

Penser la construction et la circulation
des discours vidéoludiques : l'écosystème
discursif des mother tales



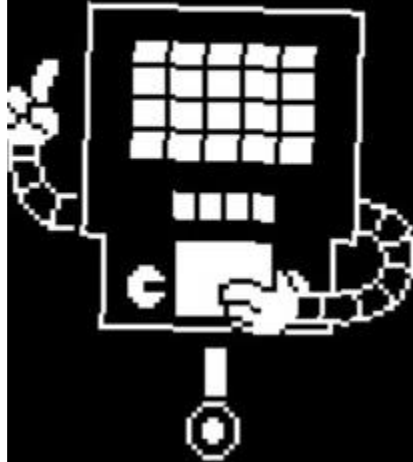
Esteban giner, université de lorraine, crem



* "it's a beautiful day
outside". parfait pour
parler de discours.

Foucault M. (1969), *L'archéologie du savoir*, Paris, Éditions Gallimard.
Hall, S., Albaret, M., & Gamberini, M.-C. (1994). *Codage/décodage. Réseaux. Communication - Technologie - Société*, 12(68), 27-39.

De quoi sont fait les jeux vidéo ?



De discours narratifs

A

19

B

De discours de l'image



De discours ludiques

C

D

De sucré et de salé

HUGO LV 1

HP  20 / 20

 FIGHT

 ACT

 ITEM

 MERCY

Ahmed, S. (2006). *Queer Phenomenology: Orientations, Objects, Others*. Duke University Press.

Captures de recherches faites le 14/01/2021



"mario"

[All](#) [Images](#) [Videos](#) [News](#)

About 890,000,000 results (0.75 seconds)

"GTA"

[All](#) [Images](#) [Videos](#) [News](#)

About 316,000,000 results (0.70 seconds)

"zelda"

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About 131,000,000 results (0.72 seconds)

"assassin's creed"

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About 72,700,000 results (0.88 seconds)

"undertale"

[All](#) [Images](#) [Videos](#) [News](#)

About 49,900,000 results (0.56 seconds)

"red dead redemption"

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About 35,800,000 results (0.82 seconds)

"earthbound"

[All](#) [Images](#) [News](#) [Videos](#)


About 7,650,000 results (0.63 seconds)

stonks



* pour une theorie des discours videoludiques



A pixel art illustration in a monochromatic blue and grey palette. On the left, a large, grey, boxy robot with a screen for a face displaying a brown, pixelated character. The robot has two arms, each holding a white and black checkered flag. In the center background, a small, dark, pixelated character stands on a grey ground. The background features a cityscape with various buildings, including a prominent one with a crenelated roof. The overall style is reminiscent of early computer graphics.

Comment les mother tales
réinterrogent les discours
vidéoludiques ?

Y'a t-il une bonne interprétation
et des surinterprétations ?

r/WhimsyDrawing

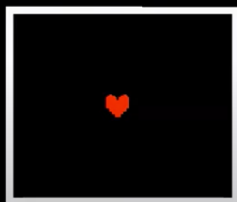
Over time, ASRIEL
and the human
became like
siblings.



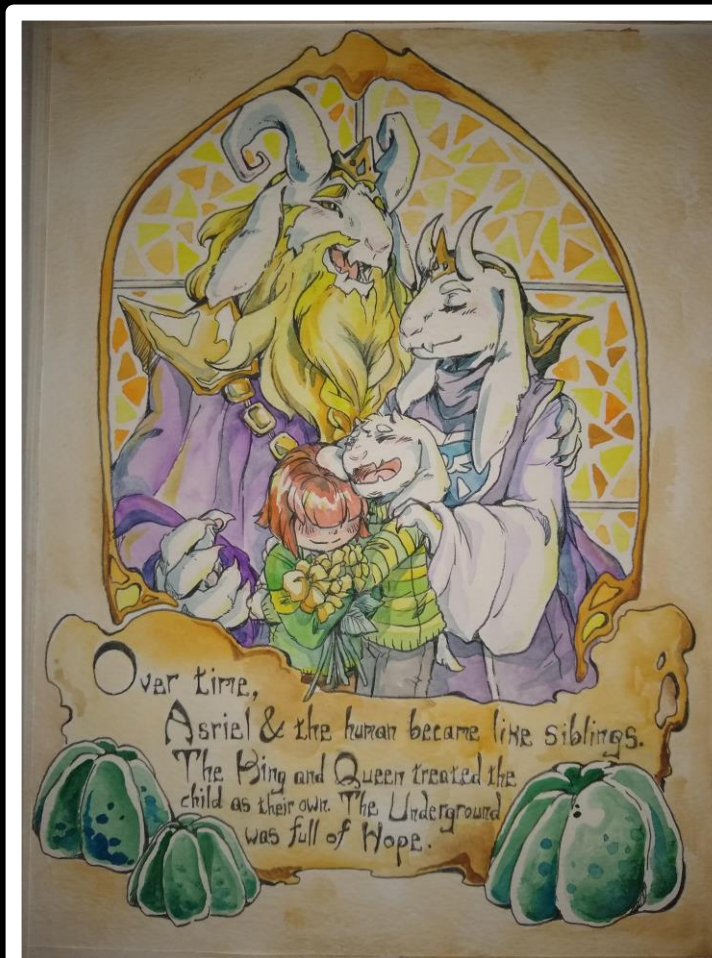
The King and
Queen treated the
human child as
their own.



