well. Modern in no way feels like 'easy mode' or some crutch either, you sacrifice complexity for ease, and it's up to you to decide if easier supers and combos is worth losing some of the granularity of full control over your character's inputs."</p> <p>Rationale: This highlights the game’s adaptability in control schemes, catering to both advanced and</p>

	<p>beginner players, lowering the barrier to entry.</p> <p>"The game is bursting with beginner-friendly tutorials that can either be simple instructions or deep, precise, dives into frames and advantage states and such."</p> <p>Rationale: This points to how the tutorials cater to players of all skill levels, making the game accessible to both casual and more competitive players.</p>
2.	<p>"Modern controls, which is a fully usable control scheme that cuts the execution requirements from the traditional 6 button technical input scheme to a four button version."</p> <p>Rationale: The simplification of control schemes reduces the technical barrier, making the game accessible to players who might otherwise find it too difficult.</p> <p>"Modern does exactly what it sets out to do - lets less experienced players be competitive in versus matches."</p> <p>Rationale: This highlights how the new control system improves accessibility, allowing less experienced players to still engage in competitive gameplay.</p>
3.	<p>"One of the most revolutionary changes in Street Fighter 6 involves the introduction of a new control scheme – the Modern controls."</p> <p>Rationale: This quote reflects accessibility by highlighting how the modern control scheme reduces the complexity of input requirements, making it easier for a wider range of players to engage with the game.</p> <p>"Modern controls are based around the following contextually designed buttons: Light Attack, Medium Attack, Heavy Attack, Special Attack."</p> <p>Rationale: The simplified and contextually designed buttons lower the skill barrier for players, enhancing inclusivity and accessibility.</p>

The data reveals that accessibility plays a significant role in the overall reception of Street Fighter 6. Many players have highlighted the introduction of new control schemes, particularly the modern control layout, as a critical feature that lowers the barrier to entry. This system simplifies the execution of combos and special moves, making the game more approachable for newcomers without diminishing the depth experienced by seasoned players. Posts frequently

emphasized how the game's flexibility in offering both classic and modern controls allows players to choose the system that best suits their skills and preferences, further enhancing its inclusivity.

Additionally, the presence of in-depth tutorials was seen as a key factor in making the game accessible to players of all skill levels. These tutorials range from basic instructions to more advanced breakdowns of frame data, catering to both casual players and those seeking to engage in competitive play. Players appreciated the quality-of-life (QOL) features like instant rematch options and comprehensive practice modes, which made it easier for newcomers to learn the game without being overwhelmed by complex mechanics.

Despite these accessibility improvements, the data also pointed to several barriers. High pricing for the base game and its DLC content was cited as a significant hurdle, particularly in regions where the cost is prohibitive. Additionally, some players noted the impact of Denuvo anti-tamper technology on performance, which posed a technical barrier for those with lower-end PCs, making the game difficult to play smoothly.

Overall, the findings demonstrate that Street Fighter 6 has made substantial progress in improving accessibility, particularly through its control schemes, tutorials, and quality-of-life (QOL) features. However, the significance of these improvements goes beyond simply making the game easier to play; it reflects a strategic shift in the franchise's approach to inclusivity, aiming to attract a more diverse player base. By lowering entry barriers, Street Fighter 6 is not only reaching new audiences but also fostering a more welcoming environment that could reshape the competitive landscape. This broad accessibility could encourage players who might have previously been intimidated by the game's complexity to try it, potentially increasing community size and engagement levels.

The long-term impact of these accessibility improvements could be transformative for the franchise. As Street Fighter 6 becomes more accessible, it paves the way for a new generation of players to become involved in both casual and competitive play. This increased accessibility could also influence the game's evolution, as developers may prioritize balancing depth with inclusivity in future updates to sustain the broader appeal. Financial and technical barriers do remain, limiting access for some players, but by addressing these challenges, Street Fighter could further expand its audience, ensuring the series' relevance and longevity in an increasingly diverse gaming market. This focus on accessibility may thus set a new standard within the genre, potentially influencing other fighting games to adopt similar practices and create a more inclusive space within competitive gaming.

2. Self-Efficacy and Player Engagement

Self-efficacy—defined as the belief in one's ability to succeed at a task—emerged as a critical theme in the reviews. Players often discussed their sense of competence and confidence when navigating the learning curve of the game. The availability of detailed tutorials and character guides was appreciated, particularly by those who previously felt intimidated by the fighting game genre.

The data (see Table 2) reveals that self-efficacy, defined as the belief in one's ability to succeed, is a recurring theme in player reviews of Street Fighter 6. Many players reported feeling a growing sense of competence and confidence while learning and engaging with the game. The availability of modern control schemes and in-depth tutorials were often cited as key features that made players feel capable of mastering the game, even if they were new to the fighting

genre. These elements helped players focus more on strategic aspects of gameplay, rather than being overwhelmed by complex control inputs.

Table 2 example:

Post #	Self-Efficacy
1.	<p>"Multiplayer is smooth and easy... provides plenty of chances to learn your way up the rankings before being thrown in with the pros."</p> <p>Rationale: This demonstrates how players can gradually build confidence and skill before competing with higher-level opponents.</p> <p>"This is going to be a fantastic one to learn on."</p> <p>Rationale: The statement conveys confidence that new players can successfully pick up and improve at the game, fostering belief in their abilities.</p>
2.	<p>"Modern does exactly what it sets out to do - lets less experienced players be competitive in versus matches."</p> <p>Rationale: The quote shows that the modern control system helps players believe in their ability to succeed, even if they are less experienced.</p> <p>"Shift the focus from technical control inputs to the more important strategic layer of movement, positioning, traps, and mindgames."</p> <p>Rationale: This shifts the player's attention from complex controls to strategic thinking, enhancing their confidence and self-belief in mastering the game.</p>
3.	<p>"With this optional input method, gone are the legacy quarter-circle, half-circle, dragon punch motions and the series' reliance on precisely timed linked combo sequences."</p> <p>Rationale: The removal of complex input requirements boosts the confidence of less experienced players, empowering them to succeed.</p> <p>"Heavy Attack – high damage and/or long range moves that are slow to execute and also slow to recover. These would be for long ranged engagements or for landing guaranteed combos to capitalize on particularly glaring opponent mistakes."</p>

	Rationale: The clear explanation of move functionality builds player confidence in their ability to make strategic decisions, promoting self-efficacy.
--	--

One of the most frequently discussed aspects of self-efficacy in the game was the modern control scheme, which simplifies inputs and reduces the technical barrier, allowing less experienced players to compete effectively. This feature was noted to shift the focus away from difficult control mechanics and toward strategy, movement, and positioning, enhancing players' belief in their ability to succeed.

"Shift the focus from technical control inputs to the more important strategic layer of movement, positioning, traps, and mindgames." (Post 2: Legacy Player)

Furthermore, the game's detailed tutorials and character guides played a significant role in boosting self-efficacy. Players often mentioned how these guides helped them overcome the initial learning curve and made them feel more confident in their ability to understand the game's mechanics and make progress.

"There is a very long tutorial explaining how Street Fighter games work." (Post 4: Legacy Player)

Another notable aspect is the progression system in the game, which allows players to level up, invest in a skill tree, and gain perks, further promoting a sense of growth and competence. This gradual improvement strengthens the player's belief in their ability to succeed, reinforcing self-efficacy.

"As you level up, you get skill points to invest in a skill tree...making you feel strong or giving useful perks and utilities." (Post 9: New Player)

However, some players reported frustrations with certain game mechanics, such as Drive Impact and Drive Rush, which undermined their belief in their ability to succeed. These negative experiences could diminish self-efficacy, particularly when players felt that the game mechanics created unfair or overly difficult challenges.

"Drive Impact Rush makes pressure absurd and zoning nearly impossible." (Post 15: New Player)

Overall, the data suggests that Street Fighter 6 is actively fostering self-efficacy by providing a balanced learning curve through modern controls, comprehensive tutorials, and a well-structured progression system. These features go beyond merely aiding gameplay; they reinforce players' belief in their own abilities, allowing them to feel capable of improvement and competition. By enhancing players' self-efficacy, Street Fighter 6 sustains engagement, as players are more likely to invest time and effort when they believe in their potential for growth and mastery.

However, certain game mechanics can occasionally disrupt this confidence, introducing complexity that might temporarily challenge players' self-efficacy. This delicate balance between accessibility and challenge is crucial. If the game leans too heavily into difficult mechanics without adequate support, it risks alienating players who may feel overwhelmed. Conversely, by providing accessible entry points and progressively challenging content, Street Fighter 6 can foster a long-term commitment from players. This dynamic—where players feel empowered to improve yet are continuously challenged—underpins their enjoyment and motivation, creating a loop that sustains engagement and could even strengthen the community by keeping both new and returning players invested. This balanced approach to self-efficacy is essential for the game's

ongoing appeal and may shape future game designs in the genre, setting new standards for combining accessibility with competitive depth.

3. Flow in Fighting Games

Flow, or the state of being fully immersed in a task, was a frequent theme in positive reviews. Players often described experiencing a seamless and engaging gameplay experience, particularly during intense matches. Achieving flow was tied to a balance between challenge and skill level, with many players reporting satisfaction when they were fully absorbed in the action.

The data (see Table 3) demonstrates that flow, defined as the state of deep immersion and enjoyment in gameplay, is a key factor in many positive reviews of Street Fighter 6 (SF6). Players frequently discussed how they were able to achieve a state of seamless engagement, particularly during intense matches, thanks to the game’s fluid mechanics and design. Achieving this flow was often tied to the balance between the game’s challenge and the player’s skill level, with many expressing satisfaction when they were fully absorbed in the action.

Table 3 example:

Post #	Flow
1.	<p>"It's easy to load up SF6, play a bunch of online rounds, and feel like you got a great gaming experience."</p> <p>Rationale: The ease of jumping into multiple rounds and feeling engaged shows a seamless flow experience for the player.</p> <p>"Singleplayer is equally well thought out... Arcade mode gives nice simple fights to explore a character."</p> <p>Rationale: The smooth and engaging single-player experience contributes to the feeling of flow, as the player gets absorbed in learning characters through simple but rewarding fights.</p>

<p>2.</p>	<p>"I got addicted really fast."</p> <p>Rationale: The use of "addicted" suggests that the player is fully immersed in the game, indicating a flow state where they are deeply engaged and enjoying the experience.</p> <p>"Roaming around some open world maps, getting into fights, getting money and experience and cosmetics to dress up your avatar."</p> <p>Rationale: The open-world gameplay design fosters player immersion and engagement, contributing to a sense of flow.</p>
<p>3.</p>	<p>"One of the most revolutionary changes in Street Fighter 6 involves the introduction of a new control scheme – the Modern controls."</p> <p>Rationale: The streamlined control scheme allows players to immerse themselves in the gameplay without focusing on complex execution, fostering a sense of flow.</p> <p>"Combat is done through an instant switch to a 2D side scrolling perspective akin to an actual 2D fighter."</p> <p>Rationale: The fluid transition between exploration and combat creates a seamless and immersive experience, supporting the concept of flow.</p>

A significant sentiment regarding flow was the ease of access to multiple game modes, including online matches and single-player experiences, which allowed players to jump in and out of rounds without disruption. The game’s smooth transitions and engaging mechanics kept players fully immersed.

