ANALYSING MULTIMODAL NARRATIVES IN VIDEO GAMES

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MAIN QUEST

- *Investigate how video games create and communicate cultural meaning.*

Video games are discursive environments whose narratives emerge through multimodal, interactive, and procedural forms of meaning-making. This project explores how these dimensions can be theorised and analysed computationally, with a particular focus on environmental discourse in games.

LEVEL 1 : PILOT STUDY

Investigate how video game texts communicate climate-related emotions through corpus-based analysis.

Research XP:

- ✓ Emotion-evoking narratives are central for climate change communication.
- ✓ Video games exemplify such narratives.
- ! LLM-based classifiers can identify emotional meaning in game texts.
- ! Textual analysis is a first step, but meaning is multimodal.

LEVEL 2 : EXPANSION

Develop a theory for multimodal meaning-making for computational video game analysis.

Research XP:

- ✓ Video game narratives emerge across multiple modes.
- ✓ Multimodality provides a framework for identifying these modes and their relationships.
- ! Game-specific dimensions such as procedurality (game mechanics) and interactivity require particular attention.
- ! Meaning emerges through the dynamic interplay of multiple modes.

BOSS FIGHT

The central challenge is understanding how multimodal interaction creates meaning.

- Operationalise meaning-ful features within and across modes.
- Model dynamic relations between modes.
- Integrate theory and methods into a multi-modal framework.

TROPHY
A framework for computational analysis of video game narratives.

INVENTORY

Modes

- Text
- Visuals
- Audio
- Space
- Game Mechanics
- Interaction
- Interface

Tools

- Corpus Analysis
- Computer Vision
- Signal Processing

QUEST UPDATE

- *What dimensions of meaning-making contribute to video game narratives?*
- *How can these dimensions and their dynamic interplay be analysed computationally?*

LEVEL 3 : CASE STUDY

Explore how video games shape environmental discourse through multimodal meaning-making.

- How are environmental issues represented and made meaningful in video games?
- How do different modes and their interplay construct environmental narratives?

ACHIEVEMENT

A multimodal perspective can help discourse studies move beyond language-centered analyses and advance multi-modal approaches to under-standing environmental discourse.

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