

## ABSTRACT

THESIS: AUTEUR THEORY IN VIDEO GAMES: RECOGNIZING HIDEO KOJIMA AND THATGAMECOMPANY AS AUTEURS IN THE VIDEO GAME MEDIUM

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This thesis is intended to show a gap in academic literature centered around the use of auteur theory applied to video game creators. Though much progress in the field has been made in the last two decades, academic writers are still years behind industry texts cataloguing the various auteurs who've been responsible for the critical growth of the video game medium. The auteurs I have chosen to demonstrate this are Hideo Kojima, an individual who had revolutionized his genre, and Thatgamecompany, a company whose goal is to shift the nature of what a video game should be. Utilizing auteur theory alongside various medium-specific theology, I intend to show that Kojima and Thatgamecompany are the perfect demonstrations of auteurs working in their field.