"It's easy to load up SF6, play a bunch of online rounds, and feel like you got a great gaming experience." (Post 1: Legacy Player)

Another important contributor to flow is the Modern control scheme, which simplifies inputs and helps players focus more on strategy and decision-making rather than execution. This

streamlining of controls ensures that players are able to remain in the moment, without getting bogged down by the technical complexities traditionally associated with fighting games.

"One of the most revolutionary changes in Street Fighter 6 involves the introduction of a new control scheme – the Modern controls." (Post 3: New Player)

In addition, many players found the game's Drive system—which introduces resource management and additional strategic layers—particularly engaging. Managing these in-game mechanics deepened the sense of involvement and mastery, fostering immersion and maintaining flow during intense matches.

"Drive gauge gives unexpected layers of complexity and interesting resource management, which I've never seen in any SF game." (Post 5: Legacy Player)

While most reviews mentioned positive flow experiences, some players expressed frustration with specific mechanics or design choices that interrupted their sense of immersion. For example, issues such as Drive Impact and certain challenges in World Tour mode were described as breaking the natural flow of combat or gameplay progression, making it difficult for players to stay fully engaged.

"The World Tour is also just a mix of spamming and boring fighting, you either fight something that is brain-dead or mostly over the top." (Post 18: Legacy Player)

Overall, the findings suggest that flow is a key factor in player satisfaction in Street Fighter 6, facilitated by accessible control schemes, engaging mechanics like the Drive system, and the seamless transition between different game modes. This flow state goes beyond just enjoyment; it reflects a level of immersion where players are deeply engaged, experiencing challenges that match their skill level. By achieving this balance, Street Fighter 6 enables players

to feel fully absorbed in gameplay, reinforcing their connection to the game and enhancing long-term commitment.

However, certain gameplay elements can disrupt this flow, breaking immersion and making it difficult for players to stay in a continuous state of engagement. These interruptions underscore the importance of balancing complexity with accessibility. If overly complex mechanics or pacing issues pull players out of flow, they may feel frustrated or disconnected, which can impact their overall satisfaction and motivation to continue. On the other hand, maintaining a flow state through intuitive design and well-paced challenges not only improves immediate player satisfaction but can also encourage more sustained play, cultivating a loyal player base. This balance of accessibility and depth, crucial for maintaining flow, could guide future developments in Street Fighter and the genre as a whole, emphasizing the importance of seamless engagement in game design.

4. Overall Gameplay Experience

The overall gameplay experience was generally described as positive by the majority of reviewers, particularly in terms of the game's aesthetic design, character variety, and competitive depth. The combination of accessible mechanics for newcomers and deeper mechanics for advanced players was seen as a strength, contributing to the enjoyment of a wide range of audiences.

The data (see Table 4) shows that the overall gameplay experience in Street Fighter 6 was largely viewed positively by the majority of reviewers. Players praised the game's aesthetic design, character variety, and competitive depth, with many acknowledging how the game successfully balances accessible mechanics for newcomers while offering deeper systems for

advanced players. This combination was often seen as a strength, contributing to its appeal across a broad spectrum of players.

Table 4 example:

Post #	Gameplay Experience
1.	<p>"Street Fighter 6 is not only Capcom getting back in the saddle... it's an evolution of the genre as a whole."</p> <p>Rationale: This reflects the overall perception of the game as a positive step forward for both Capcom and the fighting game genre.</p> <p>"This is the Street Fighter most of us have been waiting ages for."</p> <p>Rationale: The phrase emphasizes the fulfillment of long-standing player expectations, highlighting an excellent overall gameplay experience.</p>
2.	<p>"As a core product, Street Fighter 6 is a triumph."</p> <p>Rationale: This general praise reflects the subjective perception of the game's overall quality and player satisfaction.</p> <p>"The systems are really well thought out, work together, and provide for a fantastic fighting experience."</p> <p>Rationale: The statement emphasizes the overall gameplay systems and how they contribute to a cohesive and enjoyable experience.</p>
3.	<p>"Exploration is fully 3D; combat is done through an instant switch to a 2D side scrolling perspective akin to an actual 2D fighter."</p> <p>Rationale: This reflects the overall quality of gameplay experience by describing how the game seamlessly integrates exploration and combat.</p> <p>"1v1 fighting is still the core of this game and its smooth online play delivers without compromise."</p> <p>Rationale: The quote emphasizes the polished core gameplay experience, which is a crucial part of the overall user experience.</p>

A significant number of players described Street Fighter 6 as a triumph for the fighting game genre, emphasizing that the game not only met but exceeded expectations. For many, SF6 felt like an evolution, not just a return to form for Capcom, but also a new standard for the series.

"Street Fighter 6 is not only Capcom getting back in the saddle... it's an evolution of the genre as a whole." (Post 1: Legacy Players)

The game's core systems were often praised for being well-integrated and cohesive, providing a polished and enjoyable experience across different modes. The smooth online play and competitive depth stood out as key components of the positive reception, allowing players to engage in 1v1 matches with minimal technical issues and an emphasis on skillful play.

"The systems are really well thought out, work together, and provide for a fantastic fighting experience." (Post 2: Legacy Player)

Additionally, many players appreciated the character roster, noting the creativity and personality given to each fighter, which further contributed to their satisfaction. The variety and depth of the characters added layers of engagement, allowing players to explore and enjoy different playstyles.

"The character roster is fantastic... The amount of personality these characters were given is crazy good." (Post 6: New Player)

The tutorials and resources in the game also received positive feedback. Many players mentioned how these resources helped them learn the game's mechanics, making the experience more enjoyable by easing the learning curve for newcomers while still providing value for seasoned players.

"I just like this game a lot. It has a lot to think about, and has amazing tutorials and resources." (Post 7: New Player)

However, despite the general praise, several players expressed concerns about specific gameplay mechanics and monetization practices that detracted from their overall experience. For instance, the Drive Reversal was mentioned as feeling limited, while others noted that the monetization structure felt aggressive, impacting their enjoyment.

"The game itself is quite fun, and Capcom didn't need to be bullied into adding single-player content this time... (though please add Survival Mode)." (Post 16: Legacy Player)

Additionally, players had mixed reactions to the World Tour mode, which, while initially praised for its charm, became repetitive over time for some users. This repetitiveness in certain modes was seen as a flaw that hindered the long-term engagement of some players.

"World Tour mode is charming, but it became repetitive pretty quick. It feels like a beat-em-up RPG with both the grind of an RPG and the repetitiveness of a beat-em-up." (Post 20: New Player)

In summary, the data indicates that the overall gameplay experience in Street Fighter 6 is overwhelmingly positive, bolstered by polished mechanics, strong character design, and competitive depth. These elements contribute to a rich, immersive experience that resonates with both new and veteran players, representing the game's appeal across skill levels. However, specific concerns—particularly regarding monetization practices and the repetitive nature of certain modes—highlight areas where the game's otherwise high-quality experience is somewhat compromised.

This balance of positive and critical feedback provides a nuanced view of player perceptions, revealing that while the game succeeds in delivering a satisfying core experience, certain design and business choices can detract from player satisfaction. These insights are valuable not only for understanding Street Fighter 6's reception but also for informing future iterations of the game and the franchise as a whole. By addressing these areas of concern, developers have an opportunity to refine the experience further, potentially increasing both player retention and satisfaction in a competitive gaming landscape.

5. New Themes from Steam Reviews

In addition to the deductive codes used to analyze accessibility, self-efficacy, flow, and gameplay experience, several inductive themes emerged from the dataset. These themes offer deeper insights into players' perceptions of Street Fighter 6, touching on emotional responses, community dynamics, and specific game mechanics. Below is an expanded list of the inductive codes identified through the analysis:

Nostalgia

Nostalgia emerged as a strong theme, especially among long-time fans of the Street Fighter franchise. Many players expressed a sense of emotional connection to the game, praising Street Fighter 6 for capturing the essence of earlier titles. This sense of nostalgia goes beyond simple enjoyment; it reflects a deep-seated attachment to the franchise's history and the cultural identity it has fostered within the Fighting Game Community (FGC). For legacy players, Street Fighter 6 is not merely a new installment but a symbolic return to the franchise's roots, reviving the mechanics, aesthetics, and spirit that made earlier games iconic.

The nostalgia expressed by these players highlights Street Fighter's ability to bridge past and present, creating a continuity that strengthens both individual memories and collective identity within the FGC. This sentiment was evident in comments such as, “Street Fighter back in its full glory. After the missteps of the last few games, this one feels like a homecoming” (Post 4: Legacy Player), where players perceived Street Fighter 6 as a faithful homage to the series’ foundational games. Such reflections represent a broader cultural value attributed to the franchise, where Street Fighter has become emblematic of both personal gaming histories and the legacy of competitive fighting games.

This nostalgia-driven connection not only influences player satisfaction but also has implications for player retention. For legacy fans, Street Fighter 6 reaffirms their ongoing participation in the FGC, renewing their commitment to the community and the genre. By tapping into this sense of nostalgia, Street Fighter 6 strengthens its position within the FGC, appealing to veteran players who seek continuity alongside innovation.

Monetization Concerns

Several reviews highlighted concerns about the game's pricing model, particularly regarding microtransactions and downloadable content (DLC). Players felt that while Street Fighter 6 provided a strong core experience, the additional costs for content raised questions about the fairness and value of its monetization strategy. This theme encompasses criticism of the pricing model, which includes the perceived excessive use of microtransactions, paid DLC, and premium content that, for some players, detracted from the overall enjoyment of the game.

One legacy player noted, “Paid the price of a full game on top of microtransactions for cosmetics, and it feels like I’m not getting my money’s worth” (Post 17: Legacy Player). Such comments reflect a sentiment among players who, despite valuing the game itself, feel that the monetization strategy undermines their satisfaction with the product. This criticism highlights a growing tension in the gaming industry, where even high-quality titles face scrutiny over add-on costs, suggesting that fair pricing remains crucial to player trust and long-term engagement.

For Street Fighter 6, this feedback emphasizes the importance of balancing a premium gaming experience with accessible content, especially in a genre where committed players are more likely to invest both time and money. Addressing these pricing concerns could foster a more positive reception and help the game maintain its dedicated fanbase within the Fighting Game Community (FGC).

Community Engagement

The extent to which players felt connected to the Fighting Game Community (FGC) and Street Fighter 6's multiplayer environment emerged as a significant theme. Many reviewers praised the strong sense of community fostered through online matches, tournaments, and forums, noting that this connectivity enhances both the social and competitive aspects of the game. This theme reflects players' engagement with the broader FGC and their appreciation for the support and camaraderie that exists within the game's multiplayer landscape.

Reviewers frequently mentioned how participation in the FGC positively impacted their experience by helping them improve their skills and maintain motivation. For example, one new player highlighted, “In-game community is mostly welcoming towards all kinds of players” (Post 30: New Player), demonstrating the inclusive environment that encourages players to grow

within the community. This sense of belonging is especially meaningful for newcomers, who often benefit from the collective knowledge and encouragement of veteran players.

Such positive community interactions are integral to Street Fighter 6's success, as they not only enhance individual player experiences but also reinforce the FGC's reputation as a welcoming, skill-driven subculture. For developers, this feedback demonstrates the importance of fostering robust online and social features that help players build lasting connections, making Street Fighter 6 not just a game but a gateway to a larger, supportive community.

Frustration with Controls

Despite Street Fighter 6's accessibility features, some players expressed frustration with the control schemes, specifically regarding the learning curve and responsiveness. This theme highlights the challenges faced by both newcomers and experienced players as they adapt to the game's mechanics, particularly in high-pressure competitive settings. For many players, these control difficulties can lead to a shift from enjoyment to frustration, as they struggle to execute moves reliably, which impacts their performance and overall satisfaction.

