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Summary

Doctoral dissertation *Narrative in games. Narratological analysis on an example of religious storylines and themes*, written under the direction of Prof. Dr hab. Adam Regiewicz and auxiliary promoter Dr Mateusz Dąsał.

Dissertation has methodological character and is basically trying to adapt narratology, based on the work of Mieke Bal, to study of games as a medium, mostly video games. As an application example of the method, author chose religious themes and storylines in games.

In the first chapter author presents tools and categories created and studied by Mieke Bal and proposes their applications in case of interactive audiovisual texts. Core concepts studied here are focalisation, text, story and plot – they are put on against the ludic character of games as a medium and the concept of ludonarrative. Apart from that, author presents historical approaches to studying the narrative and methodologies of religious studies. Key concept is the characteristic of gameplay as a text to be studied and preparing the tools that are used in the following chapters.

Second chapter is basically the presentation of narrative content, that will be the material for analysis, with basic characteristic of roles the themes and storylines play in the narrative as a whole and in the world creation. Author uses only fictional religion examples, created for fictional worlds.

The last chapter is main narratological analysis, in which author studies the presented texts. They are examined for the role in creating story and plot as well as the game design use in games that are the subject of study. Author points out the structure of storylines in ludonarratives, finally concluding that they are not required in games narrative, but are basic for ludic experience of the game.

Author concludes that narratology is a correct tool for studying the games texts, with a proper use. That does not mean modifying the method, but rather pointing it right in case of the medium that is not only digital or audiovisual but also interactive and ludic. He also points out that studied religious content was used only as an example of application the method, and should not be used to any other conclusion.

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