Shadow of the Colossus

Critique by Dillon Whatley
Background Information

• Released: October 2005

• Director: Fumito Ueda

• Developed by: Team Ico

• Published by: Sony Computer Entertainment for PS2
• A video introduction -
  https://www.youtube.com/watch?v=DazoTQaqJrs&t=1m4s
Synopsis

• Protagonist – Wander

• Antagonist - Dormin
Victory vs. Completion

• Roger Ebert
  • “Santiago might cite a immersive game without points or rules, but I would say then it ceases to be a game and becomes a representation of a story, a novel, a play, dance, a film. Those are things you cannot win; you can only experience them.

• Disconnect between the actor and the viewer
  • Watching Romeo vs. playing the part of Romeo
  • Control envelops the viewer in the actor
Minimalism

• Game Mechanics
  • Travel
  • Locate Boss
  • Identify weakness
  • Repeat

• Narration and Character Development
  • Goals yet no forced development
Video Games as a Medium of Art

• Massive landscapes
  • Time spent on reflection
  • No character interaction or reinforcement
  • Constant state of question

• Soundtrack
  • Roar of the Earth
    • Composed by Kō Ōtani
A Cohesive System -

• Information
  • Subtitles in English narration in Japanese (audio)
  • Navigation as a game mechanism
  • Dormin as an omnipresent guide

• Immersion as a result
Evidence of Inspiration

• Is the game re-playable? Why?

  • Nomad’s Blog

  • GameTrailers Take
    • https://www.youtube.com/watch?v=Wjd1_sM3ULs

• Reign Over Me
Credits & Citations

• teamico.wikia.com/wiki/
  • Information and Pictures


• https://www.youtube.com/watch?v=Wjd1_sM3ULs  
  • Insight into dedicated players

• https://www.youtube.com/watch?v=6GjKChmPQlSw  
  • Insight into the notion of Games as an Art  
  • http://www.rogerebert.com/rogers-journal/okay-kids-play-on-my-lawn
Citatitons Continued

• Slide 7 background
  • http://headdl.deviantart.com/art/Shadow-of-the-Colossus-316497092
  • Felix A. Hertel