Research on the Influence of Video Games on the Narrative Innovation of Films and the Integration Trend

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Abstract: Currently, digital technology has witnessed rapid development and has gradually replaced traditional film reels. Its progress plays an extremely important facilitating role in the development and innovation of film art, but it also brings many challenges. Against the backdrop of the digital age, film is no longer a purely visual art expression but has gradually evolved into a composite art form that integrates multiple media and forms. Based on this, this paper analyzes the significance of the narrative techniques of video games in promoting film innovation, expounds on the influence of video game development on the shaping of film characters, and introduces the narrative innovation of films in the context of the digital age as well as the future trends of the integration of films and video games. The aim is to further promote the integration of films and video games and the innovative development of film narrative.

Keywords: Video games; Film narrative; Integration of films and video games

1. Introduction

As a relatively new art form, film is closely related to other art forms. In the context of the digital age, the development and application of digital technology have made the connotations and characteristics of video games increasingly rich. In the current art field, there is bound to be a certain integration and collision between video games and film art. Therefore, in order to further explore the possibilities of video games and film narrative, this paper conducts relevant analysis and research on the influence of video games on the narrative innovation of films and the integration trend, for reference only.

2. The significance of video game narrative techniques in promoting film innovation

The popularity and prevalence of video games have not only brought about great changes in the gaming industry but also presented new opportunities and challenges for the innovative development of film narrative. The core characteristics of games are interactivity and a non-linear structure, which can bring some new inspiration for the innovative development of film art. In the virtual world of video games, the role of players has long transcended the passive role of the traditional audience and gradually become an active participant who can directly influence the development process and the ending of the story. From this perspective, the integration of the interactivity of video games into film narrative undoubtedly provides

more possibilities for the innovative development of film art. In the context of the digital age, films have also begun to incorporate some important elements of video games, such as non-linear narrative, which greatly enhances people's viewing experience. During the gaming process, players can conduct independent exploration and make choices in a completely open virtual environment, and these explorations and choices made by players can have a significant impact on the development and outcome of the entire story plot[1]. Based on this characteristic, there is a new way of thinking for the innovation of film narrative art. For example, films such as Tron, The Matrix, and Black Mirror: Bandersnatch have organically combined game elements with film techniques, allowing the audience to intervene in the development of the story plot according to their own interests, greatly improving the audience's personalized interactive experience, and they are typical works of the current integration of films and games.

In addition, for story-driven FPS (First-Person Shooter) video games like BioShock, although players are given some options, they will not affect the development of the entire story plot. This narrative method not only lays the foundation for the extension of the story but also shows the infinite possibilities of the game protagonist in a multi-parallel world to a certain extent. It can be seen that in games, choices are indeed important. However, in fact, the choice schemes in some video games are all pre-planned by the developers. The application of this narrative form makes the metaphors and hints in the game easier to understand, which also brings new ideas for the innovation of film narrative.

3. The influence of video game development on the shaping of film characters

The characters in video games usually have rich background stories and diverse personality traits. This allows film character design to draw on these elements to create more three-dimensional and engaging characters, which is conducive to enhancing the audience's sense of identification and immersion in film characters and making them resonate with the characters. For example, the growth journey of the protagonist Wade in the virtual world "Oasis" in the film Ready Player One has aroused a lot of emotional resonance among the audience. The film characters have both real and virtual identities[2]. In the real world, these characters may be marginalized figures in society, and such identity labels are often more likely to arouse the audience's resonance, thus prompting the audience to identify with the identities of the film characters. When the audience identifies with the identities of the characters in the film during the viewing process, they can temporarily forget their own identities in real life, naturally immerse themselves in the film characters, and experience the life, events, and emotions in the virtual video game, thus bringing the audience a good virtual interactive experience and an immersive sensory experience.

Video game development, through high-level special effects production and immersive experience, can greatly improve the authenticity of the characters and the audience's sense of immersion, which is conducive to triggering the audience's emotional resonance with the film characters. For example, Avatar uses virtual reality technology to blend the virtual and the real, allowing the audience to immerse themselves in a science fiction world and feel the emotions and experiences of the characters[3]. The application of this technical means makes the characters in the film more vivid and attractive. Another example is that the film A Writer's Odyssey has also integrated game-style narrative into film production. The characters in this film have corresponding counterparts both in the novel and in real life. Moreover, through the narrative of interweaving the virtual world and the real world in two lines, the audience can have a deeper emotional resonance with the characters in the play and the entire story. In this narrative mode, film characters are no longer passive carriers of the story but a key factor that can actively influence the direction of the story[4]. This transformation not only further enriches the image of film characters but also strengthens the depth of the shaping of film characters. In addition, the director creates a virtual fantasy world on the virtual electronic screen, and this multi-plot design is also closely related to game elements. Doing so not only increases the complexity and diversity of movie viewing but also enhances the interaction and communication between the audience and the film. The application of this narrative method can significantly enhance the audience's interest in exploring the film. In this situation, the film experience of the audience is highly similar to the gaming experience of game players. They are both passive viewers and active participants

in the development of the story and the masters of the outcome. This narrative method, to a certain extent, bridges the gap between games and films and demonstrates the potential of the two in the integration of films and games.

