Nabila Rahman

Final Essay

English 1101 (Prof. Scanlan)

April 5, 2017

Essay 2: A Gamers Life

The comparison between two photos may cause people to feel some sort of different way, whether it be a feeling of comfort, joy, or calmness. The dominant impression of the object being described specifically can be something that a person can grasp easily, and mention about it to public. The color of the object might also make a great difference towards how people are feeling at that specific moment, considering it may drive them towards happiness, feeling joy, or even the opposite of that emotion. A photograph is a picture taken by the photographer who is handling the camera or the phone. It’s either to take a random shot to publicly show the world, and all over the internet, or capture something that benefits the person; meaning that it plays a huge role, such as taking photographs of the beautiful scenery, grouping with families or friends to make memories and build happy moments, as well as capturing a picture of something that deeply connects with the individual themselves, but personally. If there hadn’t been photographers or technology such as camera, phone or whatever the technical machine is, then there wouldn’t have been moments captured. Susan Sontag said that, “Since there were then no professional photographers, there could not be amateurs either.” If there hadn’t been people taking images and photographing, there wouldn’t have been any people that favored art and photography. It would only be what people only viewed, but cannot simply take an image of, however that’s not the case. And because we’re able to take photos with the use of this technology, it’s helpful for people to create memories.

The two photographs I’ve decided to compare are the two video games that I own. It’s similar due to the cover being square-sized, same length and width. Although one of them is dark and appears to show more of a violent cover, the second one consists of a lighter color. However the covers display characters, the PS4 one illustrates a colossal titan being attacked by a tiny figure that seems to be approaching towards it to make contact, causing an intense cover for gamers such as myself to feel an excited and joyous feeling. The bold written letters, ‘Attack on Titan’ shows colors such as grey steel sending the gamer a feeling of want and need for a continuous adventure of playing games. Moreover, the PS3 game that I own ‘Devil May Cry,’ an HD Collection displays a cover of a white-hair character with a red coat applied on grabbing two guns Ivory and Ebony the names and a sword called Rebellion placed behind the character’s back prepared for battle. Additionally the script bold written words seemed fancy to me which caught my attention to picking up this game. The dominant impressions of the two video games are mainly intensity, since the action and violence are being portrayed. I get this strong feeling of desire and conquer while engaging myself into playing these types of games that tend to bring more out of me, a rather eager feeling. And, that is exactly why I’ve noticed that these two games are filled with immense intensity.

Furthermore, even though the video games of the photographs I’ve taken are similar-like, it’s different in some ways since ‘Devil May Cry’ only functions with the PS3 controller, and doesn’t work with the PS4 controller or the console. Same goes with the second game I’ve mentioned which is called ‘Attack on Titan,’ this game only works while using the PS4. Also, another important difference about the two video games are that one of the games is actually composed of more brutal violence and great amount of gore added. ‘Attack on Titan’ is the more ferocious and bloodiest game due to the intensity of the killing and bloody color of red, such like fighting in a battlefield to defend and protect selves from the opponents. It sends chills down a gamer’s spine believing as if they were to be putting themselves in the shoes of the characters clashing with their enemies. Thus, the cover in my opinion is more private, having the two covers to be punctum due to my perception of the two games and photos I’ve captured. Because just trying to scrutinize this cover isn’t that simple for anyone to grasp the main idea of the game and how it’s played; many people will pick it up and view a cover filled with character’s or a blood stained person standing, and a giant, however in a gamers perspective it’s easy to grip the overall importance of the game and the way it’s supposed to be controlled since they’re experts and professionals playing and their brain contains more intelligence on how to use and successfully play the game. While on the other hand, normal starters will stare at the cover and even though their assumption might be correct, they might not realize the deep story that lies beneath while continuing to journey the game and doing walkthroughs. There’s a huge and major difference between a gamers perspective such as myself, and the rest who don’t play at all or are mere starters. It’s because a gamer can instantly pick up the storyline of the game and how it is to be used whilst controlled. It takes practice learning how to play, of course. It’s a very deep feeling of dominance since there is a feeling of joy and excitement and engaging in the activities of the game and how it’s functioned. Additionally the colors spread through the cover can be noted slightly different as well considering as I mentioned above that, ‘Attack on Titan’ is the most cruelest and ferocious. The mood is intensity for the most part while I look at the cover very carefully and proceeding to take notice of the colossal titan in the front cover as well as a tiny figure.

Next, the second cover is ‘Devil May Cry,’ and of course it’s one of those games that are filled with intensity. It’s not as detailed with gore added such like the other game I’ve mentioned beforehand, however this one is as intense. Looking at the color of the cover, it is a game and lighter, although it doesn’t display a harsh cover, the storyline proves it wrong. There is great amount of fighting that a gamer like myself knows about considering it’s the plotline of the whole story. I chose this other cover that seems less intense than the other because I wanted to prove that there is a similarity to both of the games. It’s not how one is looking at the cover and assuming that the other cover is more harsh than the other, but the fact that there is an inside story to the game that feels more adventurous and compelling. In The Place Where We Dwell—chapter four (“Urban Art and Design”) the quote, “Before I die,” said by the author gives a feeling of adventure, because it’s sending me a message that clearly people want to experience things they’ve never done before departing to the after-life. Just like in the cover for two of the games I’ve captured, there is a feeling of adventure while playing the game, yet the dominating feeling is the intensity of the plotline and story as I continue on forward.

Lastly, to conclude, Susan Rothenberg an artist mentioned, “I think artists almost always end up turning to what’s around them, what’s in their environment or outside their window.” This statement deeply affects me positively because I’m a person of art and someone that loves exploring art, so it’s important to know what people, photographers, and artists really love doing. And that is, finding the perfect image to capture calling that the decisive moment. The reason I caught both of my games is to explore the meaning behind the covers and the truthful gaming nature of mine.

Work Cited Page:

* Juanita But, Mark Noonan, and Sean Scanlan, eds. The Place Where We Dwell: Reading and Writing About New York City. Dubuque, IA: Kendall Hunt, 2014. Print.
* Susan Sontag. “On Photography” Editor, David Rieff.

(1,370 Words)