

Paper*

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2025-01-21

1. potential title

how camera is a part of the narrative in kentucky route zero and disco elysium

2. research question

how do kentucky route zero and disco elysium use camera movement, framing, and perspective to act as a narrative device and influence player experience?

3. topic sentences

in disco elysium, the top-down camera makes the game feel like a detective story and shows the main character's confused mind. in kentucky route zero, the camera moves like a stage play, making the story feel dreamlike and mysterious.

4. thesis statement

in kentucky route zero and disco elysium, the camera is more than just a tool for navigation; it acts like a storyteller, helping players feel emotions, understand themes, and experience the world in a unique way.

*GAME 471