

PORTFOLIO OF WRITING

Ryan's Task One – 669 Words

Identify an image and write a semiotic analysis –
Observation Writing

Julia's Task Two - 702 Words

“What do I believe in?” - Manifesto Writing

Jon's Task Three – 533 Words

“Do you know what you think?” - Reflective
Piece

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TUTOR NAMES: Ryan, Julia, Jon

Task One: Semiotic Analysis (Ryan)

“the gestures, images, and objects notated in his scripts share a semiotic importance equal to the spoken text” (Lexico, n.d.) on the definition of ‘Semiotics’

“The relevance of videogames in the contemporary cultural ecosystem and their social impact make it necessary to develop theories and analytical models to understand the expressive potential of videogame design, and how videogames work as texts, giving shape to certain values, behavioural patterns and ideological visions. To do so, it is crucial to build a bridge between game studies and contemporary semiotics.” (Oliva & Besalú, 2017) The two authors state that it is detrimental that we connect video games and semiotic, as we have with dozens of other forms of art and video games should not be an exception because of the nature of it, the image that I have picked for this semiotic analysis links into the “ideological visions” and “social impact” that video games can push and affect in the real world.

Both quotes “If it is the color of the flag used by someone at a construction site, then it is a signal of “danger.” and “If it is the armband color worn by someone at a political rally, then the wearer is perceived to be an individual who espouses a particular kind of political ideology, often labeled as ‘left-wing’ or ‘radical’.” (Danesi, 2004) this links into what I’m going to talk about because the difference in colour and means a lot in symbolism and what we’re used to can sometimes affect us when the order connotations don’t add up such as a warning sign being green rather than red.

In 2018 Ubisoft released the cover for their new game ‘Far Cry 5’, the game base’s itself around a cult that goes under the name of ‘Eden’s Gate’. This game has a lot of religious themes more in relation to Christianity and Catholicism seen in the image below, the arrangement of the characters is the basis and a copy of the famous ‘The Last Supper’ by “Leonardo da Vinci” looking at this in a deeper semiotic way, our character in the middle who is ironically named ‘The Father’ in our game’s universe is sitting in the middle of his ‘Apostles’ meaning he is comparing himself / being compared to Jesus to his subjects, you only need to look at the image below to realise this man holds a lot of power. In our image the colours used are quite harmless with the use of green, blue and white throughout the mood these colours used do not link with what’s actually going on in the scene giving a false sense of security.

“David seems somewhat softer and more vulnerable. The closer we are the more we look upwards. Power is signified most strongly by a low angle which is also a close-up - as if, as we get closer, we become more vulnerable.” (Chandler, 2002) In contrast to “The Last Supper” our analogue to Jesus, “The Father” is making eye contact with the viewer this in turn brings a level of intimidation and intimacy between you and this character. In the image we can see a symbol both on the flag in the background and on the one draped over the table, taken directly from the Scientology website “The Scientology Cross is an eight-pointed cross which represents the eight parts, or dynamics, of life.

The Scientology Cross, which was first conceived in 1954, symbolizes the ability to live happily across all Eight Dynamics.” (Scientology United Kingdom, n.d.) Both the ‘Eden’s Gate’ and ‘Scientology’ symbolism are very similar in design and nature.

In connection with the links found between Christianity and the references within our image’s deeper meaning, if we look at the text written “Sinner” on the back of the person in the bottom left this contradicts the teachings that are the basis for “Eden’s Gate” such as the 7 Deadly Sins. The posture of our central character gives us relation to family connectedness and comfort, and a feeling of warmth.



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Task Two – Manifesto Writing (Julia)

1. The connotations between violence in video games and real-world violence has no place in the free and modern world.
2. When it comes to criticising art that doesn't promote violence it should never involve putting the artist's life in danger.
3. When it comes to doing work, I should always do the best I can and be satisfied with what I have produced, otherwise what's the point. This will help me achieve the maximum amount of fulfilment out of what I do.
4. Video games should have no borders and should be available to everyone who can access them.
5. Art is powered by expressionism.
6. As technology improves art becomes freer and more accessible.
7. Creative Computer Games Design is as much of a Technology Degree than it is an Art Degree.
8. Video games that have a political agenda should always be open to fair criticism.

