

ABSTRACT

DISSERTATION/THESIS/RESEARCH PAPER/CREATIVE PROJECT: The Impact of Utilizing Different Video Game Engines in Machinima Production

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This creative project aims to explore how much the video game itself impacts the narrative of a machinima through limitations in production and in visual style. In a broader sense, the project will aim to determine how the tools at any creator's disposal influence the final product. Two narrative sequences were created and then adapted into machinima. One is an action-oriented sequence and the other is a narrative with a heavier emphasis on dialogue. Three short films were then created for each sequence, and each of these three films were created in a separate video game. These machinima productions were compared to form a better understanding of how the visual aspects and limitations of using a video game impact the narrative of the machinima being created. *Mise-en-scène* was utilized as a lens through which the differences present within each machinima were examined.