A Semiotic Deep-Dive of Video Games:
Culture, Controversy, and Connection

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Introduction

This paper is purposefully made to give the reader(s)(you) a semiotic[47] perspective of video games with my spin on it. Through the portions of this Skeletal draft (excluding the Intro and conclusion) I will be venturing into aspects of videogames with a mindset of semiotics[47].

The second section of this paper will be utilized to explain codes [[2]] in videogames and how they are used to drive a plotline in (for example rpg games). Haptics [[15]]and symbols[[58] will also be discussed in detail in order to analyze how certain video games played from a viewers perspective can sometimes reveal a sign [[52]].

The third portion of this paper will discuss signals[54] in video games and how they can evoke certain gestures [[16]]. In addition, I will discuss how these terms relate together to thirdness[[64]] and how players can use these ideas together to actually become better video gamers(gamers) in the long run. I will also discuss symptoms [[59]] (for example in a background character) and they can allows players to move through games with even more speed and help other gamers with parts of the same game they are struggling to get past. The previously discussed term could be also called a signifier[[56]] that can also open up the same train of thought

In the fourth portion of this paper will mention the Poetic function (of communication) [[38]] in videogames especially in certain videogames where hints are given. I will analyze how Some Parole[[36]] is mentioned in videogames. Myths [[30]] which can give players a sense of why certain things are the way they are in certain videogames. Unlimited semiosis [[65]]can occur when the previous term is exploited.

In the fifth portion of this paper I will discuss modernism [[29]] in videogames. How certain videogames that express that term and how it relates to a single narrative [[31]]. Videogames with those characters usually have a good amount of kinesics [[26]] surrounding such as the game Dark Souls.

In the sixth portion of this paper I will discuss Indexes [24] in videogames like for example a stop sign in the videogame Bully. Also in the game Bully or similar games to it, I will relate the Phatic function (of communication)[[37]]. I will discuss games like Bully an open world game and why post structuralism[[40]] runs rampant throughout these types of games which allows people to get hooked on them and how Infinite semiosis[[25]] allows a games to keep playing on and on thinking about this term.

In the seventh portion of this paper, I will discuss hyperreality [[19]] in videogames in places such as VR world in NYC (Manhattan) and discuss why sometimes this can bleed into other aspects of life(violence, sports, etc). I will also

discuss how the paradigmatic [[35]] shift from going outside after school to playing video games happened and why it has affected so many people's thought process.

In the eight section of this paper I will discuss firstness [[14]] in relation to videogames specifically startup screens/ loading screens and how this term is used to allow video gamers to get excited about the game there are about to play and see why they go back to it session after session even though some games come with negative connotations[[6]] attached to them. I will also discuss how certain video games have discursive symbols[[12]] in their epilogue or beginning before the actual beginning of video games that relate to why games are created the way they are.

In the ninth section of this paper, I will discuss Diachronics [[11]] in regards to video game titles and how sometimes this term is used for secondess[[46]] to pay homage to games that existed like the current one in the past.

In the tenth section of this paper, I will discuss the conative function (of communication) [[3]] and the examples of it video games. I will also discuss why certain functions are important to the gamer with context [[7]].

The conclusion of this paper encapsulates some semiotic ideas with video games in mind throughout the paper.

Codes, Haptics and symbols in Video Games

I **want to write about** nature of codes in videogames. **I plan to focus on** haptics and symbols and signs and how they are used for a plotline in a videogame. **I would like my reader to** understand these terms mentioned are used to create a certain type of experience in certain videogames.

¶ I will write about how codes are utilized in videogames to drive a storyline.
¶ I will write about how haptics and symbols in order to discuss perspective.
¶ I will write about signs in video games.
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Signals , gestures, thirdness, symptoms and signifiers in Video games.

I want to write about the nature of signals and how they evoke certain gestures in videogames. **I plan to focus on** Thirdness and symptoms in video games and why they are related. **I would like my reader to** understand how signals, gestures, thirdness, symptoms and signifiers are used to help out the gamer playing the videogame.

¶ I will write about the signals used in videogames.
¶ I will very briefly tell you how gestures are used in videogames to evoke meaning.
¶ I will recount thirdness and how this may be used to improve player morale for other players in the community.

¶ -I will write about symptoms in things or characters in the background.

¶ -I will recount signifiers can relate to the same train of thought as a symptom.

