

Persona 5 (CCDP10003 Journal: Written Research with Visual Imagery)

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Persona 5 is a spin-off the main Megami-Tensei series, a Japanese RPG, social simulation created from Atlus released in 4th of April 2017 Worldwide for the Playstation 3 and the Playstation 4. Last Year in Japan in 15th September 2016 celebrating the 20th Anniversary making its sixth title overall. Lead by Game director Katsura Hashino, Art and Character Designer Shigenori Soejima and Sound Director Shoji Meguro.

INTRODUCTION: BLIEF UNDERSTANDING OF PERSONA, MUSIC AND TAROT CARDS:

Personas is the personality referred to as a 'mask' of the individual takes to deal hardships heavily inspired from Jungian Psychology. The player visits the Velvet is a realm between reality and dream who meets Igor who runs the velvet room with his personal assistant(s). In this game the player initially summons Arsene based from a French fictional character. Which can combine more demons and summon Personas that are heavily inspired taken from Japanese, French, Greek, Egyptian, Norse mythology, Famous Vigilantes and mythical creature such as Loki, Thor, Satan, Yoshiunue, Santanael. The Music uses acid-jazz to fit in the games mood and 'phantom thief theme' in similar fashion to Lupin the third. In the opening theme 'Wake Up, Get up and Get Out there' lead by sound director Meguro sung by Lyn. Provoke the player to break out their social normality and embrace their journey as a metaphor to innovate people to fight for their freedom. The tarot cards takes advantage of the fool's journey involves twenty-two cards. Each card represents an Arcana, were the player try to maintain its wholeness and branch out further stories.



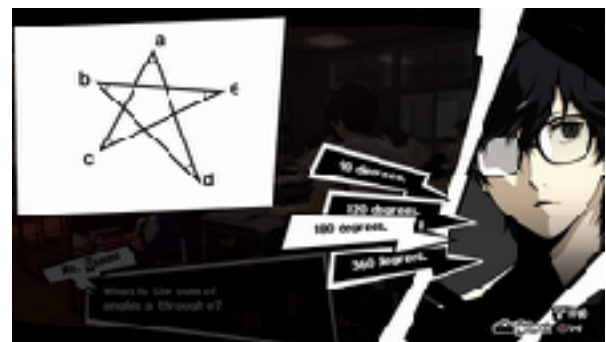
Left: Main Cast of Persona 5
Right: Their Initial Personas



THE PARTY (PHANTOM THIEVES)

DEFINING THE TRAITS OF PERSONA 5, GAMEPLAY BASED ON COGNITION, AND THE PLACBO EFFECT:

In the beginning the player can choose the difficulty between Safety, Easy, Normal, Hard and Merciless navigates throughout their daily routine as a high-school student and a vigilante in the Meta-verse, an Alternative Universe (known as Palaces) can be accessed via smart-phone app. Your objective as a leader of the Phantom thieves (a group who steals the hearts of corrupt adults) is to steal their treasure an item from the corrupt adults into the person's subconscious. You have to secure their path to the treasure. During the journey you gain new allies due to a certain incident to summon a Persona. The player can catch demons within the palace similar to Pokemon. You can exchange for money and items. With user-interference you can press a button away were further improvements can be expanded outside the palace.



The Protagonist improve their stats and relationships when decisions are made from the player. Expand time on buying Medicine and Equipment, skip/free-time classes, bring-watch movies and gaming, and build up foundation skills and strategies when battling in the palace.



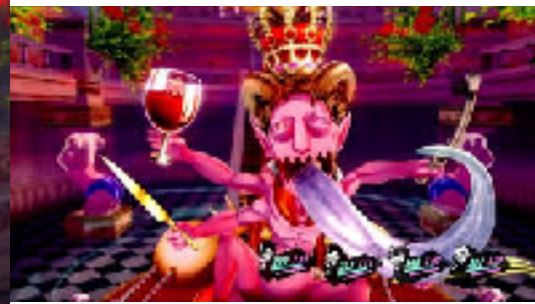
Boss Battle Kamoshida: (In the Palace)
User Inference

Once they secure the goal in the palace the player leaves the palace and send out a calling card into the real world. Allowing the owner to believe their treasure is being stolen (which they usually kept something personal). The player must defeat the Palace's boss to accomplish to take the treasure to change the owners heart. Collapses in the process unable to return to that world.

Not following the criteria or following the DEADLINE will result in an instant GAME OVER. If the player defeats the boss the owner of the palace will have a change of heart to re-create

reality. Allows the palace to become apathetic and lose their faith in humanity. Throughout the game there are eight palaces, you the player who holds the key to save all humanity by defeating the deadly sins. You the player must gather help from his fellow teammates and others in captivity to achieve this ordeal.

