Xenoblade Chronicles

Overview

Despite presenting as a tale of revenge on the surface, Xenoblade is an allegory for **fear of the unknown.** It communicates this theme through its use of **perspective** and **ludonarrative** elements, which make the game feel more personal

Perspective

The game is built upon **illusions**. It influences the player into developing misguided views just to prove them wrong and then allow the player to create their own **perspective**. It is through learning to see things differently and in a more **positive** and **accepting** way that conflict is resolved



Ludonarrative

While the cutscenes and dialogue already have a lot to offer, the game innovatively uses its **systems**, **levels**, and **audio** to make the player **feel** the weight of the narrative. It extends the story to the space of the player, which is complemented by the **real-world relevance** of the themes

Characterization

Each character is **unique** while remaining **consistent** thematically. The main villain is **secretly** woven into each conflict, allowing them to serve as a symbol for **fear of the unknown** while the playable cast showcase the **beauty** of both **uncertainty** and accepting **differences**

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