

Future studies might consider complementing subjective feedback with objective measures, such as biometric data or other quantitative parameters, to deliver a more comprehensive view of the gaming experience [40, 58].

Despite these limitations, our study provides a solid base for future research in this field. By addressing these points, subsequent studies can continue to enrich our understanding of storytelling, immersion, and localisation in video games.

Acknowledgments. This project has received funding from the ARDITI's postdoctoral scholarship M1420-09-5369-FSE-000002.

CRedit author statement. **Vanessa Cesário:** Methodology, Validation, Formal analysis, Writing – original draft preparation, Writing – review and editing, Visualization, Supervision, Funding acquisition. **Mariana Ribeiro:** Conceptualization, Investigation, Formal analysis, Writing – original draft preparation. **António Coelho:** Supervision.

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