One new player summarized this experience, stating, "At some point the game went from fun to frustrating" (Post 13: New Player). Such comments reveal that, while Street Fighter 6 has made strides in accessibility, the controls may still present a barrier, particularly as players progress to more advanced levels of play. This frustration points to an essential balance in fighting games: ensuring that controls are intuitive enough for beginners while remaining responsive and precise for competitive contexts.

For Street Fighter 6, this feedback represents the need for ongoing refinements to control schemes and training modes that help players develop proficiency without detracting from the

game's enjoyment. Addressing these frustrations could make the game more appealing to a broader range of players, encouraging sustained engagement within the Fighting Game Community (FGC).

Single-Player Satisfaction

While the Street Fighter series is renowned for its competitive multiplayer, the single-player mode in Street Fighter 6 received notable attention and praise. Many players expressed satisfaction with the depth and content offered in solo campaigns, particularly the World Tour mode. This theme highlights the appeal of robust single-player experiences, showcasing the game's versatility in catering to players who may prefer or enjoy solo gameplay within a genre typically focused on multiplayer.

One new player commented, "I just finished World Tour mode, and it's surprisingly fun. It adds a lot of value to the overall package, especially for someone who's not into multiplayer" (Post 9: New Player). Such responses indicate that Street Fighter 6 successfully broadens its appeal by providing meaningful content for both competitive and non-competitive players, creating an experience that resonates with diverse gaming preferences.

This emphasis on single-player content demonstrates a shift in the fighting game genre, where developers increasingly recognize the value of accessible, engaging solo modes. For Street Fighter 6, this addition not only enhances the game's appeal but also strengthens its role as an entry point for newcomers who might feel intimidated by multiplayer competition. By delivering a well-rounded package, Street Fighter 6 cultivates a more inclusive player base and supports the long-term growth of the Fighting Game Community (FGC).

Discussion

The analysis reveals key themes related to player perceptions of accessibility, self-efficacy, flow, and how these factors influence the enjoyment and engagement of players with the game.

RQ 1: How are themes related to fighting game accessibility, particularly the introduction of the "Modern Controls" option, being reflected in Steam reviews for Street Fighter 6?

The findings indicate that accessibility is a prominent theme in many reviews, particularly in relation to the introduction of the "Modern Controls" option. Players expressed that these controls lowered the barrier to entry for newcomers, making the game more accessible to those who may have previously been intimidated by the complexity of traditional fighting games. For instance, several reviewers expressed how the simplified control scheme allowed them to execute combos and special moves with ease, which would otherwise require extensive practice with the "Classic" controls. One reviewer noted, "The new control scheme is a game-changer. It makes the game more accessible to players like me who aren't hardcore gamers but still want to enjoy the experience."

However, there were also concerns from more experienced players regarding how the increased accessibility may affect the competitive balance of the game. Some felt that the simplified controls reduced the depth of gameplay, potentially lowering the skill ceiling and negatively impacting the competitive integrity of Street Fighter 6. Despite these concerns, the overall sentiment toward accessibility features was positive, especially among newer and more casual players. The results suggest that accessibility in the game directly enhances player engagement by making the game more approachable for a wider audience.

RQ2: What insights do Steam reviews for Street Fighter 6 offer regarding the accessibility features and new player experience?

The analysis of reviews provides several insights into the accessibility features and challenges within Street Fighter 6. Many reviewers praised the game for including tutorials, character guides, and practice modes, which significantly improved their understanding of the mechanics and their overall confidence in playing the game. These features were especially beneficial to players unfamiliar with the fighting game genre, as they facilitated skill development without overwhelming the user. One reviewer mentioned, "The tutorial is the best I've seen in any fighting game. It walks you through every aspect of the game step by step, which makes it feel less daunting."

However, challenges in accessibility were also stated, particularly by players with motor or cognitive impairments. Some reviewers expressed difficulty with the complexity of combo execution, even with the "Modern Controls" setting, and noted that there were limited options for further customization of controls to suit individual needs. The absence of detailed accessibility options for players with specific physical and mental limitations was cited as a key area for improvement. Therefore, while Street Fighter 6 makes significant strides in accessibility, there are opportunities for the game to further expand its inclusivity, particularly in terms of customizable controls and settings.

RQ3: What do consumer reviews on Steam for the video game Street Fighter 6 have to say about a) self-efficacy, b) flow, and c) the overall player experience comparing new player experience to legacy players?

a) Self-Efficacy: The data reveals that Street Fighter 6 fosters a strong sense of self-efficacy among players, particularly through the combination of accessible controls and in-depth tutorials. Many players reported feeling more confident in their ability to perform complex moves and compete online after utilizing the resources provided by the game. One reviewer stated, "I usually get frustrated with fighting games, but the way Street Fighter 6 teaches you step by step helped me believe I could actually get better." This sense of increased competence and mastery over the game's mechanics positively impacted the player's willingness to continue engaging with the game, aligning with Bandura's (1977) theory that self-efficacy enhances motivation and persistence.

b) Flow: Flow, defined as the state of deep immersion in gameplay, was frequently mentioned in positive reviews. Players described entering a state of flow during matches, where their skills were challenged but not overwhelmed, leading to highly engaging and rewarding gameplay experiences. One reviewer shared, "The pacing of the matches is perfect. Once I'm locked in, it feels like everything else fades away, and I'm just focused on the fight." However, flow was sometimes disrupted by technical issues, such as lag or frame drops during online matches, which reviewers noted as breaking the immersion and affecting their overall enjoyment.

c) Overall Player Experience: The overall gameplay experience was overwhelmingly positive, with many reviewers praising the game's mechanics, character variety, and aesthetic design. Both casual and competitive players expressed satisfaction with the game's balance between accessibility and depth. While a few negative reviews pointed to issues like technical performance or frustration with the learning curve, the general consensus was that Street Fighter 6 provided an enjoyable and fulfilling experience for a wide range of players. The combination

of accessible mechanics for newcomers and strategic depth for experienced players contributed to this positive reception.

Implications for Self-Efficacy Theory

The results of this study can be further illuminated through the lens of self-efficacy theory, as proposed by Albert Bandura (1977). The Steam reviews reflect multiple sources of self-efficacy that Bandura identifies: mastery experiences, vicarious experiences, social persuasion, and emotional states. For instance, several players reported experiencing an increase in self-efficacy through mastery experiences, such as successfully executing combos or advancing through competitive ranks. This aligns with Bandura's notion that mastery over challenging tasks builds confidence in one's abilities.

"I'm very glad Modern Controls are a thing. They allow FGC newbies to get into the complex mindgames aspect of the game without having to wade through a lot of the stuff that is deemed as 'boring' early on like combos and motion inputs." (Optimistic Lucio: New Player)

This highlights how the game's accessibility features facilitated a mastery experience, increasing the player's confidence and willingness to engage in further challenges.

Vicarious experiences also emerged as a theme, with many players referencing community-driven content such as tutorials and strategy guides. By observing the success of other players, these individuals were able to boost their own sense of self-efficacy.

Social persuasion played a role in the form of encouragement from the broader gaming community. Players frequently mentioned receiving support and advice from more experienced players, reinforcing their belief in their ability to improve.

Finally, emotional states—both positive and negative—were crucial in shaping players’ self-efficacy. Positive emotions like excitement and satisfaction were associated with successful gameplay, while frustration and anxiety were linked to challenges like input lag or difficulty with controls, which negatively impacted self-efficacy.

Limitations

Although this study provides valuable insights into the role of accessibility, self-efficacy, and flow in the gameplay experience of Street Fighter 6, several limitations should be acknowledged. First, the sample of 40 Steam reviews, while sufficient to achieve data saturation, is not representative of the entire player base. Steam reviews may disproportionately reflect the opinions of highly engaged users, who tend to be more vocal and experienced with the genre. As such, the findings may not fully capture the experiences of more casual players or those who choose not to leave reviews.

Second, while every effort was made to maintain objectivity during the coding process, qualitative research is inherently interpretive. The subjective nature of thematic analysis means that the researcher's perspective, even when mitigated by reflexive journaling, may still influence the identification of themes. It is also important to note that the findings reflect the particular cultural and temporal context in which the reviews were written—namely, within a few months of the game's release in 2023–2024. Player attitudes and experiences may shift over time as the game evolves through updates or as new titles are introduced to the fighting game genre.

Quantitative research, such as player retention analyses or large-scale surveys, could provide measurable outcomes that offer a broader perspective on the themes identified in this study. For example, surveys could track how accessibility improvements affect long-term player

engagement or sales figures, providing statistical evidence to support the qualitative themes related to self-efficacy and flow.

Moreover, tracking player retention rates in relation to the introduction of accessibility features, such as modern control schemes, could provide valuable data on how these features influence player satisfaction and continued engagement. A mixed-methods approach in future studies could enrich the findings by combining the in-depth insights of qualitative analysis with the generalizability of quantitative data.

By acknowledging the complementary role that quantitative research can play, this study positions itself within a broader research context, inviting future researchers to explore these intersections in greater detail.

Finally, the study's focus on Street Fighter 6 limits the generalizability of the results to other fighting games or gaming genres. Future research could address this by expanding the scope to include reviews from a wider variety of games or conducting follow-up studies as the game community evolves.

Conclusion

The findings of this study offer significant theoretical and practical implications for both the academic field of game studies and the video game industry. From a theoretical standpoint, this research expands the application of self-efficacy theory into the domain of competitive video gaming, a relatively underexplored area within psychological research. It demonstrates that the four sources of self-efficacy—mastery experiences, vicarious experiences, social persuasion, and emotional states—are highly relevant to players' experiences in fighting games. This represents

the utility of Social Cognitive Theory as a framework for future studies exploring player motivation and engagement across various game genres.

Practically, the insights gained from this study can inform game developers' strategies for designing accessible and engaging games. The introduction of features like modern control schemes in Street Fighter 6 has effectively reduced barriers for new players, suggesting that similar accessibility measures could be adopted across other genres to attract and retain a broader audience. However, the findings also highlight the tension between increasing accessibility for newcomers and maintaining the complexity and challenge that long-time fans of the genre value. Developers must consider the balance between making games approachable for a wider audience while preserving the depth and competitive appeal that experienced players expect.

This study emphasizes the importance of fostering a supportive player community, both within the game and through external resources like tutorials and guides. The positive impact of social learning on player self-efficacy points to the value of integrating features that encourage collaboration and mentorship within the gaming ecosystem. Community support serves as a key motivator for players to improve their skills and engage with the game over the long term.

The analysis of Street Fighter 6 reviews further explores the role of accessibility, self-efficacy, and flow in shaping player experiences. Accessibility features have widened the game's appeal, particularly for newcomers, but there remains some tension within the community regarding the balance between ease of entry and maintaining the genre's competitive depth. Self-efficacy and accessibility play a pivotal role in player retention and enjoyment, with flow contributing to highly satisfying gameplay experiences when technical issues do not hinder immersion.

For game developers, these insights can guide future game design decisions, representing the importance of accessibility without sacrificing the challenge and mastery that are crucial to player engagement. Future research could expand upon this study by analyzing accessibility, self-efficacy, and flow in other game genres or by examining the long-term impact of accessibility features on community dynamics within competitive games. Additionally, quantitative studies could complement this research by measuring how accessibility improvements influence player retention, sales, and overall satisfaction over time.

