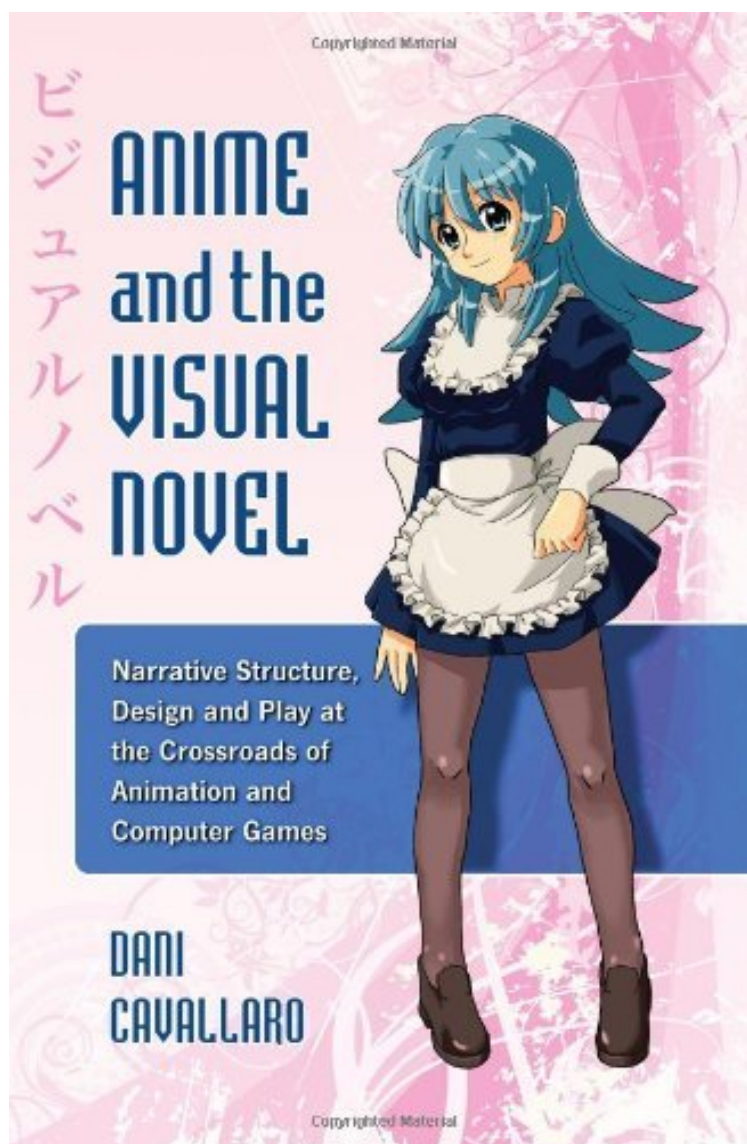# Anime and the Visual Novel: Narrative Structure, Design and Play at the Crossroads of Animation and Computer Games

Dani Cavallaro
*DOC | *audiobook | ebooks | Download PDF | ePub*

⬇ Donwload   **▤ Read Online**

#1629813 in eBooks 2009-10-09 2009-10-09File Name: B00336ELV2 | File size: 40.Mb

Dani Cavallaro : Anime and the Visual Novel: Narrative Structure, Design and Play at the Crossroads of Animation and Computer Games before purchasing it in order to gage whether or not it would be worth my time, and all praised Anime and the Visual Novel: Narrative Structure, Design and Play at the Crossroads of Animation and Computer Games:

32 of 39 people found the following review helpful. GarbageBy CustomerOverly pretentious and a chore to read,

Anime and the Visual Novel is less about the actual content in question and more about the author's seemingly endless ability to string together flowery words of little substance. It certainly isn't written for anime fans; its explanatory nature of even the most basic concepts related to anime and visual novels may be confusing even to those already acquainted with them.Consider the following except: "Relatedly, multiperspecivalism is accorded a cardinal status within the cumulative diegetic construct insofar as the game's take on the action alters according to the point of view from which it is tackled by different personae." Essentially, over 30 words just to basically say, "The stories are different based on what persona you play as." At worst, the author's tone is condescending and unaware of their audience. At best, it's essentially on par with the same trite you'd typically find on anime blogs that try their hardest to relate entertainment primarily aimed at Japanese teenagers and young adults to their conventions of high culture.If you absolutely must read another intellectual expose/writer's masturbation session on anime and visual novels, you'd do much better by simply saving your money and looking up one of the many thousands of anime blogs online. There are many that essentially say the exact same thing in the exact same lengthy, psuedo-intellectual, hackish style.

This book describes the thematic and structural traits of a recent and popular development within the realm of anime: series adapted from visual novels. Visual novels are interactive fiction games in which players creatively control decisions and plot turning points. Endings alter according to the playerrsquo;s choices, providing a motivation to replay the game and opt for alternative decisions each time. Pictorial sumptuousness, plot depth and subtle characterization are vital aspects of the medium. Anime based on visual novels capitalizes on the parent gamesrsquo; attributes, yielding thought-provoking yarns and complex personalities.

About the AuthorDani Cavallaro has written widely about anime, anime studios, anime directors, and the cyberpunk subculture. She lives in London.