4. Film narrative innovation in the context of the digital age

In the context of the digital age, the integration of digital technology and art is becoming increasingly deep, which is fundamentally reshaping the creation and viewing methods of film art. In particular, the continuous development and wide application of new-generation information technologies such as VR and AR have, to a certain extent, changed the film production process and greatly enriched the audience's viewing experience, undoubtedly providing a new perspective for film creation.

For example, VR technology creates an immersive virtual reality environment through the simulation of 3D scenes, giving people a sense of being on the scene. This novel way of watching movies breaks the previous fixed film framework, making the audience no longer just an external observer but a part of the story. With the help of digital devices, on the one hand, the audience can obtain a full-range immersive experience in terms of vision, hearing, and even touch. Another example is that XR technology, a comprehensive concept including VR, AR, etc., its application also provides a broader space for the creation and development of film art. For instance, a film can be narrated from the first-person perspective, allowing the audience to integrate into and participate in the development of the story, making them the protagonist of the story, which can bring a more subjective and personalized viewing experience to the audience. On the other hand, film works can bring a more realistic experience to the audience. By using digital technologies such as virtual reality, holographic projection, ultra-high definition, and digital modeling, film scenes can break through the limitations of reality and create a space beyond reality. Such highly realistic scenes are often more likely to bring an unprecedented visual impact. At the same time, to a certain extent, it also makes the boundaries between reality and fiction, originality and replication become increasingly blurred. Generally speaking, with the continuous development of modern science and technology, the application of new-generation technical means plays an extremely important role in promoting the innovation and development of film art, making the presentation of films more realistic and thus bringing a more interactive viewing experience to the audience.

However, it should be noted that in film narrative innovation, technology is only a means of expression. It can convey ideas and emotions to the audience through line-of-sight guidance and emotional control, but it cannot completely replace the artistic value and emotional connotation contained in the film itself, nor can it completely replace the visual experience of the human eye[5]. For example, in the VR film It: Float, when the clown actor appears, the audience's perspective is designed to suddenly retreat, which will limit the audience's visual freedom to a certain extent. Another example is Ang Lee's film Billy Lynn's Long Halftime Walk, which uses 120-frame 3D technology. Although it creates an extremely realistic picture, it also increases the audience's visual burden. Moreover, in the works of film-game integration, although the use of game elements can enhance the interaction between real life and the virtual world, it is easy to ignore the in-depth exploration of returning to the real world and real life. Take Ready Player One as an example. Although the importance of returning to the real world is emphasized at the end of the film, this issue has not been fully elaborated, and the connotation is not deep enough. In addition, most of these film-game integration works focus more on emphasizing their visual effects but ignore the profundity of their content and humanistic care. Over time, it is very easy for the audience to gradually form the viewing habit of "one-dimensional people", that is, in the digital age with the highly developed information technology, people's ways of thinking gradually become single, losing their original critical ability. Therefore, in addition to pursuing technological innovation and application, film art innovation also needs to pay more attention to its own content depth and artistic value, so as to further clarify whether to retain this "super-realistic" technical performance effect.

5. The integration trend of video games and film narrative

In the digital age, all industries are transforming and upgrading in the digital direction. The integration of art and

technology will surely be a major trend in the innovative development of film narrative in the future.

In the future, the development and application of digital technologies such as VR, AR, and somatosensory interaction can blur the boundaries between film and game, which is conducive to providing technical support for the integration of film narrative and game. Integrating video game elements into film creation can transform the original traditional film type into an "interactive film", and also change the role of the audience from the original passive recipient to an active participant in the story, allowing them to influence the development of the story plot through interaction, thus bringing more immersion to the audience. For example, in the film field, by using VR technology, the audience can enter a virtual three-dimensional space, participate in the development of the story plot in person, and obtain an immersive experience. In the game field, by using the lens application, lighting effects, and editing techniques in film creation, game narrative can be made more abundant and smooth. The video game The Last of Us uses relevant film techniques to bring players a strong emotional experience and a deep impression. Moreover, the development and application of 5G, blockchain technology, artificial intelligence technology, etc. can enable cloud games to achieve "seamless interaction" between film and game, providing players and the audience with a more immersive experience, which is also a new trend in the future development of film-game integration. On the cloud game platform, players can jointly create film stories and their development with others, and even generate their own content, thus providing the possibility for players to construct virtual identities in the virtual world and obtain a mixed-reality experience. However, although film narrative and video games are two different art forms, both should pursue the organic unity of technological innovation and humanistic spirit connotation. Moreover, although they can learn from and integrate with each other in creation, they should also pay attention to maintaining their unique artistic characteristics.

6. Conclusion

In general, in the context of the digital age, the integration of digital technology and film is becoming increasingly deep, and the artistic form of film has also changed significantly. It is no longer limited to a certain visual narrative but emphasizes multi-sensory and multi-dimensional experiences, aiming to bring a more abundant and realistic viewing experience to the audience. In the future, film art can be integrated with digital technologies such as VR, AR, and somatosensory interaction, as well as artificial intelligence technology and blockchain technology to achieve the goal of film-game integration.

Disclosure statement

The author declares no conflict of interest.

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