By continuing to explore the intersection of accessibility, self-efficacy, flow, and gameplay experience, both scholars and industry professionals can contribute to the development of more inclusive and engaging gaming environments that cater to a broad spectrum of players, from newcomers to seasoned veterans.

REFERENCES

- Aarseth, E. (1997). *Cybertext: Perspective on Ergodic literature*. Baltimore, MD: The Johns Hopkins University Press.
- Aarseth, E. (2004). Genre trouble: Narrativism and the art of simulation. In Wardrip-Fruin Noah & Harrigan Pat (Eds.), *First person: New media as story, performance, and game* (pp. 45-55). Cambridge: The MIT Press.
- Aguado-Delgado, J., Gutierrez-Martinez, J. M., Hilera, J. R., de-Marcos, L., & Otón, S. (2020). Accessibility in video games: a systematic review. *Universal Access in the Information Society*, 19, 169-193.
- Anderson, S. L., & Schrier, K. (2022). Disability and video games journalism: A discourse analysis of accessibility and gaming culture. *Games and Culture*, 17(2), 179-197.
- Ashcraft, B., Snow, J., Williams, K., & Crecente, B. (2008). *Arcade mania!: the turbo-changed world of Japan's game centers*. (No Title).
- Bae, S., & Lee, T. (2011). Product type and consumers' perception of online consumer reviews. *Electronic Marketing*, 21, 255–266. <https://doi.org/10.1007/s12525-011-0072-0>
- Baek, H., Ahn, J., & Choi, Y. (2012). Helpfulness of online consumer reviews: Readers' objectives and review cues. *International Journal of Electronic Commerce*, 17, 99–126. <https://doi.org/10.2753/jec1086-4415170204>
- Bandura, A. (1977a). Self-efficacy: Toward a unifying theory of behavioral change. *Psychological Review*, 84, 191–215.
- Bandura, A. (1977b). *Social learning theory*. Englewood Cliffs, NJ: Prentice Hall.
- Bandura, A. (1978). The self system in reciprocal determinism. *American psychologist*, 33(4), 344.
- Bandura, A. (1986). *Social foundations of thought and action: A social cognitive theory*. Englewood Cliffs, NJ: Prentice Hall.
- Bandura, A. (1993). Perceived self-efficacy in cognitive development and functioning. *Educational Psychologist*, 28, 117–148.
- Banerjee, S., & Chua, A. Y. (2016). In search of patterns among travellers' hotel ratings in TripAdvisor. *Tourism management*, 53, 125-131.
- Barker, I. J. (2015, February 17). Report: E-sports to generate \$500 million in revenue by 2017. *The Daily Dot*. Retrieved August 1, 2015, from <http://www.dailydot.com/e-sports/report-estimates-half-billion-e-sports-revenue/>

- Bankhurst, A. (2021). Mortal Kombat 11 Has Sold Over 12 Million Units Worldwide. IGN. <https://www.ign.com/articles/mortal-kombat-11-best-selling-mk-game-ever-73-million-franchise-sales>
- Barlet, M.C., & Spohn, S.D. (2012). A practical guide to game accessibility. The AbleGamers Foundation, Charles Town.
- Bierre, K., Chetwynd, J., Ellis, B., Hinn, D. M., Ludi, S., & Westin, T. (2005, July). Game not over: Accessibility issues in video games. In Proc. of the 3rd International Conference on Universal Access in Human-Computer Interaction (pp. 22-27).
- Blei, D. M. (2012). Probabilistic topic models. *Communications of the ACM*, 55(4), 77-84.
- Blei, D. M., Ng, A. Y., & Jordan, M. I. (2003). Latent dirichlet allocation. *Journal of machine Learning research*, 3(Jan), 993-1022.
- Boellstorff, T. (2008). *Coming of age in Second Life: An anthropologist explores the virtually human*. Princeton, NJ: Princeton University Press
- Bogost, I. (2015). *How to talk about videogames (Vol. 47)*. U of Minnesota Press.
- Boodhoo, R., & Purmessur, R. D. (2009). Justifications for qualitative research in organisations: a step forward. *The Journal of Online Education (New York)*.
- Boutsika, E. (2014). Kinect in education: A proposal for children with autism. *Procedia Computer Science*, 27, 123–129.
- Braun, V., & Clarke, V. (2021). To saturate or not to saturate? Questioning data saturation as a useful concept for thematic analysis and sample-size rationales. *Qualitative research in sport, exercise and health*, 13(2), 201-216.
- Busurkina, I., Karpenko, V., Tulubenskaya, E., & Bulygin, D. (2020). Game experience evaluation. A study of game reviews on the steam platform. In *International Conference on Digital Transformation and Global Society* (pp. 117-127). Cham: Springer International Publishing.
- Cairns, R. B., Cairns, B. D., & Neckerman, J. J. (1989). Early school dropout: Configurations and determinants. *Child Development*, 60, 1437–1452.
- Castronova, E. (2006). On the research value of large games: Natural experiments in *Norrath* and *Camelot*. *Games and Culture*, 1, 163-186.
- Corliss, J. (2011). Introduction: The social science study of video games. *Games and Culture*, 6(1), 3-16.
- Crespo, Á.G., & Tejedor, Á.G. (2012). Análisis De Videojuegos Comerciales Y Sus Lagunas En La Accesibilidad Para Las Personas Con Discapacidad Sensorial. In *Buenas prácticas de accesibilidad en videojuegos* (pp. 48–52).

- Czikszenmihalyi, M. (1990). *Flow: The psychology of optimal experience*.
- Czikszenmihalyi, M. (1993). *The evolving self: A psychology for the third millennium*. New York:Harper Perennial.
- Davis, R., & Lang, B. (2012). Modeling the effect of self-efficacy on game usage and purchase behavior. *Journal of Retailing and Consumer Services*, 19(1), 67-77.
- Díez Alegre, M.I. (2013). La Accesibilidad En Los Videjuegos: Una Asignatura Pendiente. *Revista Española de Discapacidad*, 1, 155–158.
- Eberhard, L., Kasper, P., Koncar, P., & Gütl, C. (2018). Investigating helpfulness of video game reviews on the steam platform. In 2018 Fifth International Conference on Social Networks Analysis, Management and Security (SNAMS) (pp. 43-50). IEEE.
- Eccles, J. S., Wigfield, A., & Schiefele, U. (1998). Motivation to succeed. In W. Damon (Series Ed.) & N. Eisenberg (Vol. Ed.), *Handbook of child psychology: Vol. 3. Social, emotional, and personality development* (5th ed., pp. 1017–1095). New York: Wiley.
- Escobar, A. (1994). Welcome to Cyberia: Notes on an anthropology of cyberculture. *Current Anthropology*, 35, 211-232.
- Esposito, N. (2005, January). A short and simple definition of what a videogame is. In *Proceedings of DiGRA 2005 Conference: Changing Views: Worlds in Play*.
- Gerling, K.M., Dergousoff, K.K., Mandryk, R.L. (2013). Is movement better?: Comparing sedentary and motion-based game controls for older adults. *Proceedings of Graphics Interface 2013*, 133–140.
- Gómez, I.M., Molina, A.J., Cabrera, R., et al. (2014). The possibilities of Kinect as an access device for people with cerebral palsy. In *International Conference on Computers for Handicap Persons* (Vol. 8548, pp. 252–255).
- Grammenos, D., Savidis, A., & Stephanidis, C. (2009). Designing universally accessible games. *Computers in Entertainment (CIE)*, 7(1), 1-29.
- Gray, C. H., & Driscoll, M. (1992). What’s real about virtual reality? *Anthropology of, and in, cyberspace. Visual Anthropology Review*, 8, 39-47
- Hasanat, M., Hoque, A., Shikha, F., Anwar, M., Abdul Hamid, A. B., & Huam, T. (2020). The impact of coronavirus (COVID-19) on E-Business in Malaysia. *Asian Journal of Multidisciplinary Studies*, 3, 85–90.
- Hebdige, D. (1979). *„Subculture, The Meaning of Style”*, London and New York, Methuen & Co.
- Hennink, M., & Kaiser, B. N. (2022). Sample sizes for saturation in qualitative research: A systematic review of empirical tests. *Social science & medicine*, 292, 114523.

- Hills, D. 'DarkHorse'. (2023). Street Fighter 5 reaches 7 million copies sold in just under 7 years as Capcom eyes highest sales in company history. EventHubs.
<https://www.eventhubs.com/news/2023/jan/31/sf5-million-sales-record/>
- Hu, N., Zhang, T., Gao, B., & Bose, I. (2019). What do hotel customers complain about? Text analysis using structural topic model. *Tourism Management*, 72, 417-426.
- Islam, M. A., & Aldaihani, F. M. F. (2022). Justification for adopting qualitative research method, research approaches, sampling strategy, sample size, interview method, saturation, and data analysis. *Journal of International Business and Management*, 5(1), 01-11.
- Jacobs, J. E., Lanza, S., Osgood, D. W., Eccles, J. S., & Wigfield, A. (2002). Changes in children's self-competence and values: Gender and domain differences across grades one to twelve. *Child Development*, 73, 509–527.
- Jenkins, D. (2009, May 8). Capcom enjoys bumper year as sales jump over 10%. *Gamesindustry.biz*. [URL] <http://www.gamesindustry.biz/articles/capcom-enjoys-bumper-year-as-sales-jump-over-10-percent>
- Jiao, J., Simpson, T. W., & Siddique, Z. (2007). Product family design and platform-based product development: a state-of-the-art review. *Journal of intelligent Manufacturing*, 18, 5-29.
- Kane, M. (2008). *Game Boys: Professional Videogaming's Rise from the Basement to the Big Time*. Viking.
- Karray, F., Alemzadeh, M., Saleh, J.A., et al. (2008). Human–computer interaction: Overview on state of the art. *International Journal of Smart Sensing and Intelligent Systems*, 1(1), 137–159.
- Kim, U., & Park, Y. S. (2006). Factors influencing academic achievement in collectivist societies: The role of self-, relational, and social efficacy. In F. Pajares & T. Urdan (Eds.), *Self-efficacy beliefs of adolescents* (pp. 267–286). Greenwich, CT: Information Age.
- Klassen, R. M. (2004a). A cross-cultural investigation of the efficacy beliefs of south Asian immigrant and Anglo Canadian nonimmigrant early adolescents. *Journal of Educational Psychology*, 96, 731–742.
- Klassen, R. M. (2004b). Optimism and realism: A review of self-efficacy from a cross-cultural perspective. *International Journal of Psychology*, 39, 205–230.
- Kleinheksel, A. J., Rockich-Winston, N., Tawfik, H., & Wyatt, T. R. (2020). Demystifying content analysis. *American journal of pharmaceutical education*, 84(1).

