Consalvo’s paper on Phoenix Wright: Ace Attorney explores how elements of the game interact with fiction and how that combination yields a strategy of the game that highlights performance, thoroughness, and persistence. (PP. 158)

Consalvo first argues the level of localization in the game is high in terms of culturalization instead of mere translation since the game is a constant play on language, which includes cultural expression and slang exchange. Next, the author argues that the game provides minimal utilitarian interface that is straight-forward and pre-defined to achieve the high performance the game wants to deliver instead of confusing the players with the DS controller. Afterwards, Consalvo makes further claims about the role of objects in the game, that they are a currency for interactions which help to reconstruct the past and are a mediator of relationships between individuals in the cases to achieve thoroughness of the game. Then, the author focuses the discussion on how Phoenix can interact with other characters and in the game overall, that cross-examinations and initial interviews works together to help construct the persistence in the game. Last but not least, Consalvo brings in the concept of performativity which maps player’s own activity within the game with his/her success or failure considering performance of the game.

Consalvo did a thorough analysis on the elements of the game and brings a clear picture of the gameplay flow to the players that have never played it before. For example, the author’s introduction to the localization gives the readers the information that the game developer put in real effort in trying to globalize the game, which is mainly the reason why it has a global reputation. The reader could also learn about the core gameplay while reading the author’s analysis on the role of the objects and how interactions are played out in the game since Consalvo analyzes the gameplay while introducing them.

As for theories, Consalvo used Juul (2005)’s game of progression theory to express the linear characteristic of the game. Consalvo also used Butler’s notion of performativity, which she originally developed in relation to gender, to map the concept onto gameplay to illustrate his point.