

### Annotated bibliography

1. <https://www.youtube.com/watch?v=Tdqd7vrpIUI>

(T) -N/A (A)- **Ishmael Hope** (P)- N/A (D)- 11/11/2015

This YouTube clip shows a videogame called Naver alone, which is based on the traditional Inupiaq tale “Kunuksaayuka” which is a myth. Thoughts of unlimited semiosis can also occur due to the environment the game is set in.

- 2.

[https://www.anchoragepress.com/news/the-medium-the-message/article\\_af509bcc-291c-50ba-837c-badbb89cddb1.html](https://www.anchoragepress.com/news/the-medium-the-message/article_af509bcc-291c-50ba-837c-badbb89cddb1.html)

(T)- “The medium= The message” (A)- David Holthouse, Dave Diaz (P)- Anchorage Press (D)-11/26/2014

This article focus more on the “myth” portion of the tale that is referenced with the game Never alone. The article talks about pretty much the whole synopsis of the game itself: blizzard, boy and the journey.

3. <https://www.behindthevoiceactors.com/video-games/The-Legend-of-Zelda-Breath-of-the-Wild/>

(T)-The Legend of Zelda: Breath of the wild #Credits (A)- N/A(P)- Behind the Voice Actors (D)- 2017

This webpage is more of like an IMDB page in the sense that list all of the voice characters from the game. The webpage include languages for English Dubbed version and the Original Japanese version.

4. <https://www.youtube.com/watch?v=1P7d2JNCtX4->

(T)-The Legend of Zelda: Breath of the Wild Gameplay Part 1 (A)- Akihito Toda, ZackScottGames(P)- N/A (D)- 2017

This gameplay from the YouTuber “ZackScottGames” is for the poetic function of communication displayed in the opening part of the game: Legend of Zelda: Breath of the wild. The voice actor and the protagonist are in the same area with Link (protagonist) being guided by his voice.

5. <https://www.youtube.com/watch?v=NlJpBJOhrVw>

(T)- Dark Souls Remastered - FULL GAME Walkthrough Gameplay No Commentary

(A)- Hidetaka Miyazaki (P)- N/A(D)- 2018

This gameplay from the YouTuber Gamer Max Channel is mostly to display modernism themes that run throughout videogames. Through the gameplay , you are greeted with messages such as You Died.

6. <http://www.baseball-catcher.com/guide/signals.html>-

(T)- Catcher Signals- Communication between the pitcher and the Catcher (A)-N/A

(P)-Baseball-Catcher.com (D)- 2010

In this article, signals are being discussed. Such signals are used in baseball games by catchers such as one finger down, two fingers down, three finger down, and four fingers down.

7. <https://theobedientanarchist.wordpress.com/2014/08/29/dark-souls-and-modernism/>-

(T)-Darks Souls and Modernism (A)-ContigentEncounters (P)-TheObidientAnarchist

(D)- 8/29/2014

In this article, author ContigentEncounters talks about modernism in Dark souls. He talks about certain elements of modernism and how that relate to other ideas and movements that have happened in the world.

8. <https://www.gamesradar.com/why-gta-5-quiet-narrative-genius-means-i-now-love-series-id-always-hated/>

(T)-“ **Why GTA 5's subtle narrative genius means I FINALLY love the series**”

(A)-David Houghton (P)- GamesRadar (D)- 09/23/2013

In this article, author David Houghton talk about why he loves gta so much. He goes through and compares a few GTA games before the current one called GTA 5. This article points out narrative.

9. <https://www.youtube.com/watch?v=fsrsGHtREng>

(T)- Wii Sports - Tennis (Skill Level 0 - Champion) (A)- AwesomeGamerland (P)-N/A

(D)- 2018

In this gameplay, tennis players are displaying kinesics throughout the game. Players use the wii remote to hit a tennis ball or a baseball across either a field or a court in order to score some sort of points.

10. [https://mediarep.org/bitstream/handle/doc/15237/GFM\\_14\\_208-222\\_Post\\_Phatic\\_communication.pdf?sequence=1](https://mediarep.org/bitstream/handle/doc/15237/GFM_14_208-222_Post_Phatic_communication.pdf?sequence=1)

(T)- Phatic communication in computer games (A)-Jack Post (P)-MediaRep (D)- N/A

In this paper(pdf) , the author, Jack Post talks about the game called “PainStation” This game is a very good example due the phatic function (of communication) being displayed while playing the game.

11. <https://www.popmatters.com/130849-post-structuralism-in-video-games-2496140095.html>

(T)- Post Structuralism in Video Games (A)-L.B Jeffries (P)-popmatters (D)- 09/14/2010

This article talks about post- structuralism as a whole.

12. <https://www.vrworldnyc.com/experiences>

(T)- N/A (A)-N/A (P)- N/A(D)- N/A

This website basically gives a description of what Richie plank is. This a virtual reality videogame that exist in VR World NYC in Manhattan,NY which make good use of the term hyperreality.

13. [https://www.reddit.com/r/PublicFreakout/comments/r7m82z/nyc\\_school\\_bus\\_stolen/](https://www.reddit.com/r/PublicFreakout/comments/r7m82z/nyc_school_bus_stolen/)

(T)- NYC school Bus Stolen (A)- dallas\_daplug, u/eurospeed(P)-N/A (D)- 12/2/2021

This video from reddit reposted by user u/eurospeed shows how hyperreality can sometimes have negative consequences in real life. The individual in the video apparently steals a school bus in broad daylight.

14. <https://www.earth.com/news/kids-playing-indoors-outdoors/>

(T)- Kids now spend twice as much time playing indoors than outdoors (A)- Connor Ertz(P)- earth.com (D)- 07/25/2018

In this article, author, Connor Ertz gives a good example of a paradigmatic shift. He uses a quote in his article to give a reason to people why kids don't go outside as much as they used to.

15. [https://www.teenink.com/opinion/social\\_issues\\_civics/article/635427/The-Negative-Connotation-on-Gamers](https://www.teenink.com/opinion/social_issues_civics/article/635427/The-Negative-Connotation-on-Gamers)

(T)-The negative connotation on gamers (A)- [NovaaTheEditor](#) (P)- Teen Ink (D)- 03/25/2014

This article by author, NovaaTheEditor, give some good examples of common negative connotations your hear about video when you talk to parents. The article attempts to reverse those negative connotation ideas.

16. <https://www.youtube.com/watch?v=79-fEf5TW4o>

(T)- Western Video Games Evolution [1971 - 2018] (A)-N/A (P)-N/A (D)- 2018

This video highlights a few topics such as diachronics with the game Boot Hill and secondness with the game Red Dead Redemption. Very good examples are brought up with words such as saloon in Boot Hill and Bounty in Red Dead Redemption.

17. <https://www.youtube.com/watch?v=wIkJvY96i8w>

(T)-Do a barrel roll! (A)- Mitsuhiro Takano, DeusExBenigma (P)- (D)- 2007

In this gameplay, Peppy the donkey in the game STafox 64 shout do a barrel roll. This phrase is a good example of a conative function (of communication).

18. <https://www.vgfaq.com/the-30-best-video-game-catchphrases-of-all-time/> -for starfox and mortal kombat references

(T)- **The 30 Best Video Game Catchphrases of All Time** (A)-aabicus (P)-vgfaq (D)- 01/01/2020

In this article, author, aabicus also uses the conative function of communication for the phrase mentioned which is “FINISH HIM”. The article goes on and lists many well

known retro videogames that people of all age groups will probably remember from their childhood.