- Korfiatis, N., Stamolampros, P., Kourouthanassis, P., & Sagiadinos, V. (2019). Measuring service quality from unstructured data: A topic modeling application on airline passengers' online reviews. *Expert Systems with Applications*, 116, 472-486.
- Lackermair, G., Kailer, D., & Kanmaz, K. (2013). Importance of online product reviews from a consumer's perspective. *Advances in Economics and Business*, 1, 1-5. <https://doi.org/10.13189/aeb.2013.010101>
- Leigh, S. (2013). eyeCan: Affordable and versatile gaze interaction. In *Proceedings of the adjunct publication of the 26th annual ACM symposium on User Interface Software and Technology* (pp. 79-80). ACM.
- Lewis, R. (2015). Echoes of Future Past: The Ghost of the CGS and What It Means for Counter-Strike. *The Daily Dot*. Retrieved August 10, 2015, from <http://www.dailydot.com/e-sports/cgs-vulcun-twitch-esl-counter-strike-league/>
- Li, K., Van Nguyen, H., Cheng, T. C. E., & Teng, C. I. (2018). How do avatar characteristics affect avatar friendliness and online gamer loyalty? Perspective of the theory of embodied cognition. *Internet Research*, 28(4), 1103-1121.
- Lin, H., & Sun, C.-T. (2011). The role of onlookers in arcade gaming: Frame analysis of public behaviors. *Convergence*, 17(2), 125-137.
- Lindgren, H. (2010). Factors contributing to the buying decision of pc and video games: and their weight in the buying decision process.
- Lukan, T. (2023). Evo 2023 Breaks Multiple All-time Registration Records. (n.d.). <https://www.evo.gg/news/evo-2023-breaks-multiple-all-time-registration-records>
- Mangiron, C., & Orero, P. (2012). ¿Videojuegos Para Todos? Panorama Actual De La Accesibilidad En Videojuegos. In *Buenas prácticas de accesibilidad en videojuegos* (pp. 23-28).
- Manovich, L. (2001). *The language of new media*. Cambridge, MA: The MIT Press.
- Mudambi, S., & Schuff, D. (2010). What makes a helpful online review? A study of customer reviews on Amazon.com. *MIS Quarterly*, 34, 185-200. <https://doi.org/10.1007/s10107-008-0244-7>
- Multon, K. D., Brown, S. D., & Lent, R. W. (1991). Relation of self-efficacy beliefs to academic outcomes: A meta-analytic investigation. *Journal of Counseling Psychology*, 38, 30-38.
- Paananen, K. E. (2020). *Designing a Game for Emergent Gameplay: Developing Gatedelvers*.
- Pajares, F. (1996b). Self-efficacy beliefs in achievement settings. *Review of Educational Research*, 66, 543-578

- Pajares, F. (1997). Current directions in self-efficacy research. In M. Maehr & P. R. Pintrich (Eds.), *Advances in motivation and achievement* (Vol. 10, pp. 1–49). Greenwich, CT: JAI.
- Pajares, F., & Schunk, D. H. (2001). Self-beliefs and school success: Self-efficacy, self-concept, and school achievement. In R. J. Riding & S. G. Rayner (Eds.), *Self-perception* (pp. 239–265). Westport, CT: Ablex.
- Pajares, F., & Schunk, D. H. (2002). Self and self-belief in psychology and education: A historical perspective. In J. Aronson (Ed.), *Improving academic achievement: Impact of psychological factors on education* (pp. 3–21). San Diego: Academic Press.
- Poor, G.M., Leventhal, L.M., Kelley, S., et al. (2011). Thought cubes: Exploring the use of an inexpensive brain–computer interface on a mental rotation task. In *The proceedings of the 13th international ACM SIGACCESS conference on Computers and Accessibility* (pp. 291–292). ACM.
- Porter, J.R. (2014). Understanding and addressing real-world accessibility issues in mainstream video games. In *ACM SIGACCESS Accessibility and Computing* (pp. 42–45). ACM.
- Rieser, M., & Zapp, A. (Eds.). (2002). *The new screen media: Cinema/art/narrative*. London, England: BFI.
- Rivas, A. D. (2022). " You Must Defeat [The Tutorial] To Stand a Chance": Learning To Play Competitive Fighting Video Games.
- Schunk, D. H. (1995). Self-efficacy and education and instruction. In J. E. Maddux (Ed.), *Self-efficacy, adaptation, and adjustment: Theory, research, and application* (pp. 281–303). New York: Plenum.
- Schunk, D. H., & Pajares, F. (2002). The development of academic self-efficacy. In A. Wigfield & J. Eccles (Eds.), *Development of achievement motivation* (pp. 15–31). San Diego: Academic Press.
- Schunk, D. H., & Pajares, F. (2009). Self-efficacy theory. *Handbook of motivation at school*, 35, 54.
- Şengün, S., Mawhorter, P., Bowie-Wilson, J., Audeh, Y., Kwak, H., & Harrell, D. F. (2022). Contours of virtual enfreakment in fighting game characters. *Technological Forecasting and Social Change*, 180, 121707.
- Sherry, J. L. (2004). Flow and media enjoyment. *Communication theory*, 14(4), 328-347.
- Smith, T., Obrist, M., & Wright, P. (2013, June 24–26). Live-streaming changes the (video) game. In *Proceedings of the 11th European Conference on Interactive TV and Video*, Como, Italy (pp. 1-8). ACM.

- Stajkovic, A. D., & Luthans, F. (1998). Self-efficacy and work-related performances: A meta-analysis. *Psychological Bulletin*, 124, 240–261.
- Steinberg, L., Brown, B. B., & Dornbusch, S. M. (1996). *Beyond the classroom: Why school reform has failed and what parents need to do*. New York: Simon & Schuster
- Steltenpohl, C. N., Reed, J., & Keys, C. (2018). Do others understand us? Fighting game community member perceptions of others' views of the FGC.
- Stemler, S. E. (2015). Content analysis. *Emerging Trends in the Social and Behavioral Sciences: An Interdisciplinary, Searchable, and Linkable Resource*, 1-14.
- Strom, S. (2015, August 10). An e-sports underdog story: How an American victory redeemed The International. *Ars Technica*. Retrieved August 10, 2015 from <http://arstechnica.com/the-multiverse/2015/08/an-e-sports-underdog-story-how-an-american-victory-redeemed-the-international/>.
- Strauss, A., & Corbin, J. (1990). *Basics of qualitative research*. Sage publications.
- Taylor, T. L. (2012). *Raising the Stakes: E-sports and the Professionalization of Computer Gaming*. The MIT Press.
- Thomas, D. R. (2003). A general inductive approach for qualitative data analysis.
- Thomas, D. R. (2006). A general inductive approach for analyzing qualitative evaluation data. *American journal of evaluation*, 27(2), 237-246.
- Thornton, S. (1997). The social logic of subcultural capital [1995]. na. *Culture: Critical Concepts in Sociology*, 235-258.
- Tirunillai, S., & Tellis, G. J. (2014). Mining marketing meaning from online chatter: Strategic brand analysis of big data using latent dirichlet allocation. *Journal of marketing research*, 51(4), 463-479.
- Tschannen-Moran, M., Woolfolk Hoy, A., & Hoy, W. K. (1998). Teacher efficacy: Its meaning and measure. *Review of Educational Research*, 68, 202–248
- Van Esch, P., & Van Esch, L. (2013). Justification of a qualitative methodology to investigate the emerging concept: The dimensions of religion as underpinning constructs for mass media social marketing campaigns. *Journal of Business Theory and Practice*, 1(2), 214-243.
- Vimaladevi, K., & Dhanabhakaym, M. (2012). A study on the effects of online consumer reviews on purchasing decision. *Prestige International Journal of Management*, 7, 51–99. <https://doi.org/10.1504/IJIMA.2012.044958>
- Wardrip-Fruin, N., & Montfort, N. (Eds.). (2003). *The new media reader*. Cambridge, MA: The MIT Press.

Weinzierl, R., & Muggleton, D. (Eds.). (2003). *The post-subcultures reader*. Oxford-New York: Berg.

White, M. M. (2014). *Learn to play: designing tutorials for video games*. CRC Press

Wilson, S. M., & Peterson, L. C. (2002). The anthropology of online communities. *Annual Review of Anthropology*, 31, 449-467.

Yesodha, K. K. R. K., Narasimhan, V., Li, Y., & Craig, B. (2018). Ergonomic evaluation of videogame controllers. In *Advances in Usability and User Experience: Proceedings of the AHFE 2017 International Conference on Usability and User Experience, July 17-21, 2017, The Westin Bonaventure Hotel, Los Angeles, California, USA 8* (pp. 384-391). Springer International Publishing.

Yuan, B., & Folmer, E. (2008). Blind Hero: Enabling Guitar Hero for the Visually Impaired. In *Proceedings of the 10th International ACM SIGACCESS Conference on Computers and Accessibility* (pp. 169–176). ACM.

Yuwono, M. A., & Rachmawati, D. (2023). Combined Methods. Can This Solve The Differences Between Deductive and Inductive Methods in Qualitative Research?. *Moroccan Journal of Quantitative and Qualitative Research*, 5(3).

Zolnoori, M., Balls-Berry, J. E., Brockman, T. A., Patten, C. A., Huang, M., & Yao, L. (2019). A systematic framework for analyzing patient-generated narrative data: Protocol for a content analysis. *JMIR Research Protocols*, 8(8), e13914.

Appendix

Table 1:

Post #	Accessibility
1.	<p>"The option to switch between classic and 'modern' controls is great as well. Modern in no way feels like 'easy mode' or some crutch either, you sacrifice complexity for ease, and it's up to you to decide if easier supers and combos is worth losing some of the granularity of full control over your character's inputs."</p> <p>Rationale: This highlights the game's adaptability in control schemes, catering to both advanced and beginner players, lowering the barrier to entry.</p> <p>"The game is bursting with beginner-friendly tutorials that can either be simple instructions or deep, precise, dives into frames and advantage states and such."</p> <p>Rationale: This points to how the tutorials cater to players of all skill levels, making the game accessible to both casual and more competitive players.</p>
2.	<p>"Modern controls, which is a fully usable control scheme that cuts the execution requirements from the traditional 6 button technical input scheme to a four button version."</p> <p>Rationale: The simplification of control schemes reduces the technical barrier, making the game accessible to players who might otherwise find it too difficult.</p> <p>"Modern does exactly what it sets out to do - lets less experienced players be competitive in versus matches."</p> <p>Rationale: This highlights how the new control system improves accessibility, allowing less experienced players to still engage in competitive gameplay.</p>
3.	<p>"One of the most revolutionary changes in Street Fighter 6 involves the introduction of a new control scheme – the Modern controls."</p> <p>Rationale: This quote reflects accessibility by highlighting how the modern control scheme reduces the complexity of input requirements, making it easier for a wider range of players to engage with the game.</p>

	<p>"Modern controls are based around the following contextually designed buttons: Light Attack, Medium Attack, Heavy Attack, Special Attack."</p> <p>Rationale: The simplified and contextually designed buttons lower the skill barrier for players, enhancing inclusivity and accessibility.</p>
4.	<p>"There is a new Modern control scheme that transforms SF from a 6 button game to a 4 button game, making it so much more easier for absolutely newbies to enjoy the game."</p> <p>Rationale: The introduction of the Modern control scheme reduces the technical difficulty, making the game accessible to new players.</p> <p>"There are individual guides that go over nearly every move of every single fighter, explaining everything."</p> <p>Rationale: The comprehensive guides make the game more accessible by helping new players understand complex mechanics.</p>
5.	<p>"There are also a lot of great QOL features, such as instant rematch, good in-game character guides, tons of options in practice mode, and frame meter (it is so good that it's even used outside of SF6 before its release)."</p> <p>Rationale: The presence of quality-of-life features like instant rematch and in-game guides reduces the barrier for new players, making the game more accessible.</p> <p>"Capcom learnt by their mistakes and they made full package for a release."</p> <p>Rationale: The attention to releasing a full package without restricting players to limited modes adds accessibility by providing varied ways to engage with the game.</p>
6.	<p>"Modern Controls is basically a new control scheme. You get Light, Medium, Heavy, and Special buttons which make attacking easier to grasp for beginners."</p> <p>Rationale: The Modern Controls scheme simplifies the gameplay for beginners, reducing the barrier to entry.</p> <p>"There's also Dynamic Controls, which is basically made for casuals to mash buttons and have fun at gatherings and not-so-serious party play."</p> <p>Rationale: Dynamic Controls cater to casual players, making the game more accessible for those not seeking high-level play.</p>