Poetic function (of communication), parole, myths, and unlimited semiosis in Video Games

I want to write about the poetic function (of communication) in videogames. **I plan to focus on** parole in video games and unlimited semiosis. **I would like my reader to** understand how the poetic function (of communication), parole, myths and unlimited play a role in videogames.

¶ I will discuss the poetic function (of communication) in video games.

¶ I will discuss Parole in videogames.

¶ I will discuss the art of myths in videogames.

¶ I will recount unlimited semiosis in videogames.

Modernism, narrative and kinesics in Videogames

I want to write about modernism in videogames. **I plan to focus on** narrative and kinesics in videogames and how they relate back to modernism. **I would like my reader to** understand how modernism, narrative and kinesics all play an important role in certain videogames.

¶ I will discuss modernism in videogames.

¶ I will recount narratives in videogames and how they align with modernism.

¶ I will mention kinesics in videogames such as the Dark Souls Franchise.

Indexes, the phatic function (of communication), post-structuralism and infinite semiosis in Video Games

I want to write about indexes and their meanings in videogames. **I plan to focus on** the phatic function (of communication) and post structuralism's bleeding over many different types of videogames and how infinite semiosis is hooked into that. **I would like my reader to** understand how indexes, the phatic function (of communication), post structuralism, and infinite all play an important role in playing of videogames.

¶ I will discuss indexes in videogames.

¶ I will also discuss the phatic function (of communication) in videogames.

¶ I will mention post-structuralism usage in videogames.

¶ I will recount infinite semiosis in videogames.

Hyperreality and paradigms in Video Games

I want to write about hyperreality in videogames. **I plan to focus on** paradigms and how they relate to ideas in the outside world vs. videogames. **I would like my reader to** understand how hyperreality can distort a lot of things other the videogames and how paradigms are used in videogames to shift people's thought process.

¶ I will introduce hyperreality in videogames and its effects.

¶ I will talk about utilizations of paradigms in videogames and how they affect the mindset a whole.

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Firstness, connotations, and symbols in Video Games

I want to write about firstness and how it can be experienced in videogames. **I plan to focus on** connotations and discursive symbols in videogames. **I would like my reader to** understand how firstness and discursive symbols play an important role in videogames.

¶ I will introduce firstness in videogames.

¶ I will talk about discursive symbols in videogames and how they relate to bigger things out side of videogames.

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Diachronics and secondness in Video Games

I want to write about diachronics in regards to videogames, specifically titles of videogames. **I plan to focus on** secondness and it big role in video games. **I would like my reader to** understand how diachronics and secondness are used in videogames.

¶ I will introduce diachronics in videogames.

¶ I will talk about secondness in videogames and how they pay homage to even bigger and better things from the past.

Conative function (of communication) and context in Video Games

I want to write about the conative function (of communication) for videogames, specifically examples of videogames. **I plan to focus on** context and it vitalness in video games. **I would like my reader to** understand how the conative function (of communication) and context are utilized in videogames.

¶ I will introduce the conative function (of communication) in videogames.
¶ I will talk about context in videogames with relation to the first terms in regards to videogames.

Conclusion

In this paper I tried my hardest to relate some ideas from the world of semiotics to the world of Video Games. I talked about some specific terms in order for the reader(s)(you) to get a good idea (or a twist) on how Video Games can be perceived:

- **Codes, haptics** and **symbols** in videogames in relation to semiotics.
- **Signals, gestures, thirdness, symptoms** and **signifiers** in videogames and how they can relate another and help out the gamer playing the videogame.
- The **Poetic function (of communication)** , **parole, myths,** and **unlimited semiosis** and how these terms together can unlock a wormhole with no end in sight.
- The **modernism, narrative,** and **kinesics** in video games are important to get a feel for how a certain for a certain videogame is.
- The **indexes, phatic function (of communication), post-structuralism,** and **infinite semiosis** all play important roles in why some videogames seem to endless and why people alternate endings to videogames.
- The **hyperreality** and **paradigm** structure in very important and can bleed into other aspects of people lives which can lead to serious consequences.
- **Firstness**, **connotations**, **discursive symbols** are important in videogames and allow user to feel like they are immersed in the videogame and into the backstories.
- **Diachronics** and **secondness** in videogames allow users to think back to times (possibly their childhood if they are playing a retroed game) and be more fond of the videogame.
- The **conative function (of communication)** and **context** with regards to videogame and why those terms are important.

At the very least, I have tried to show everyone who reads this, that semiotics in videogames is actually more in depth than you think. This could bring about fresh, new thoughts to the subject area of videogames(whether it be positive or negative).