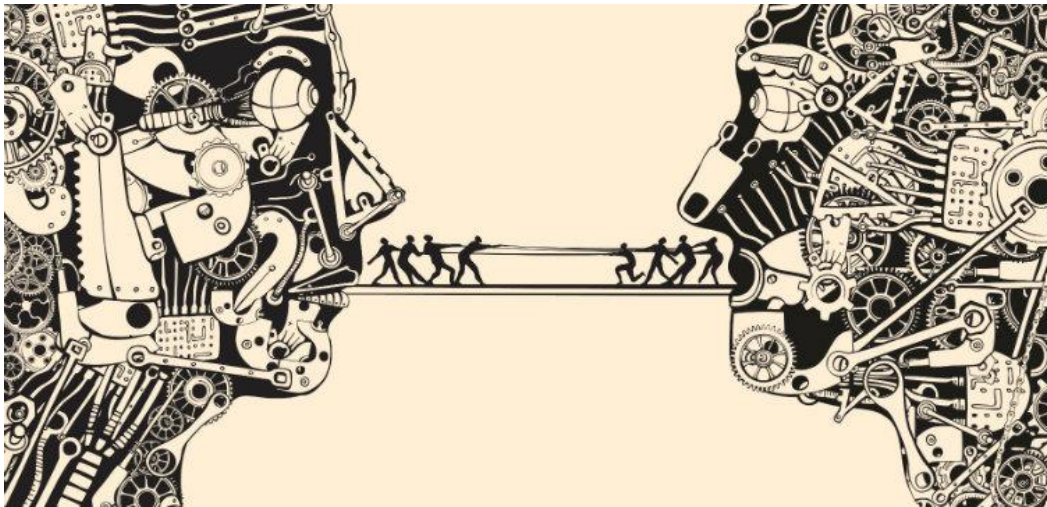
“The connotations between violence in video games and real-world violence has no place in the free and modern world.”

Keyword: Games



In the last decade the video game's industry has been bombarded by the mainstream media outlets for allegedly having links to the reason why there has been a rise in violence related to young people in the US.

Keyword: Free



This links into the idea of 'Post-truth' and 'Fake News' as there have been many studies in relation to this topic and they have all failed in finding a link between these two subjects. In a free and modern world these studies have the right to be carried out, but they also have the right to be shut down if the sufficient evidence is provided. "Thus the right to freedom of expression does not protect expression which seeks to incite violence, hatred or discrimination against others." (Equality and Human Rights Commission, 2016)

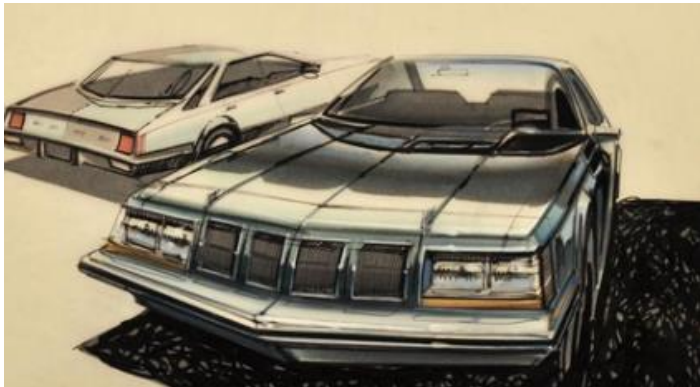
Keyword: Violence



“Instead, there is research showing that factors such as rates of high gun ownership or more permissive gun laws play a role in mass shooting and suicide rates.” (Bandlamudi, 2019)
Bandlamudi basically talks about how the same games are being played across the globe and the violence is only rising in the US and suggests through evidence that it’s down to the fact that the US has very weak gun laws. My belief is that it is dangerous to blame video games on this spike in violence as it diverts from the actual problem.

“As technology improves art becomes freer and more accessible”

Keyword: Technology



Art and Technology have been the two main contributing factors of human progression since the stone age, they both go hand in hand to this day with art being applied to technology and technology being applied to art. “Technology, like art is a soaring exercise of human imagination.” (Bell, 1980)

Keyword: Accessible



Both of these staple points, I believe that as technology improves the methods of expression in the field of art broaden allowing for more people to be able to open themselves up through the medium of their choice, this ultimately helps society as it allows us as the people to pour passion into something we believe in, art doesn't have much as a class divide as it used to have.

