Joleen Blom

# Video Game Characters and Transmedia Storytelling
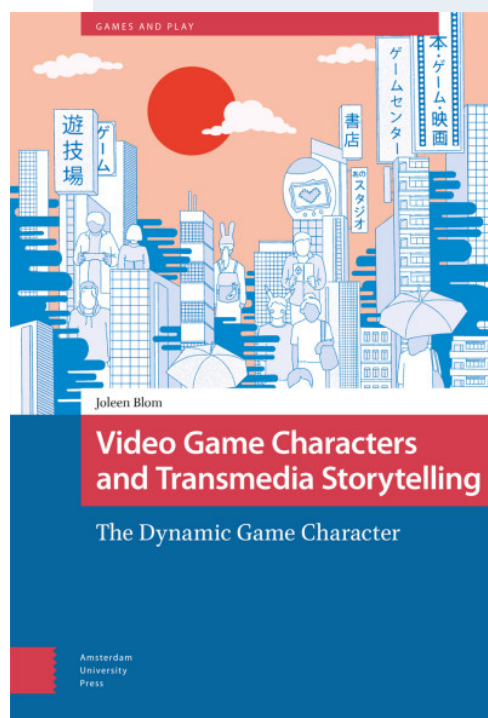
*The Dynamic Game Character*

Characters are a vital aspect of today's transmedia practices. Combining theories on fictional persons from Japanese and Euro-American practices, this book discusses video game characters embedded in our popular media culture in which they are constantly produced and re-imagined.

This book introduces the dynamic game character, a type of game character with a development structure that consists of multiple outcomes in a game. Through their actions and choices, players can influence these game characters' identities and affect their possible destinies.

Games subvert the idea that fictional persons must maintain a coherent identity. This book shows that dynamic game characters challenge strategies of top-down control through close readings of the *Mass Effect* series, *Persona 5, Hades, Animal Crossing: New Horizons* and more. It is directed to all scholars interested in the topics of transmedia storytelling, video games, characters, and Japanese narratology.

## BIOGRAPHY

Joleen Blom obtained her Ph.D. at the Center for Computer Games at the IT University of Copenhagen, where she was a member of the ERC Advanced grant project *Making Sense of Games* (MSG). Her research interests include transmedia storytelling, Japanese games and culture, characters, para-social relationships, and mediated intimacy.

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