DEADLY SINS



Left: Suguru Kamoshida
Middle: Shadow Kamoshida
Right: His transformation
Deadly sin: LUST

Lust defines ones undesired sexual desire or pleasure. From King Shadow Kamoshida perspective he thought of the school as a castle. In the real world as a school-gym teacher. He becomes violence towards his male and female athletes and treats him as slaves. In which he lusts for to keep his teaching-position. One of the party members Ann Takamaki been angry upset when she got the call from him for exchanging her friend to keep her into doing athletics for sexual harassment. Disgusts Ann which she awakened her Persona Carmen in the Palace and joined the Phantom Thieves (The Protagonist(the player), Ryuji Sakamoto (former athlete of Kamoshida) and Morgana (a talking cat who he seeks answers for his origins) to prevent Kamoshida's lustful acts throughout his teaching-career. After defeating his first boss battle. He successfully changes his heart ending his career and becomes deviant towards his students and decides to withdrawn his position for good.



Left: Ichiryusai Madarama
Middle: Shadow Madarama
Right: His Transformation
Sin: Vanity

Vanity defines to excessive pride and admiration. In the game, Madarama a public known public artist who shows excessive pride towards his art-work. In his palace he imagined as a museum as a cognition he believes the public thinks he is talented. The party finds out that he plagiarises artwork from his pupils in exchange for their poverty, which he only concerns for his wealth and recognition. He uses his former pupil Yusuke denies the fact from the rumours of his work taken by Madrame. Meanwhile in the palace he quickly resolved and awakened his Persona Goemon. Later, the party understands that Madamerine knew he was an art-prodigy when Yusuke. Leading Yusuke's will to live as an artist and expanded his talent and own him a great debt and supports Madamare's admiration prevents him from truth of his deceased mother. Eventually he stole his mother art from to continue living as a con man. Yusuke decides to leave him after his change of heart.



Left: Junya Kaneshiro
Right: Shadow Kaneshiro
Deadly Sin: Gluttony

Gluttony defines the waste of overindulgence and depriving others to gain their love of sensuality. Mob-boss Kaneshiro desire to rob people with poor economic background for black-mailing and illegal activities. He thought gaining money would resolve against the prejudice he is looked down on him as an 'ugly' and 'overweight' poor man. In the palace he visions the bank of all Shibuya where he looks down on anyone. In a world where he describes everything succeeds comes with money. He sarcastically mocks one of his victims Makoto student council president in Shuijin Academy and mentions her older sister as she does nothing but to obey the law. This resolves her awakening to her Persona Johanna and joined the party to stop his blackmailing his victims.



Left: Wakaba Isshiki
Right: Shadow/Transformation Isshiki
Deadly Sin: Wrath

Wrath, based on anger and hatred which defines not to accept reality from others. Futaba, a hacker adopted daughter of Sojiro. She suffers anxiety and fear of accepting murdering Wakaba Isshiki (her mother) from a car accident. She contacts the party for help her preventing suicide and the Party from in jeopardy. Her palace is a landscape based on Egypt isolating herself around her. She entered her own palace hearing voices from her own shadow and her witnesses consider her as a murderer. Her Mothers shadow acknowledges her existence as meaningless. She is only concern with her cognitive research. She realises that her mother does care for her covered from the rumours people and was thanks from the party's support. She overcomes her paranoia and awakens to her Persona Necronomicon and defeats her mothers shadow.



Left: Kunikazu Okumura
Right: Shadow-Okumura
Deadly Sin: Greed

Greed is to gain ambition showing dishonestly betrayal for personal gain. In the palace Kunikazu Okumura a leader of a big food company 'BIG BANG BURGER'. He visions his company as a space station to picture outside his limits and strive the best of the company. He further expand his business for riches by using his own daughter Haru Okumura forced into marrying a wealthy man. She posted a message to the party for help and discover that she wanted to be free to live her life as she wishes. But to stop her father from torturing his workers and staff on heavy labour. Which he betray others to stay alive which result Haru's awakened her Persona Noir. After defeating the boss he tried to apologise to Haru. She has no sympathy for him, after his confession he tried to commit his crimes only to be murdered by an unknown cause, traumatises Haru.



Left: Sae Nijima
Middle: Shadow Nijima
Right: Her transformation
Deadly Sin: Envy

Envy is jealous in wishing others to fail or come into harm. Sae Nijima the older sister of Makoto Nijima constantly works under pressure as a prosecutor and guardian after losing their father. She was jealous of Makoto and her colleagues who enjoy their freedom as she does. The party quickly gained another ally Goro Akechi an accomplice of Sae Nijima who inspected the party as the Phantom thieves. In return Goro promise only one more heist for the party to accomplish and avoid blackmail. The palace is a casino describes into treating VIPs addicted into gambling making them easily to lose everything making her more superior. During the boss battle Shadow Nijima who wants a fair fight and believe nothing in society is fair. She transform into a monster and continues to resist them. After her boss battle her treasure was taken only for the Protagonist to distract the police and flee his members. Soon to be caught and gets immediately arrested.



