
Annotated Bibliography:

About This Document:

This document provides a number of sources used in a research paper analyzing the semiotics of numerous aspects of the 2015 open world action-adventure game, Just Cause 3.

Each source is cited utilizing a formatting method specified by the assignment, following a pattern of Title, Author, Publisher, and Date. For each source, a short annotation detailing what the source is and why it is being used in this paper is also provided.

The Bibliography:

1. (T) Just Cause 3 (A) **Avalanche Studios** (P) Square Enix (D) 2015 (initial release), 2021 (last recorded update according to SteamDB)

The main focus of this paper is the 2015 open world action-adventure game, Just Cause 3. As the subject being analysed, the game itself is the most important part of this paper, and screenshots taken within it are used in this paper, alongside discussion of the in-game narrative and lore, amongst many other things.

2. (T) Just Cause 3 (Extracted Code) (A) **Avalanche Studios** (Game and original code), Rick **Gibbed** (Original extraction tools), "**neam**" (Updated version of Gibbed's tools) (P) Square Enix (Original Game) (D) 2015 (Game), 2016 (Extraction Tools)

Gibbed's tools allow for the extraction of code and other files from Just Cause 3 itself. Some of this extracted code is used in this paper to help prove a few points, notably the near-certainty that the Di Ravello Militia was a last minute replacement for the Medici Police Department, likely due to possible narrative and connotation related concerns.

3. (T) The Quest for Meaning: A Guide to Semiotic Theory and Practice (A) Marcel **Danesi** (P) University of Toronto Press (D) 2020

The semiotics textbook used in class, and the core source for information on semiotics within this paper. This will be cited often when discussing various semiotic concepts and notions in this paper.

4. (T) Medici Police Mod (A) Jacob **Hinds** (P) videogamemods.com (host) (D) 2016

A user made modification that, once applied to the game, replaces the militia and military forces with a custom police force. However, the blue coloration of the new police force can cause confusion with the friendly rebel force, which is also colored blue. As a result, this modification helps when discussing the importance of color within the game itself.

5. (T) Just Cause 3 Full Soundtrack & Original Game Soundtrack (OST) (A) Henry **Jackman**, Zach **Abramson** (original composers), “**AEG. SOUNDTRACK**” (Youtube Channel) (P) Youtube (host) (D) 2015

A rip of a number of tracks from the in-game soundtrack of Just Cause 3. Unfortunately, some songs are missing, but the majority of them are in this video. This video is used as a means to provide easy access to some of the music discussed in this paper.

6. (T) Art of Daniel Ljunggren (A) Daniel **Ljunggren** (P) Daniel Ljunggren (D) Unknown, accessed 2021

The portfolio of Daniel Ljunggren, an artist who helped design vehicles for Just Cause 3. This portfolio allows us to view a lot of concept art with early designs for many of the vehicles in the game, and provides useful insight into early symbols and designs for some of the in-game factions, specifically the Medici Military and cut Medici Police Department.

7. (T) These Just Cause 3 screenshots are all kinds of awesome (A) Stephany **Nunneley** (P) VG247 (D) 2014

An extremely brief article on the release of a number of pre-release screenshots for Just Cause 3. The article itself is not of much use, but the screenshots are of a pre-release version of the game, featuring some designs for a few things that were either changed or removed when the game was released. This article provides the only known image of the Medici Police Department in game without third-party modifications.

8. (T) Exploring The Fictional World Of Medici In Just Cause 3 (A) Ben **Reeves** (P) Game Informer (D) 2014

An interview with Zach Schlappi, an art director at Avalanche Studios, discussing the creation of the setting of Just Cause 3, the fictional mediterranean island of Medici. He discusses the various real world inspirations of the location, but most notably talks about the importance of color in the world, both symbolically and in terms of connotation.

9. (T) Just Cause 3 - Propaganda Van (A) **“Rise of the Robots”** (Youtube Channel) (P) Youtube (host) (D) 2016

A short video of some of the things the Propaganda Van says in Just Cause 3. This video provides an easily accessible way to link to some of the dialogue cited in the paper and allows for easier transcription of some of this dialogue. This dialogue is mostly used when discussing the importance of color in the game, and also when discussing the way that the evils of the government are conveyed.

10. (T) Just Cause 3 - Open world action/adventure - PS4, Xbox1, PC (A) Mike **Wasilewski** (P) ArtStation (D) 2015

A portfolio by Mike Wasilewski, specifically pertaining to his character design work for Just Cause 3. Most notably, he provides images and a video of a lineup of every single character in the game, even featuring a handful that never saw the light of day. This is very useful when the importance of color in terms of discerning allies, enemies, or neutral characters within the game is discussed in the paper.

Various Links:

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- 2) <https://videogamemods.com/justcause3/mods/modified-gibbeds-tools/> (Tools used to extract code)
- 4) <https://videogamemods.com/justcause3/mods/medici-police-mod/>
- 5) https://www.youtube.com/watch?v=SMrQ965P0RM&t=8749s&ab_channel=AEG.SOUNDTRACK (Soundtrack rip)
- 6) <https://darylart.com/concept-art/nggallery/page/1>
- 7) <https://www.vg247.com/just-cause-screenshots-pc-ps4-xbox-one>
- 8) <https://www.gameinformer.com/b/features/archive/2014/11/26/how-avalanche-keeps-just-cause-3-vista-original.aspx>
- 9) https://www.youtube.com/watch?v=ZXL-SzUqE0&ab_channel=RiseoftheRobots
- 10) <https://www.artstation.com/artwork/GvBO4>