WR 121

Position Essay Invention

Due Monday, May 21

1. State your topic, explaining why it is important to you and others.

Make Final Fantasy Great Again!

Final Fantasy is a JRPG series dating back to the 80’s and was at one point considered the gold standard for RPG’s. Since the Square-Enix merger the series has really lost it’s identity. The games had widespread acceptance and remain in the hearts and minds of many gamers from that period. Unfortunately, the games have been getting the corporate profit treatment that has recently destroyed the Star Wars series and is actively in progress for the Harry Potter series.

1. Analyze your topic/problem by considering the following:

* Causes:

Corporatization of a passion project destroys the heart and soul of art.

* Short-term consequences:

Mainline Final Fantasy games have begun to take 5+ years to come out and then seem to have lost their identity.

* Long-term consequences:

Continued bad games, failure of the company.

* Who is most affected or benefits:

Anyone who enjoys good video games and people who care about the franchise.

1. Propose at least 3 different solutions to your problem.

* Focus on the narrative.
* Stop trying to change the wheel.
* Better gameplay is better than better graphics.

1. What objections do you anticipate from your readers?

* Art is a personal preference and can’t be objectively good or bad.
* My fond memories are causing me to look back with rose colored glasses.
* Old final fantasy gams are just a thing of the past.

1. Write a working thesis statement. (Thesis statements in proposals typically identify the problem and point to the idea that there are solutions—without actually naming them).

For over a decade Final Fantasy games were the gold standard for JRPG’s. For nearly two decades the name Final Fantasy has been slowly but surely losing relevance. Since 2001, there have been only 3 mainline single player entries into the franchise. I would argue that none of these games were final fantasy games in the traditional sense. In order to understand just how the titan of industry Square-Enix’s fall from grace occurred we need to closely examine what made Final Fantasy games influential and popular. I propose that the downward trajectory of this history franchise is a consequence of corporate design decisions, straying away from series defining qualities and poor narrative choices. Included are examples of these decisions and how they can be corrected so we can Make Final Fantasy Great Again.