Left: Masayoshi Shido
Middle: Shadow Shido
Right: True Form
Deadly Sin: Pride

Pride is a desire to become important to others or failing to give credit to. Masayoshi Shido is behind of all the crimes and lead many people killed and concerns about his election than with others he associated with. In his palace was a ship he visions if everyone sinks down then he floats alone. He attempt to use his son and later kills him into attempt murder victims including Haru's Father, Futaba's Mother and even the Protagonist (killed his clone and escaped his fake death in the palace) in the palace causing a mental shutdown and the real person to die. His run his election smoothly and avoid anyone taking the position. Goro realises this and apologies to the party and dies when his cognitive version shot him. During his palace after the player obtain five letters from his closest VIPs. Later the party successful changed his heart and confessed loses his Pride as the Prime Minister.

Sloth and the result of humanity (image below Mementos)



Sloth defines the wastefulness and laziness. After the public is drawn away from the Phantom thieves and Shido. Unable to decide their time for it and move on with their lives normally. They achieve this by transverse Mementos, the player must reach at the very bottom.

Only to see a holy grail where the public is drawn into, they fail their mission and began disappearing. Where the people in Tokyo and the world lose hope of a leader. The protagonist woke up in the Velvet room to reveal his master was the Holy Grail (False God). Using his assistants to execute him. The player decides to believe into the False in exchange in a better reality? The player must decide whether he is going to fight liberty for everyone he knows and loves along the journey. Or himself?.

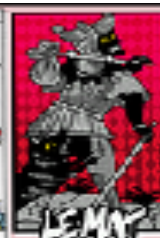


Shadows of the public

THE "SINS" OF THE PERSONA 5 TAROT

THE TAROT DECK IN P5 IS CAREFULLY MODELLED AFTER THE TAROT DE MARSEILLES, BUT EACH ARCANAL CARD CONTAINS SMALL DEVIATIONS FROM THE ORIGINAL, EACH REPRESENTING THE SINS AND SHORTCOMINGS WHICH MAKE UP THE GAME'S THEMES.

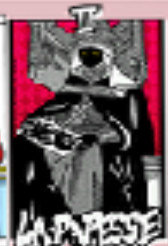
HERE'S A CHART COMPARING EACH CARD FROM THE GAME WITH THE ORIGINAL "DIVINE" MARSEILLES EDITION.



the friendly dog joining the fool on his journey is instead a laughing mule. the fool appears to be in pain.



the dagger on the magicien's table has been used to draw blood.



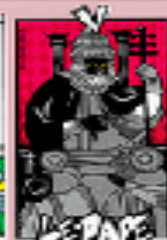
the priestess is intently reading a porn magazine instead of scripture.



the amoureuse is sitting in an innocent position and holding her starfish as though she's about to weaponise it.



the emperor is smoking a pipe and appears startled, as if caught napping in an improper act.



the hierophant is laughing and giving thumbs down to his subjects instead of blessing or guiding them.



the woman is pointing at the man in an accusatory rather than loving fashion. cupid has barbed wire eyes.



the rider is injured and the chaotic road "SM" may be a reference to SAM, which is referenced in the game.



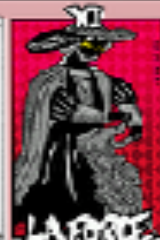
the sockets of justice are full of balance wheels, so say weighing more than their heart.



the devil is sticking his tongue out in mockery.



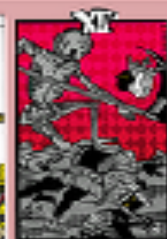
the crucifix atop the wheel of fortune is using its blade to threaten one of the riders.



the woman representing inner strength has a malicious face as though intending to hunt the lion.



the hanged man is using his cellphone.



death is holding a severed head from the field and exorcising the dead instead of plowing land.



the temperance has been raised and "improperly" their food shows she's aware of how scarce was she's being.



the devil is using the rope binding his subjects as puppet strings and possibly nooses.



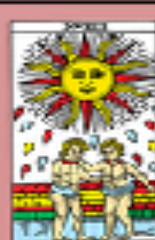
arrows, rather than rain are pelting the tower and the falling giant.



the woman beneath the stars is sinking from the water carrier instead of enjoying it.



the moon is driving the creatures beneath it to violence, a specific phenomenon known as "lunar"



the malicious, laughing sun is crying out like a madman and killing its people.



the clouds are a kind of "noise" being produced by a skeleton, a ready dead.

Images from megamitensei Persona 5 page, Google Images and Persona Central!!

http://megamitensei.wikia.com/wiki/Persona_5

http://www.newworldencyclopedia.org/entry/Seven_Deadly_Sins#Pride_.28Latin.2C_superbia.29

<http://www.learntarot.com/journey.htm>

<http://www.siliconera.com/2015/02/09/persona-5s-soundtrack-comes-acid-jazz-influences/>