Fran Bow

a game narrative review

OVERVIEW

Fran Bow leverages and manipulates traditional point-and-click mechanics, dense metaphorical and symbolic storytelling, and player subjectivity to create a multi-threaded, or polysemic, narrative interface that augments and integrates dimensionality into the game's themes as players evaluate multiple stories and perspectives simultaneously.

PERSPECTIVE

Perspective rules all in *Fran Bow*. Players literally shift realities to uncover alternative viewpoints as they simultaneously shift their perspectives to interact with the narrative. Ultimately, this connects to the therapeutic experience of the story, and speaks to the importance of understanding one's limited perspective to begin the long, arduous journey of healing from trauma.

DUALITY

Directly aligning with the multidimensionality of the polysemic narrative interface, the definitive philosophical belief of Fran Bow is that to heal, to be enlightened, and to truly understand life is to also understand and accept the pains, troubles, and negativity that come with love, success, and happiness; to have duality is to be empowered.

CYCLES OF ABUSE

Fran Bow exposes players to the cyclical nature of abuse, how trauma transcends generations, and how victims can be indirectly affected. The polysemic lens reveals the tragedy of Fran's hopeless entrapment in these structures on one end, while showing the process of healing through community and found families on the other end.

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