

## Abstract

The present study aimed to address the issue of modern myth making in interactive digital media, more specifically, myth reconstruction and myth adaptation in video games. Having carried out extensive analysis of corresponding literature, we have conducted a case study of *God of War* (2018). To gather data for the case study, we have accessed developer's diaries of Santa Monica Studios, and played through the game to get a better understanding of the setting and myths reflected in it.

Analysing the collected data, we have used Joseph Campbell's theory of universal repeating patterns that could be seen in various folklore traditions across the globe. We explored this concept first and then looked at the narrative of the chosen game to single out the pattern. It has been found that the *God of War* (2018) indeed follows the same structure as described in Campbell's theory, which allows us to make a conclusion, that video games are the essential contributors to modern myth making as the continuation of human storytelling tradition.

Among other findings of our research, we have explored how examples from the game adapt the original mythological sources. It has been established that via adapting a myth it is possible to reinterpret it to create an original story with its own complex lore and environment while staying faithful to the main events of the myth.

To conclude, it could be stated that further study in this area could address another level of storytelling in video games, i.e. lore and in-game mythology, rituals and traditions.