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The presence of classical Hollywood narration in video games: a study of Grand Theft Auti IV

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2010-07-28T11:09:38Z
http://hdl.handle.net/10539/8314

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Figure 1 Niko Bellic, the protagonist of *Grand Theft Auto IV*



Figure 2

Although Niko Bellic can be apprehended by the Liberty City Police Department, he will simply reappear outside the police station. The fact that there are no repercussions for Niko's criminal lifestyle is highly unrealistic



Figure 3

Choosing to kill Darko or spare his life is one of the morality choices in *Grand Theft Auto IV*



Figure 4

The *Platypus* remains docked throughout the game



Figure 5

Rockstar successfully integrates family values with criminal activity



Figure 6

Jacob, a Rastafarian in the game, is one of the many stereotypes contributing to the game's narrative



Figure 7

The game's protagonist, like the Hollywood action hero, is virtually invulnerable