Xenoblade™3

ゼノブレイド

The Nuance of Recontextualization

Recontextualization through defamiliarization enables players to engage more critically with your story.

When one grows familiar with events, objects, and meaning, they tend to perceive it in a more "automatic" manner. However if one takes something familiar and presents it in an unfamiliar context, a viewer processes what would otherwise be understood in a second as something new. Applying this concept to storytelling, presenting familiar concepts in novel manners heightens one's ability to truly comprehend a work in all its nuance.

Plot twists require an evolution in the underlying themes or message of a piece to be truly effective.

The plot twist in chapter 5 serves to elucidate Noah and N's respective motivations while also acting as a turning point for Noah's character, and the themes of the game as a whole. Recontextualization necessitates a change in meaning. If a twist does not result in a change of the core message, its lasting impact will be diminished regardless of how technically effective it was in execution.

The more specific the contrast between protagonist and antagonist, the more effective it becomes

Conflict is what drives a large portion of modern storytelling, especially in the interactive medium. The closer these two parties are in terms of ideology, motivation, and personality increases the visibility and importance of the differences that *are* there. Singular ideological differences are highlighted even more strongly when the two parties share multiple similarities, rather than existing as polar opposites. The small core differences between Noah and N serves as a wonderful showcase for this, and makes N's tragedies all the more striking.

Asad Ali