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***Remakes Reevaluated* Analysis Paper**

<https://drive.google.com/file/d/1mXyQbT5omyOuMIX-YhW6Diig0d4Dzq-v/view?usp=sharing>

When we were presented with the three options for the final project in the class, I was immediately drawn to the third option of making my own short film. I'd done something similar in my Sophomore year of college, and it had turned out okay. Nothing great, but decent for my first time trying something like it. At the time of this final, I had several other papers due and part of my decision making was driven by a desire to avoid writing anything else. I wanted to do something I was passionate about to cover for lack of ability in video editing. I figured that my passion and love for the project would hopefully carry me to a decent grade. Even now that the film itself is finished and I'm much more confident than before, I can't shake the feeling that it isn't up to snuff. This feeling stems from my lack of self-confidence in general, but also from the fact that I just chose this option and never looked back. I never really planned anything out except for the storyboard that I wrote. I had no set mode or model in mind, and instead wanted to write this analysis afterwards to try and see what my film best fit.

My documentary was supposed to be the first episode in a series called *Remakes Reevaluated* where I explored different remakes and remasters in the video game industry. Throughout the series, I'd be trying to answer the guiding question of why remakes and remasters are so popular in the video game industry in the last 5 years. As I said before, I had no idea how I wanted to frame these episodes and I figured I'd just let my passion drive me forward

and analyze what came out. So, after hours and hours of working on the film alone, I can say with confidence that my first episode blends two models that Nichols outlines in chapter 6. First and foremost, my film is very much a first-person essay. This is the primary model it takes, as I mostly just talk through my own experiences playing *Resident Evil 2* and *Resident Evil 2 Remake* back-to-back. I compare the two games, see what they did differently, what they did the same, and what people loved about both games. Though I speak for others on the topic, I mostly cover it through my own experiences and outlooks. This seems to fit perfectly in how Nichols describes the first-person essay.

The second model that my film blends into the primary model is the investigative/report model. Throughout the film, I assemble evidence for why *Resident Evil 2 Remake* is so loved by not just the existing fans but by the new fans. I then apply this evidence to my guiding question making the claim that people don't love remakes for what they do differently, they love them for what they do the same. This is the height of my discovery in this episode. In a sense, I'm investigating my own question (investigative model) through my own experiences and just talking through to the audience as myself (first-person essay model). I'm pretty confident that these two models are the most noticeable in my film, though I didn't try to build my film for them, it just sort of worked out that way. Where I'm finding trouble is with the documentary mode.

I really feel like my film doesn't quite fit into any of the three modes that Nichols lays out. It begins mostly as the observational mode, but my personal connection and love for the content I'm covering makes me think it fits more into the performative mode. Nichols explains that the performative mode often has the filmmaker bringing a "heightened emotional involvement" (Nichols, 2017) into their work. Though my monotone voice might not always

convey it, I'm really passionate about *Resident Evil* as a series, as nerdy and silly as that sounds. Passionate enough that it's a sort of childhood dream to write the scripts for the games. Ultimately, I feel as if my film blends elements from both the observational mode and performative modes together. If I were to redo this project, I'd definitely try to work into one of these modes instead of just making a storyboard and then making the film without really putting much thought into the mode. It worked out for the models, but the mode is harder to define.

There are a number of things I'd like to improve or do differently with the project. First, I would make it significantly longer. I had to rush my work a bit to fit the time limit, but there was so much more content I wanted to cover and nerd out about. I'd also maybe add a graphic content warning in the future. These games are gory and violent, and all the old *Resident Evil* games contain an iconic screen that says, "This game contains scenes of explicit violence and gore." I wanted to make a content warning that played off that age old warning in the old games, but my film was already over the time limit without it, so I left it out.

I'd also like to fix my use of music in the future. I don't think I misused music in my film, but I could've used it a lot better, I think. That mostly comes down to experience, and I'm not too experienced with this kind of media. I wanted this episode to have a very curious tone. The old music from *Resident Evil 2* worked as a perfect background soundtrack for the talking sections, and I used themes from the new game when they seemed fitting. I love the moody feel of the film right now. It's curious but also low-key and not over the top. I wanted to go for an almost podcast-like feeling to the long talking sections, and I feel like I did this well. Still, there's always room for improvement and I would like to learn how to better use music in the future.

Overall, this film was a definite improvement from my first try at being a documentary filmmaker back in Sophomore year. I personally had a ton of fun doing it, although it was time consuming to produce, and I barely produced anything. It really made me appreciate the time that goes into a full-length film. I'm glad that I stuck to what I was passionate about and am glad that I get to share that passion with more people. There are obvious flaws in my work, and I wish I could have more time to iron them out, but for what it is, I'm proud of what I produced. Though this option is intimidating for a lot of people, I'd love to see more people trying their hand at it because video editing, scripting, and everything else that goes into it can teach us a lot. Who knows, they might just find their new passion along the way!