

DISSERTATION ABSTRACT

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Degree: MSC INTERACTIVE DIGITAL MEDIA
Title: CREATING EMPATHY IN VIDEO GAMES: EMOTION SHARING
IN THE CONTEXT OF LUDIC INTERACTIVITY
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The present work addresses the topic of *creating empathy in digital games*. It relies on a multidisciplinary approach, using works in psychoanalysis, neuroscience and art studies, to determine the obstacles to and means of creating empathy in a ludic digital environment

A first part of the dissertation aims at isolating the processes behind experiencing empathy in the context of a fictional world. The second part demonstrates, by comparing digital games as an ergodic medium to other non ergodic media, that interactivity poses new challenges to game developers in creating sentient characters.

Finally, a brief analysis of two games (*The Walking Dead* by Telltale Games and *Beyond Two Souls* by Quantic Dream) provides examples of methods to create empathy in the context of digital story-driven games.