Keyword: Art



“As this continues, we are seeing two primary developments emerge as a result. Firstly, art enthusiasts are able to enjoy an increasingly large and diverse array of genres, each of which bring classic art principles to life with modern, technology-driven techniques.” (Cole, 2015) This is part of my belief as an art student and I feel this very relevant to me as I have to use newer technology to be able to produce my art.

“When it comes to doing work, I should always do the best I can and be satisfied with what I have produced, otherwise what’s the point. This will help me achieve the maximum amount of fulfilment out of what I do”

Keyword: Satisfied



I believe I should always try my best at any task I'm given in relation to university and also outside of it, I feel having this mentality helps me with my work and gives me the confidence to have a go at doing anything, even if I'm not very good at it.

"When I undertake a project in active life, I rejoice if it is successful; and if it doesn't work out, I see no reason to fret over it, having tried to do my best." (Ricard, 2003)

Keyword: Fulfilment



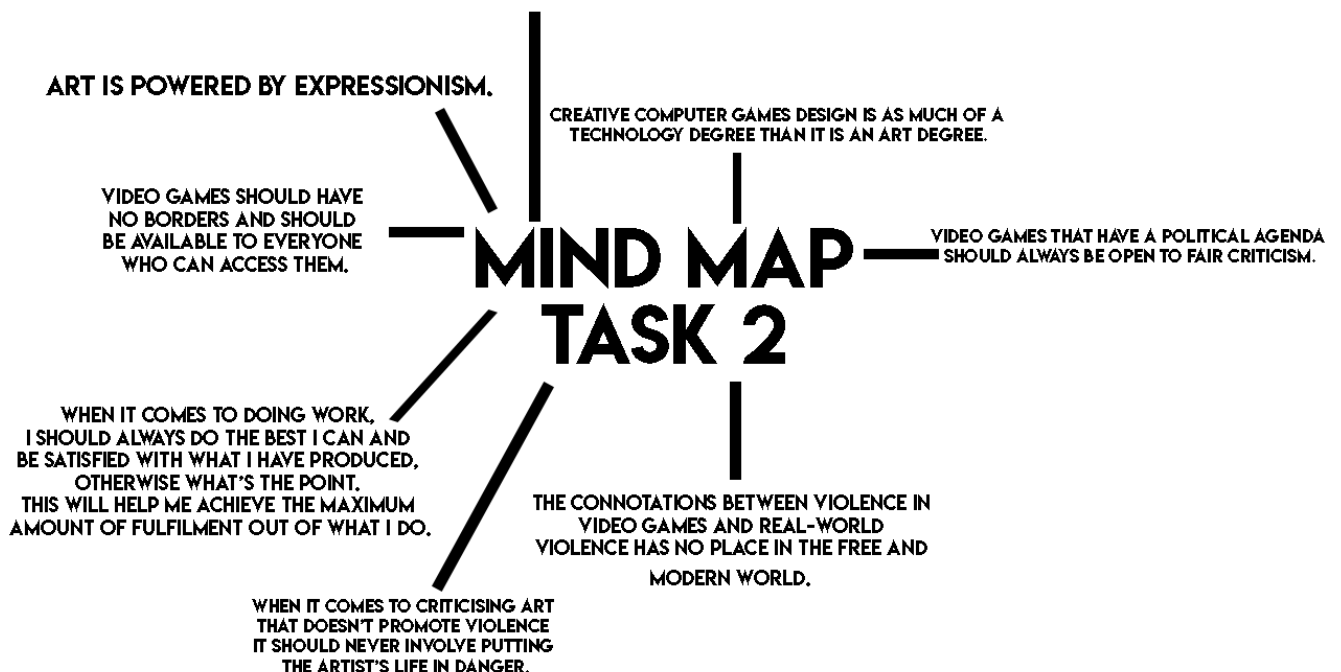
I feel like this mentality should be adopted into people's ways of thinking as there's a worrying amount of people in the wrong jobs and are not getting the fulfilment they need from work.