<p>7.</p>	<p>"It has amazing tutorials and resources even in-game to teach you enough to figure out a lot on your own."</p> <p>Rationale: This highlights how the game provides resources that make it easier for players to learn and engage with the mechanics, increasing accessibility for newcomers.</p> <p>"Your super meter is kept between rounds but you start at 6 full drive gauges every round."</p> <p>Rationale: Simplifying meter management between rounds reduces complexity, making it easier for players to focus on core gameplay without being overwhelmed.</p>
<p>8.</p>	<p>"I also have to applaud Capcom for finding a way to make the game highly accessible to new players who never played fighting games, while at the same time not compromising legacy players and the game's complexity."</p> <p>Rationale: The game is designed to be inclusive to both newcomers and experienced players, striking a balance between accessibility and complexity.</p> <p>"Modern controls is a genius idea because it offers new players a fun and simple control scheme that is balanced in a way that doesn't make classic controls obsolete."</p> <p>Rationale: The modern control scheme reduces the technical barrier, making the game more accessible to beginners without diminishing the experience for veterans.</p>
<p>9.</p>	<p>"Modern controls help you do combos with these specials when it works (Not all styles go well with all moves using the auto combos)."</p> <p>Rationale: This statement highlights how the modern controls reduce the complexity of executing combos, making the game more accessible to players.</p> <p>"The avatar creation tool is so robust, people that like to spend a hour creating the perfect char are gonna love this!"</p> <p>Rationale: The flexibility in avatar customization adds to the accessibility, allowing players to create a personalized character without limitations.</p>
<p>10.</p>	<p>"Also, the character creator is immaculate. Sitting in multiplayer lobbies you'll see everything from someone's perfect imaginary girlfriend, to cool fighter original characters, to anime and video game cosplays, to the things I see in my night terrors."</p> <p>Rationale: The character creator provides extensive customization options, ensuring inclusivity and</p>

	<p>allowing a wide range of creative expression.</p> <p>"Capcom also added a new control scheme called Modern, or M for short. This control scheme makes it easier for some people to contend by having combos and moves laid out like hot keys, with the trade-off being a dip in damage."</p> <p>Rationale: The new control scheme reduces complexity for less experienced players, making the game more accessible.</p>
11.	<p>"The game's accessibility, QOL, and design as a fighter feel like a new bar. They're incredible."</p> <p>Rationale: The reference to "accessibility" alongside "QOL" suggests that the game is designed to be approachable for all players, breaking down barriers.</p> <p>"It's fun to learn and fun to play and easier to get into than any fighting game in history has ever been."</p> <p>Rationale: This emphasizes ease of entry and reduced difficulty, directly related to making the game accessible to a wider audience.</p>
12.	<p>"I made a one-time \$5USD purchase to get Outfit 2 for Ken, Ryu, Chun, Cammy, and Juri - a pretty reasonable price for alternate costumes, if you ask me!"</p> <p>Rationale: The quote suggests a reasonable pricing strategy, making the cosmetic content accessible to players.</p> <p>"Outfit 2 COULD be purchased with Fighter Coins, but could also be genuinely earned through World Tour mode."</p> <p>Rationale: The ability to earn content in-game, as opposed to paying for it, increases accessibility for players who prefer not to spend money.</p>
13.	<p>"SF6 is a good game if you come at it from a casual perspective. Go enjoy the story mode, mess around with modern controls, dabble in online via battle hub."</p> <p>Rationale: This quote highlights how casual players can still enjoy the game without needing high-level skills, suggesting an inclusive design.</p> <p>"At some point the game went from fun to frustrating."</p> <p>Rationale: This reflects a shift in accessibility as the player moves from a casual to a competitive mindset, indicating that the accessibility changes as the difficulty increases.</p>

<p>14.</p>	<p>“Denuvo silently added 12 hours before release which can make the game borderline unplayable for some computer's as it creates unbearable lag and issues that will ruin your combos.”</p> <p>Rationale: This highlights a significant technical barrier for some players, making the game less accessible.</p> <p>“Basicly forces you to get a hitbox if you play with keyboard.”</p> <p>Rationale: The limitation on viable control options creates an accessibility issue for keyboard players.</p>
<p>15.</p>	<p>"The game has incredibly poor universal defensive mechanics. You are forced to use 50% on the game's universal defensive get-off-me tool, which is both slow and unsafe on block."</p> <p>Rationale: This describes a high barrier for players when utilizing the defensive mechanics, which impacts how accessible the game is for newer or less skilled players.</p> <p>"Meter also is gained passively over time and resets to 100% between rounds which encourages people to use massive amounts of it every round."</p> <p>Rationale: This mechanic makes certain aspects of gameplay more accessible by removing the need for perfect resource management.</p>
<p>16.</p>	<p>"There's finally a game that allows you to manually select different control options, meaning that I, who prefer classic inputs, can play against my brother, who prefers simpler, modern inputs, and we can both enjoy the game our own way."</p> <p>Rationale: The quote highlights how players can adjust control schemes based on their preferences, which reduces the technical barrier for less experienced players and increases accessibility.</p> <p>"In World Tour itself, you can't even do the most basic level of customization: changing colours on an article of clothing, without grinding."</p> <p>Rationale: The inability to easily access customization features without grinding limits accessibility by imposing a high time investment.</p>
<p>17.</p>	<p>"This game's base version with no DLC or additional content is \$70USD, and \$120 in my country's currency..."</p> <p>Rationale: The pricing structure creates a financial barrier, reducing accessibility for players who may not afford such high costs.</p>

	<p>"There's both an 85USD 'Deluxe' and 100USD 'Ultimate Version', only containing the content for a single year's season pass."</p> <p>Rationale: The premium pricing tiers limit access to full content unless a significant investment is made.</p>
18.	<p>"Paid the price of a full game on top of the game for the year 1 pass to get ripped off and only get 4 characters with a few costumes for the price of a full game."</p> <p>Rationale: The complaint highlights the paywalls and lack of value for money, making it less accessible for players who can't afford to spend more.</p> <p>"You can get them by getting max like with the person in World Tour... but they didn't straight up add a pay feature to skip it all."</p> <p>Rationale: This statement points out the existence of a feature that bypasses in-game effort through payment, affecting accessibility for players who may not want or be able to pay.</p>
19.	<p>"You get a decent sized roster for a new game with only two colors and the rest you HAVE to purchase with FM (paid currency) or the scraps of Drive Tickets they give you."</p> <p>Rationale: The need to purchase additional game elements like character colors restricts the accessibility of full game features to those who can afford them.</p> <p>"Some people don't wanna spend 60+ on a new game then have corny stuff like that shoved in their face."</p> <p>Rationale: Expresses concerns over the financial barriers imposed by the game, which could deter players from experiencing the game fully.</p>
20.	<p>"Modern controls were a much needed addition that help bridge the gap between seasoned veterans and newcomers, both of whom just want to compete."</p> <p>Rationale: This example demonstrates the game's efforts to be inclusive by simplifying controls, making it easier for newcomers to participate.</p> <p>"Newcomers can now use a simpler control scheme to learn fighting game fundamentals that will stick with them as they continue to improve."</p> <p>Rationale: Simplified controls make the game accessible to players of all skill levels, promoting a wider accessibility.</p>

Table 2:

Post #	Self-Efficacy
1.	<p>“Multiplayer is smooth and easy... provides plenty of chances to learn your way up the rankings before being thrown in with the pros.”</p> <p>Rationale: This demonstrates how players can gradually build confidence and skill before competing with higher-level opponents.</p> <p>"This is going to be a fantastic one to learn on."</p> <p>Rationale: The statement conveys confidence that new players can successfully pick up and improve at the game, fostering belief in their abilities.</p>
2.	<p>"Modern does exactly what it sets out to do - lets less experienced players be competitive in versus matches."</p> <p>Rationale: The quote shows that the modern control system helps players believe in their ability to succeed, even if they are less experienced.</p> <p>"Shift the focus from technical control inputs to the more important strategic layer of movement, positioning, traps, and mindgames."</p> <p>Rationale: This shifts the player's attention from complex controls to strategic thinking, enhancing their confidence and self-belief in mastering the game.</p>
3.	<p>"With this optional input method, gone are the legacy quarter-circle, half-circle, dragon punch motions and the series' reliance on precisely timed linked combo sequences."</p> <p>Rationale: The removal of complex input requirements boosts the confidence of less experienced players, empowering them to succeed.</p> <p>"Heavy Attack – high damage and/or long range moves that are slow to execute and also slow to recover. These would be for long ranged engagements or for landing guaranteed combos to capitalize on particularly glaring opponent mistakes."</p> <p>Rationale: The clear explanation of move functionality builds player confidence in their ability to make strategic decisions, promoting self-efficacy.</p>

<p>4.</p>	<p>"Street Fighter 6 does everything to hold your hand."</p> <p>Rationale: This statement suggests that players are guided through the game, building their belief in their ability to succeed.</p> <p>"There is a very long tutorial explaining how Street Fighter games work."</p> <p>Rationale: The detailed tutorials build player confidence, helping them believe they can master the game's mechanics.</p>
<p>5.</p>	<p>"You rarely have a feeling that there is no way to outplay your opponent."</p> <p>Rationale: The statement highlights the belief that players can outplay opponents, fostering self-efficacy and confidence in their ability to succeed.</p> <p>"Newcomers give a lot of sauce to the game, and the old characters have been mostly reworked with new tools."</p> <p>Rationale: The reworking of characters gives players confidence that they can master these characters regardless of experience level, which promotes self-efficacy.</p>
<p>6.</p>	<p>"Over time you'll find yourself using them correctly and improve your overall skill."</p> <p>Rationale: This statement emphasizes the player's ability to improve with practice, fostering a belief in their skills.</p> <p>"Master rank is where your skill is truly put to the test, where you will be matched with high-level players."</p> <p>Rationale: Achieving a higher rank through effort builds confidence and showcases the player's growing belief in their abilities.</p>
<p>7.</p>	<p>"It rewards walking forwards as it helps you recover faster, it limits how defensive you can be in a multitude of ways, it adds so much depth and complexity."</p> <p>Rationale: The player's ability to use strategic movement to manage recovery and resources empowers them to believe in their capacity to make good decisions.</p> <p>"It's best to spend drive gauge first and only go for super if you need the kill."</p> <p>Rationale: The suggestion to make strategic resource management decisions highlights the belief in one's own ability to succeed based on understanding the game's mechanics.</p>

