

The Cinematic Narrative of Video Games

Exploring the Impact of Cinema's Expressive Capabilities on Video Games Narrative

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Abstract

Many video games draw on devices taken from the cinema to inspire their storytelling. This appropriation by video games of cinema's expressive techniques has enabled the medium to find a wider audience in society. It has also given video games the means to tell engrossing stories.

However, as video game consoles get more powerful, developers have an increased ability to produce more cinematic games. This can cause many problems, one of which being the production of games that look amazing but have sub-standard game-play.

This research paper investigates the relationship between video games and cinema. It explores why games developers have looked towards cinema for inspiration when trying to convey narrative. It also reviews both the positive and negative effects that this influence has had on the medium of video games.