Keyword: Achieve



A study by the ONS in 2016 found that one in three workers in the UK are in the wrong job (Allen, 2016) This is why I always try to dip my hands into any piece of work because I feel I can gauge what I like and what I don't, this will then directly affect the course I go down in the long run so I can achieve in my field of work.

AS TECHNOLOGY IMPROVES ART BECOMES FREER AND MORE ACCESSIBLE.



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Task 3 – Reflective Writing (Jon)

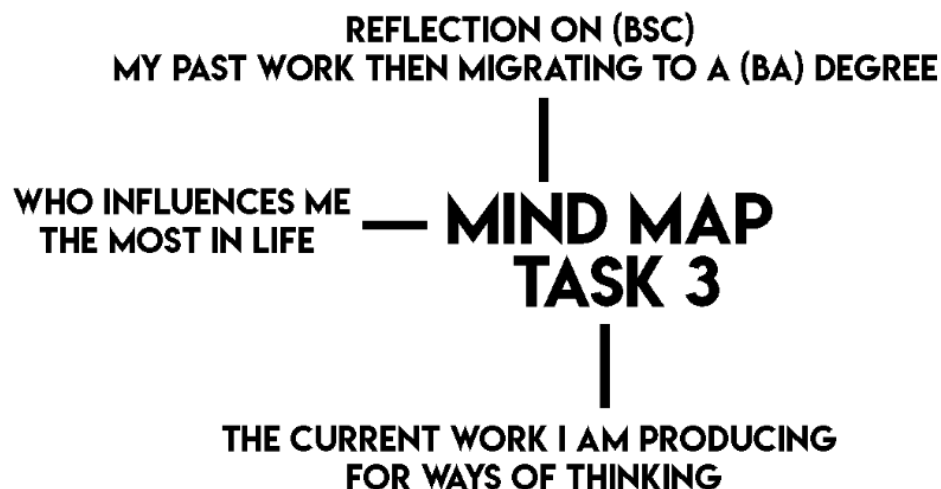
“Reflecting thoughtfully on your work is vital for improving your own self-awareness, effectiveness and professional development.” (Bolton & Delderfield, 2018)

As I am on the course Creative Computer Games Design I was influenced by the work I had been producing and the manner I was producing it this heavily affected my work as I had linked the semiotic analysis into what I have been doing for the past three months, this had an adverse effect on me also there is not a lot of information on the topic that I had chosen to talk about, however I had managed to find information by doing further research. A key influence for me was from my own course as I was developing a game for my first project and got to look at the concept and background elements I then applied this to one of my favourite games, looking at the symbolism within it and how it fits within today's world of video game culture linked with the religions of the world.

Onto Julia's task I had been influenced by the recent debates in 2019 surrounding the links between gun violence and video games and how this effects the art form, this changes the narrative slightly of my work in task one as it is quite a controversial topic so it still has connotations for example (the controversy of misrepresenting religion in games.) “It's always easy to judge our decisions looking back and having all the information, but most of the time we just don't have all the information when we have to take the decision.” (Reklau, 2014) In terms of a reflective piece of work I thought I would reflect on the work that I had

achieved throughout my first assignment for ways of thinking, this is why I turned to look at important quotes in reference to self-reflective teachings.

In reference to my other two quotes which were about attitude towards work and the link between art and technology, I feel like these two will always stand out in time, they're quite timeless ideas, however the subject of my belief in terms of video games will probably not be relevant within the next decade or so depending on the political and social climate. The influence between technology and art is one that I care about the most as I feel it applies to me the most and I want to make reaffirm the fact that they both go hand in hand, as long as there's technology and art co-existing they will always be relevant as a couple, this is why I like the topic and how it influenced me to talk about it. I know that my work has relevance and impact in today's society as it based around concurrent events in the modern world, I affirm myself that the beliefs that I had chosen have impact on my own character and hopefully on others that share the same beliefs as me. "This above all: to thine ownself be true" (Shakespeare, 1599-1602) This concludes my reflective; I know that my beliefs on the "Ways of Thinking" has changed throughout the teachings that has been given to me throughout the first semester of university.



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