<p>8.</p>	<p>“If you have never played a fighting game before and always wanted to get into one, then this is the perfect game to introduce you to the genre.”</p> <p>Rationale: This statement builds confidence in new players, assuring them they can succeed even if they’ve never played before.</p> <p>“Modern controls isn’t just an EZ mode free win button.”</p> <p>Rationale: This highlights that players still need to develop skill, fostering belief in their ability to succeed without relying on an overly simplified control scheme.</p>
<p>9.</p>	<p>"As you level up, you get skill points to invest in a skill tree...making you feel strong or giving useful perks and utilities."</p> <p>Rationale: This highlights how progressing through the game builds a player's confidence in their abilities, aligning with self-efficacy.</p> <p>"Once you max a style, all xp points you gain can be transferred for free to another style! Conversion is 1 to 1, you don't lose anything."</p> <p>Rationale: The ability to transfer XP points without penalty helps players feel confident in their decision-making and progression in the game.</p>
<p>10.</p>	<p>"Street Fighter 6 brought me back after I sort of fell off with SFV, and I'm eager to see where they take it in the future."</p> <p>Rationale: The player's renewed interest and belief in their ability to engage with the game reflects self-efficacy.</p> <p>"Modern does exactly what it sets out to do - lets less experienced players be competitive in versus matches."</p> <p>Rationale: The Modern control scheme gives less experienced players confidence in their ability to perform well in competitive settings.</p>
<p>11.</p>	<p>"It's a great game where it matters, as a fighting game."</p> <p>Rationale: This reflects the player's belief in their ability to enjoy and perform well within the core mechanics of the game.</p> <p>"The fantastic tutorials that teach you the best way to play every individual character."</p>

	<p>Rationale: This boosts players' confidence in their ability to master different characters, enhancing their self-efficacy.</p>
12.	<p>"I was fully intending on buying them in a full bundle package if that was available because all the skins are genuinely really great additions to their respective characters."</p> <p>Rationale: The player's confidence in purchasing decisions shows their belief in their ability to engage with the game's offerings.</p> <p>"I'd be more than happy to fork out the cash for them at a reasonable price!"</p> <p>Rationale: The player expresses willingness and confidence in their purchasing decisions when the prices are justified, indicating belief in their financial judgment.</p>
13.	<p>"You will hear pros and the FGC say the game is well balanced, and in a sense, it is. Any character can beat any other character."</p> <p>Rationale: The quote shows belief in a player's ability to compete, reinforcing self-efficacy in achieving success with any character.</p> <p>"I thought I'd have more fun playing a character that had more tools and actually utilized the game's unique mechanics, so I switched to Juri."</p> <p>Rationale: The player shows confidence in switching characters and mastering new mechanics, indicating a belief in their ability to adapt.</p>
14.	<p>"It's EXTREMELY slow, it's to tempt you to just buy the skin alternatively. (greedy)"</p> <p>Rationale: The slow progression system may undermine players' confidence in earning rewards through gameplay, which can affect self-efficacy.</p> <p>"I tried out Marisa and Guile and won most of my games due to them being easy to play and zoners."</p> <p>Rationale: This demonstrates how some characters can boost a player's belief in their ability to succeed.</p>
15	<p>"Drive Impact Rush makes pressure absurd and zoning nearly impossible."</p> <p>Rationale: The player's frustration with specific mechanics such as Drive Impact Rush diminishes their belief in their own ability to compete effectively, indicating a reduction in self-efficacy.</p> <p>"You are forced to use 50% on the game's universal defensive get-off-me tool which is both slow</p>

	<p>and unsafe on block."</p> <p>Rationale: This reflects the player's doubt in their ability to effectively use the game's defensive tools, impacting their self-efficacy.</p>
16.	<p>"This makes it so people who are less experienced with fighting games/don't play them very often, can enjoy the game without feeling like they're being held back by the difficulty of memorizing the inputs."</p> <p>Rationale: This quote directly supports the idea that players, regardless of experience, can believe in their ability to succeed due to the simplified control options.</p> <p>"I want to enjoy the things the game has to offer, I really do. It's just really hard to do so when the game sweats bullets at the mere thought of allowing you to access the most basic of things without asking the player to fork over money."</p> <p>Rationale: The player expresses a desire to succeed in the game, but the presence of monetization strategies undermines their confidence, impacting self-efficacy.</p>
17.	<p>"I was super hyped for the game and the actual content delivers very well, it's genuinely a great game..."</p> <p>Rationale: Despite the monetization issues, the player expresses belief in the quality of the game, showing confidence in their ability to enjoy it.</p> <p>"As someone who hasn't really vibed with SF before this game has my full attention and seems to be making a lot of good changes."</p> <p>Rationale: This suggests that the player now feels capable of engaging with a game they previously struggled to enjoy.</p>
18.	<p>"The game feels fake or like I'm being cheated sometimes which isn't fun, the whole point of the game is you practice to get stronger."</p> <p>Rationale: The player's frustration with inconsistent game mechanics and balance undermines their belief in their ability to succeed through practice.</p> <p>"For example, I had a challenge to recover roll but the person who I was fighting wouldn't hit me hard enough to down me, making it mostly a fail."</p>

	<p>Rationale: The player expresses frustration with game challenges that feel poorly designed, which diminishes their sense of self-efficacy.</p>
19	<p>"People have a right to complain if they buy a \$60+ game and see that there's more ♥♥♥♥ you have to buy in game."</p> <p>Rationale: This reflects a lack of belief in the value provided by the game, affecting players' confidence in their purchase decisions.</p> <p>"The thought not being able to at least lab against new characters if I don't wanna be left behind is dumb."</p> <p>Rationale: Shows how restrictive practices can undermine a player's confidence in their ability to compete effectively.</p>
20.	<p>"Newcomers can now use a simpler control scheme to learn fighting game fundamentals that will stick with them as they continue to improve."</p> <p>Rationale: This supports self-efficacy by providing beginners with tools that boost their confidence and skills.</p> <p>"The fighting itself feels great too, I'm a Street Fighter casual, but this is the best the fighting has felt to me in at least a decade."</p> <p>Rationale: Casual players experiencing satisfaction and competence in gameplay exemplify increased self-efficacy.</p>

Table 3:

Post #	Flow
1.	<p>"It's easy to load up SF6, play a bunch of online rounds, and feel like you got a great gaming experience."</p> <p>Rationale: The ease of jumping into multiple rounds and feeling engaged shows a seamless flow experience for the player.</p> <p>"Singleplayer is equally well thought out... Arcade mode gives nice simple fights to explore a character."</p>

	<p>Rationale: The smooth and engaging single-player experience contributes to the feeling of flow, as the player gets absorbed in learning characters through simple but rewarding fights.</p>
2.	<p>"I got addicted really fast."</p> <p>Rationale: The use of "addicted" suggests that the player is fully immersed in the game, indicating a flow state where they are deeply engaged and enjoying the experience.</p> <p>"Roaming around some open world maps, getting into fights, getting money and experience and cosmetics to dress up your avatar."</p> <p>Rationale: The open-world gameplay design fosters player immersion and engagement, contributing to a sense of flow.</p>
3.	<p>"One of the most revolutionary changes in Street Fighter 6 involves the introduction of a new control scheme – the Modern controls."</p> <p>Rationale: The streamlined control scheme allows players to immerse themselves in the gameplay without focusing on complex execution, fostering a sense of flow.</p> <p>"Combat is done through an instant switch to a 2D side scrolling perspective akin to an actual 2D fighter."</p> <p>Rationale: The fluid transition between exploration and combat creates a seamless and immersive experience, supporting the concept of flow.</p>
4.	<p>"The whole match is about managing this meter, as an extra layer of strategy on top of the already bottomless depth of mindgames."</p> <p>Rationale: The complexity and engagement required in managing the Drive meter contributes to the player's immersion and flow state.</p> <p>"It's just a love letter to the fans of the characters as you get to see them live in their own world."</p> <p>Rationale: The immersive experience of exploring characters' lives enhances the player's sense of flow.</p>
5.	<p>"Footsies, which SF is well known for, feels amazing, every poke seems convenient to use."</p> <p>Rationale: The seamless experience of using specific moves and mechanics fosters a sense of flow by keeping players immersed in the action.</p> <p>"Drive gauge gives unexpected layers of complexity and interesting resource management, which</p>

	<p>I've never seen in any SF game."</p> <p>Rationale: The complexity of the drive gauge adds a new dimension to the game, keeping players engaged and immersed in the challenge, contributing to the flow experience.</p>
6.	<p>"It's very addictive... You can actually enjoy playing Ranked matches and learn!"</p> <p>Rationale: The engaging nature of Ranked matches reflects an immersive experience, a key element of flow.</p> <p>"It's easy to load up SF6, play a bunch of online rounds, and feel like you got a great gaming experience."</p> <p>Rationale: The ease of getting immersed in gameplay supports the concept of flow, where players lose track of time due to engagement.</p>
7.	<p>"It forces not only mastering managing it, but also creative ways it can be managed."</p> <p>Rationale: The emphasis on creativity and mastery over the system supports immersion and engagement, essential elements of the flow experience.</p> <p>"The pressure is really smart. You have a mechanic called drive parry."</p> <p>Rationale: The player's ability to engage with the pressure system in a way that feels smart and strategic contributes to their immersive experience.</p>
8.	<p>"The drive system is a big part of what makes this game feel fresh and engaging."</p> <p>Rationale: The player is immersed in the experience, using game mechanics that are dynamic and contribute to a sense of flow.</p> <p>"The game is feature complete, the netcode is near-perfect, and the game has tons of bang for your buck."</p> <p>Rationale: The seamless online experience and robust features contribute to an easy flow, allowing uninterrupted immersion in gameplay.</p>
9.	<p>"The combat is amazing! Making money by the end of the game is very easy using the part time jobs!"</p> <p>Rationale: This statement describes the player's immersion in the gameplay, particularly the satisfaction with the combat system, which contributes to flow.</p> <p>"I just finished World Tour mode main quest...it is amazing, not flawless, but definitely a great</p>

	<p>experience."</p> <p>Rationale: The player's engagement with the World Tour mode and their overall enjoyment suggest a strong sense of flow.</p>
10.	<p>"Its a neat mode and surprisingly fun. Its a bit scuffed, and runs like a fat kid on my computer, but I still had fun with it."</p> <p>Rationale: Despite technical flaws, the player remains immersed and engaged in the World Tour mode, indicating flow.</p> <p>"It's easy to load up SF6, play a bunch of online rounds, and feel like you got a great gaming experience."</p> <p>Rationale: The seamless enjoyment of online matches without interruption shows a state of flow.</p>
11.	<p>"It's easy to load up SF6, play a bunch of online rounds, and feel like you got a great gaming experience."</p> <p>Rationale: The ease of immersion and continuous play reflects the flow state where the player is fully engaged without disruption.</p> <p>"It's fun to learn and fun to play..."</p> <p>Rationale: This indicates the player is likely in a state of flow, fully immersed in the game's mechanics and enjoying the learning process.</p>
12.	<p>"I've been playing it on the weekly since it came out and have seriously grinded it out."</p> <p>Rationale: The player describes being deeply engaged with the game over time, reflecting immersion and flow in gameplay.</p> <p>"This is a complete, full fighting game experience out of the box."</p> <p>Rationale: The sense of ease in enjoying the game from the beginning suggests that the gameplay allows for a seamless experience, contributing to flow.</p>
13.	<p>"Combos feel good, online isn't laggy, the drive system is neat."</p> <p>Rationale: The fluidity of the game's mechanics and the lack of lag contribute to a seamless and immersive experience.</p> <p>"A lot of the game boils down to which character has a crouching medium kick that can cancel into drive rush."</p>

