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Hyperrealismus und Selbstreferentialität in Hideo Kojimas "Metal Gear Solid" (German Edition)

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Studienarbeit aus dem Jahr 2014 im Fachbereich Theaterwissenschaft, Tanz, Note: 2,3, Ludwig-Maximilians-Universität München, Sprache: Deutsch, Abstract: Dämonische Besessenheit ist eine treffende Metapher für das Verhältnis von Spieler und Spielfigur. Weder werden sie in Hideo Kojimas Metal Gear Solid identisch adressiert, noch separiert das Spiel die beiden Entitäten - sie sind sowohl vereint, als auch getrennt. Ursache dafür ist der hyperrealistische und selbstreferentielle Darstellungsmodus des Spiels, einhergehend mit der potenziellen Durchbrechung der Vierten Wand zwischen Medium und Rezipienten. Die nachfolgende Analyse demonstriert, wie Hyperrealismus und Selbstreferentialität keine eindeutige Beziehung zwischen Spielfigur und Spieler aufkommen lassen.

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