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Make Final Fantasy Great Again: Annotated Bibliography

Hill, Mark. “5 Reasons Final Fantasy Failed Worse Than Any Franchise Ever.” *Cracked.com*, 28 Jan. 2016, [www.cracked.com/blog/5-disappointing-reasons-final-fantasy-losing-all-its-fans/](http://www.cracked.com/blog/5-disappointing-reasons-final-fantasy-losing-all-its-fans/).

Summary: Mark Hill’s article “5 Reasons Final Fantasy Failed Worse Than Any Franchise Ever” he analyzes 5 reasons that the *Final Fantasy* franchise has failed its audience. Hill identifies the effects of capitalism combining with the series success as eventually corrupting Square-Enix (SE). Using hyperbolic examples, the author states that, things like “Tonberry Vibrators” and a fictional spinoff “Flan Fuckers” as evidence that the developers no longer care about the quality and care that used to define the games. Further criticism is levied at the games recent inconsistencies creating a coherent story, let alone one in a single game. Noting the increasing CGI time with each new entry, Hill posits that SE has confused the games profits with the games visuals which have become increasingly intrusive. The author then notes the increasing sexualization of female characters to the point of absurdity. Comparisons with beloved (and clothed) heroines from previous games shows that scantily clad females and sales seem to be inversely correlated. The last argument made by the author is that the company seems to be putting profit far ahead of quality which is destroying the good memories the fans had of the series in its hay day. Hill notes that the original games in the series shaped his childhood but admits that Square (SE before merger) no longer makes games like that.

Evaluation: This might surprise you, but I really appreciate and identified with this author. He’s obviously an old school Final Fantasy (FF) player like myself and shares many of my complaints. He writes a blog on Cracked, but I find his honesty and emotion relatable. I agree that profanity and vulgarity for their own sake are generally disagreeable but using them to relay emotion and convey ideas is very effective. I also agree with all his points except the last one, where he gives the impression that it’s time to give up on SE. I think virtually all of what he’s saying can be boiled down to an attempt to take art and make it a business model. Tons of spinoffs, lack of care (usually rushed developers), poor writing and sexualized characters are all symptoms of that. The author here is writing an article here the way someone who is suicidal cries for help. Those of us who feel the pain get the message immediately, but it will probably be lost on everyone else. (see The Last Jedi) In my presentation I wanted to go over characters lacking depth and relatability which is covered somewhat here. I also plan to go over the correlation between graphics and success, re-use of assets in place of new ideas and cheap cash grabs.

Jurkovich, Tristan. *TheGamer*, [www.thegamer.com/15-things-square-enix-can-do-to-fix-final-fantasy/quickview/1](http://www.thegamer.com/15-things-square-enix-can-do-to-fix-final-fantasy/quickview/1).

Summary: In the article “What Square-Enix Can Do To Fix Final Fantasy” Tristian Jurkovich discusses fifteen ideas likely to improve the *Final Fantasy* franchise. The author feels that although *Final Fantasy XV* was an improvement over it’s predecessors that more work is left to be done. Jurkovich declares his biggest fear being lack of clarity on the project’s future. He cites the significant decrease in mainline entries over the last 15 years and the prolific output of spinoffs and rereleases as the primary culprit. Included by Jurkovich is that he was unable to continue counting these spinoffs when his brain suffered an unexpected release of brain material from his skull (1). Despite his unfamiliar physical condition, the author chronicles 15 changes which could improve future titles including: returning the game to a fantasy setting from the futuristic ones (2), bringing back the “job” system and making a new villain be central to the plot. The developers should also avoid “melodramatic” main characters, stop themselves from being distracted by side projects and break the habit of day one patches.

Evaluation: This article was particularly excellent to find as it both proves my concern has merits and comes from a legitimate website. The website *The Gamer* is a website that reports video game news and has opinion pieces like the one I’m referring to. The purpose is quite like my own being that we both want to make Final Fantasy good again. The author shares several of my criticisms of the newer titles and it’s always nice to hear how someone else see’s the issue. I would say that the article is geared toward players of the Final Fantasy franchise that are disillusioned with the most recent titles and Square-Enix as a whole. The source has a bunch of good ideas, but my presentation style is going to be much different. So, it’s nice to have a list essentially of ideas I can use to assert my position.