	<p>Rationale: The repeated reference to the drive system and its impact on competitive play highlights how players become deeply involved in this specific gameplay mechanic, suggesting a focused and absorbed state.</p>
14.	<p>“World tour is a mess of backtracking.”</p> <p>Rationale: The disruption caused by excessive backtracking prevents players from achieving a state of flow.</p> <p>“It’s easy to see how people are blind to the negatives of the gameplay.”</p> <p>Rationale: This suggests that players can become so absorbed in gameplay that they overlook the game’s flaws, indicating a state of flow.</p>
15.	<p>"Its existence in the game basically removes the ability to poke with non-cancelable normal in its range because you can just mash DI on reaction and get a full punish."</p> <p>Rationale: The mechanic breaks the natural flow of combat, creating a frustrating experience that interrupts the player's sense of immersion.</p> <p>"Drive Impact warps games. Its existence in the game basically removes the ability to poke with non-cancelable normal in its range."</p> <p>Rationale: The mention of mechanics negatively affecting gameplay flow demonstrates how the player’s experience of immersion is disrupted.</p>
16.	<p>"Despite what it may sound like, I want to enjoy the things the game has to offer, I really do."</p> <p>Rationale: This quote reflects a desire to immerse oneself in the game, which suggests that flow can be achieved if the barriers mentioned are overcome.</p> <p>"Tasks on a time limit to enslave your free time and force you to keep playing to not miss out on the goodies you spent your own money on."</p> <p>Rationale: The frustration with time-limited tasks interrupts the potential for a state of flow, as it forces players to focus on external constraints rather than immersion in gameplay.</p>
17.	<p>"I expect I'll have a pretty good time with a lot of it... the game seems fantastic."</p> <p>Rationale: The user expects to experience deep engagement with the game, which supports the concept of flow.</p> <p>"The game itself is VERY high quality and obviously made with a bunch of passion."</p>

	<p>Rationale: This reflects immersion in the game's design and craftsmanship, indicative of flow during gameplay.</p>
18.	<p>"The World Tour is also just a mix of spamming and boring fighting, you either fight something that is brain-dead or mostly over the top."</p> <p>Rationale: The lack of challenge and engagement in World Tour mode disrupts the potential for a state of flow.</p> <p>"There were challenges that ask you to waste a retry or use consumables for something ♥♥♥♥♥♥."</p> <p>Rationale: The interruption caused by poorly designed challenges prevents players from becoming fully immersed in gameplay.</p>
19.	<p>"This game's okay but the in game currency system is garbage."</p> <p>Rationale: Criticism of the currency system indicates a disruption in the seamless enjoyment and engagement with the game.</p> <p>"Capcom needs to fix or stop stop with this CFN stuff."</p> <p>Rationale: The cumbersome menu system can disrupt the player's flow and immersion in the game.</p>
20.	<p>"The fighting itself feels great too, I'm a Street Fighter casual, but this is the best the fighting has felt to me in at least a decade."</p> <p>Rationale: This example shows players achieving a state of flow where they are fully engaged and enjoying the gameplay.</p> <p>"It's easy to load up SF6, play a bunch of online rounds, and feel like you got a great gaming experience."</p> <p>Rationale: The ease of entering and enjoying the game promotes a seamless experience that is indicative of flow.</p>

Table 4:

Post #	Gameplay Experience
--------	---------------------

1.	<p>"Street Fighter 6 is not only Capcom getting back in the saddle... it's an evolution of the genre as a whole."</p> <p>Rationale: This reflects the overall perception of the game as a positive step forward for both Capcom and the fighting game genre.</p> <p>"This is the Street Fighter most of us have been waiting ages for."</p> <p>Rationale: The phrase emphasizes the fulfillment of long-standing player expectations, highlighting an excellent overall gameplay experience.</p>
2.	<p>"As a core product, Street Fighter 6 is a triumph."</p> <p>Rationale: This general praise reflects the subjective perception of the game's overall quality and player satisfaction.</p> <p>"The systems are really well thought out, work together, and provide for a fantastic fighting experience."</p> <p>Rationale: The statement emphasizes the overall gameplay systems and how they contribute to a cohesive and enjoyable experience.</p>
3.	<p>"Exploration is fully 3D; combat is done through an instant switch to a 2D side scrolling perspective akin to an actual 2D fighter."</p> <p>Rationale: This reflects the overall quality of gameplay experience by describing how the game seamlessly integrates exploration and combat.</p> <p>"1v1 fighting is still the core of this game and its smooth online play delivers without compromise."</p> <p>Rationale: The quote emphasizes the polished core gameplay experience, which is a crucial part of the overall user experience.</p>
4.	<p>"Street Fighter 6 not only restored the glory of what the 4th generation was, but surpasses it in many ways already with tremendous more space to grow."</p> <p>Rationale: The comparison to previous titles and emphasis on growth reflects the overall positive gameplay experience.</p> <p>"The story is all kinds of goofy wonky silly fun, but it puts a smile on my face way more</p>

	<p>often than expected."</p> <p>Rationale: The enjoyment of the storyline highlights a positive gameplay experience.</p>
5.	<p>"Amazing game, without any doubt. If you waited for an opportunity to play Street Fighter, good ground based game or you want a well crafted mainstream fighting game (finally) - Street Fighter 6 is a great opportunity!"</p> <p>Rationale: The overall praise for the game and its appeal to both new and returning players speaks to the positive gameplay experience.</p> <p>"The only gameplay related thing which did not impress me that much - Drive Reversal seems limited to a few situations."</p> <p>Rationale: A critical reflection on a specific gameplay mechanic reflects how subjective perception shapes overall gameplay experience.</p>
6.	<p>"Street Fighter 6 is an awesome fighting game."</p> <p>Rationale: The general praise for the game reflects a positive overall gameplay experience.</p> <p>"The character roster is fantastic... The amount of personality these characters were given is crazy good."</p> <p>Rationale: The appreciation for character design and personality enhances the subjective experience of gameplay.</p>
7.	<p>"I just like this game a lot. It has a lot to think about, and has amazing tutorials and resources."</p> <p>Rationale: The player expresses satisfaction with the overall experience, pointing to the game's design and educational resources as major strengths.</p> <p>"The best response to DI is DI on reaction."</p> <p>Rationale: The mention of needing to react in real-time reflects the player's experience with the game's core mechanics and how they shape the overall enjoyment.</p>
8.	<p>"Street Fighter 6 is the best fighting game to come out in a decade, and is the best SF game since Third Strike."</p> <p>Rationale: The statement reflects the overall positive subjective perception of the game as a high-quality gameplay experience.</p>

	<p>“The game is feature complete, the netcode is near-perfect, and the game has tons of bang for your buck.”</p> <p>Rationale: The completeness of the game and its features positively impact the gameplay experience, providing players with a rich and rewarding experience.</p>
9.	<p>"It seems some people do not understand the purpose of this mode, as they look at SF6 as just a fighting game."</p> <p>Rationale: This highlights how the player views the game beyond traditional fighting games, reflecting their overall positive gameplay experience.</p> <p>"What we have here is more like an open world JRPG."</p> <p>Rationale: The player's comparison of SF6 to an open-world JRPG shows their appreciation of the game's depth and unique approach, contributing to the overall gameplay experience.</p>
10.	<p>"In my personal opinion (which is objective), Street Fighter 6 is probably the best the series has been since Third Strike."</p> <p>Rationale: The player's high praise of the game indicates a positive overall gameplay experience.</p> <p>"SF6 also introduces new concepts such as parry and break, two moves that can help you either counter an over-aggressive player, or get you out of a corner."</p> <p>Rationale: The introduction of new mechanics adds depth to the overall gameplay experience.</p>
11.	<p>"I'm completely astonished at how much I enjoyed this game once I finally bit the bullet and got it..."</p> <p>Rationale: This expresses an overall positive gameplay experience, emphasizing the player's satisfaction.</p> <p>"It's a fantastic fighting game stapled onto a complete joke."</p> <p>Rationale: While critical of certain aspects, the statement acknowledges the core gameplay as exceptional, reflecting the overall quality of the gameplay experience.</p>
12.	<p>"I absolutely love this game - I've been playing it on the weekly since it came out."</p> <p>Rationale: This statement reflects the overall positive gameplay experience the player has had with the game.</p>

	<p>"Street Fighter 6 is a complete, full fighting game experience out of the box."</p> <p>Rationale: The quote indicates satisfaction with the core gameplay, emphasizing that the game delivers a full experience from the start.</p>
13.	<p>"You might be reading this thinking wow he has 182 hours in this game, but doesn't recommend it."</p> <p>Rationale: Despite extensive playtime, the player's mixed feelings reflect the complexity of the overall gameplay experience, balancing enjoyment and frustration.</p> <p>"The top characters in this game are miles ahead of the bottom characters."</p> <p>Rationale: This indicates how the balance issues in the game affect the gameplay experience, influencing the player's perception of fairness.</p>
14.	<p>"Gameplay 7/10"</p> <p>Rationale: The rating reflects a subjective assessment of the overall gameplay experience.</p> <p>"It's a good fighting game but wrapped in a lot of problems."</p> <p>Rationale: This statement summarizes the overall gameplay experience by balancing positive and negative aspects.</p>
15.	<p>"The game is ok but as for most first iteration fighting games it has its flaws."</p> <p>Rationale: This statement reflects the player's overall subjective perception of the game's quality, noting that it has inherent flaws but remains playable.</p> <p>"But in its current iteration the game is far too rushdown heavy for a Street Fighter game for me."</p> <p>Rationale: This critique of the game's imbalance towards rushdown tactics highlights the player's overall dissatisfaction with the gameplay experience.</p>
16.	<p>"The game itself is quite fun, and Capcom didn't need to be bullied into adding single player content this time, (though please add Survival Mode)."</p> <p>Rationale: The overall positive assessment of the game's core experience reflects the subjective perception of the gameplay as enjoyable.</p> <p>"It's absolutely abhorrent and inexcusable for a fully priced title from a giant company such as Capcom. These prices wouldn't be acceptable even if this was an MMO!"</p>

	<p>Rationale: The negative evaluation of the monetization system impacts the overall gameplay experience, showing dissatisfaction with how the game is structured.</p>
17.	<p>"The actual content and gameplay and story and visuals and such the game seems fantastic."</p> <p>Rationale: The overall praise for the game's core components reflects a positive subjective gameplay experience.</p> <p>"It's genuinely a great game but it's a masterpiece with a glaring putrid stain across its wonderful art."</p> <p>Rationale: While the user acknowledges the high-quality gameplay, their experience is tainted by the monetization practices.</p>
18.	<p>"The Ultimate edition is a ♥♥♥♥♥♥♥♥ scam with some misleading info on it, and the game has costumes at launch, but you don't get them."</p> <p>Rationale: The overall negative perception of the Ultimate edition impacts the player's subjective gameplay experience.</p> <p>"The game doesn't have much to praise outside of the combat against players."</p> <p>Rationale: The player gives a mixed review, where they appreciate the PVP but find most other aspects of the game deeply flawed, affecting the overall gameplay experience.</p>
19.	<p>"You can barely see projectiles like Sandblast and Hadoken."</p> <p>Rationale: Comments on visibility issues that affect the overall gameplay experience, making it difficult to interact with key game mechanics.</p> <p>"Ryu has these tiny fireballs compared to other games and this is supposed to be him at his strongest(?)."</p> <p>Rationale: Discusses how character abilities perceived as weakened can impact players' perception of the game's quality and authenticity.</p>
20.	<p>"As it stands, Street Fighter 6 is a well-made game that feels predatory thanks to its monetization."</p> <p>Rationale: This reflects the dichotomy between good gameplay and negative perception due to aggressive monetization tactics.</p> <p>"World Tour mode is charming, but it became repetitive pretty quick. It feels like a beat-em-</p>

	<p>up RPG with both the grind of an RPG and the repetitiveness of a beat-em-up."</p>
--	--

Rationale: While initially engaging, the repetitive nature of the World Tour mode detracts from the overall gameplay experience.