

WHO NEEDS VIDEO GAMES? SOUTH PARK STICK OF TRUTH

By Osvaldo Jimenez



<https://vimeo.com/199226299/deca18560c>

<https://youtu.be/CPX6xoDOYL8>

This video analysis of the game South Park: The Stick of Truth approaches what makes the game “well played” by examining three factors in-depth. These factors are: How the game has been made to look exactly like the TV show, how the game integrated its role-playing game (aka RPG) elements into the South Park series, and the innovative ways that it catered to South Park fans, who may or may not be fans of RPGs.

FALLOUT 4: SUCCUMBING TO THE SIMULACRA

By Mark Chen



<https://vimeo.com/199217338/dae9d20ea0>

<https://youtu.be/jQxVXt97TNc>

Wherein Mark plays Nora, a newly-awoken-from-200-years-of-slumber suburbanite lawyer, thrust into a post-apocalyptic world full of mutants, raiders, and synthetic humans. Nora, as a lawyer, attempts to find her way in the world through negotiation, guile, and holding onto her pre-fallout morality. One of the game's main themes offers tensions from not knowing who's real and who's synthetic, but, by the end of the

game, it becomes clear to Mark-Nora that the game itself is synthetic, a poor ersatz version of a world in which to explore the morality play of the story's premise. Nora's journey leads her to become a ruthless killer outwardly, but, in actuality, she's transcended the bounds of the game world, as if becoming lucid in her nightmare.

Also, Mark talks about the lovely voice acting, characterization of the NPCs, and the general idea of a pacifist playthrough.