The underground
was full of
hope.



LV 1 HP  20 / 20



Y'a t-il une bonne interprétation et des surinterprétations ?

THE INVISIBILITY OF EMOTIONAL ABUSE

flowey's symptoms of being emotionally abused didn't begin in the genocide route. even before flowey recognises chara in the pacifist route, the red flags are still there, present in the neutral endings and lab tapes. flowey's perception of chara stems from how chara treated him while he was alive as asriel.

the evidence for asriel's abuse is not obvious, present but small enough to easily brush off, just most of the time he doesn't realise there's a perpetrator accountable for his own actions. he isn't interested in doing anything to fix it.

resist the misconception that a victim must appear to be happy. emotional abuse is invisible, even to the person being abused.

POSTED APR 07, 2016 AT 4:40PM ★ 3,116 NOTES

REBLOG



#undertale asriel asriel dreemurr chara flowey flowey the flower ut abuse manipulation undertale theories that's me. nochoco. mod ellipsis mod felt the single most important post that will ever be on this blog if nothing else i hope this will allow people to identify the signs of emotional abuse



* Chara wasn't really the greatest person.

Y'a t-il une bonne interprétation
et des surinterprétations ?

- * Les discours vidéoludiques ne se résument pas à une question binaire.
- * Ce sont des ensembles comprenant de multiples variations et alternatives en fonction du contexte dans lequel elles se développent ou encore de la littérature de son audience



Comment se construisent les discours vidéoludiques ?

STARMEN.NET [View via SSL to Login](#)

DO NOT UNDERESTIMATE US. (I CAN SENSE... THAT... YOU HAVE A CONTROLLER... IN YOUR... HANDS...)

MOTHER 1 EARTHBOUND ZERO MOTHER 2 EARTHBOUND MOTHER 3 EARTHBOUND 2 MOTHER 1+2 GAME BOY ADVANCE SSB BRAWL NINTENDO Wii

Weird Junk
King back when he would poop on the floor constantly.
AWESOME FAN THING OF THE DAY >>>
Dreams And Night
by matilda_caboose

SITE INFORMATION
• Site History & Info
• Starmen.Net Staff
• Starmen.Net FAQ
• Starmen.Net Banners

SITE INFORMATION
• Starmen.Net Tour
• Starmen.Net Funfest Archives
• Starmen.Net in the Media
• Hosted Sites
• Official Badge Guide

Activities
EARTHBOUND fanfest
MOTHER 2 NOVEL TRANSLATION
EB CENTRAL
fangamer
MOTHER 3 Fan Translation
EARTHBOUND WALKTHRU
MOTHER 3 WALKTHRU
PayPal DONATION INFO

Starmen.Net Site Info:

Starmen.Net, which was originally called EarthBound.Net, was started in February 1999 by [Tomato](#) and [reidman](#). Basically it was created to be a large, central EarthBound site to help raise the level of quality of EarthBound-related content on the Internet.

Since EarthBound.Net/Starmen.Net's creation, many new EarthBound fans have appeared, many new, good EarthBound homepages have been created, and a strong community of EarthBound fans has been formed.

In early 2000, a sequence of odd events took place, forcing us to move to our current domain name, Starmen.Net. That is why some places on this site still refer to us as EarthBound.Net. This and more about our history can be found [here](#).

We hope that you enjoy your visit to Starmen.Net, and feel free to ask the [webmaster](#) any questions you may have.

Site Links

GAMES
Mother 1+2
Smash Bros.
SSB Melee
SSB Brawl
Mother (EB 0)
Mother 2 (EB)
Mother 3 (GBA)
EarthBound 64

Comment se construisent les discours vidéoludiques ?

Magypsies and Gender Stereotypes

✓ This topic

Are the guardians of the seven needles transphobic in their design?

👤 Reply!



PSYCHIC



A few weeks ago, I found a [topic on r/asktransgender](#) asking if the Magypsies could be seen as offensive. I thought the responses were very interesting.

On the one hand: they're drag queens, and I do feel drag culture contributes to misogyny and transphobia to some extent. Some of it is the fault of drag culture (RuPaul's thoughts on the t-word come to mind), a lot of it is a deeper transmisogyny in our culture that confuses drag with transsexuality. Mother 3 confuses drag with transsexuality and the Magypsies also evoke some homophobic stereotypes (i.e. the "Leather Daddy" look). So, in that sense—not a fan.

I never really felt like they were being negatively portrayed as trans, but I wouldn't disagree with someone who felt they were. If I remember it's at least pretty positive with giving a single line ("neither male nor female") and then just leaving it there and treating them like normal characters afterward. I'd like to hear some other perspectives on it though.

The Magypsies' designs are based on — or at least resemble — stereotypes. For this reason, some transgender folks consider them transphobic. If they didn't have strong and likable personalities to redeem them, the Magypsies would be flat-out awful characters, making Itoi seem as though he's reducing an entire group of people into a joke.

Of course, these characters *do* have redeeming personalities. As a group, they raised Kumatora when she had no one else. The best individual example is Lydia of the Snowcap Mountains, who took care of a Pigmask that had gotten separated from his squad at their own risk. The folks in that thread acknowledged this:

At the same time, they're likable, lovable characters for the most part, and I'm not sure how to depict gender chimeras properly in visual media. Personally, I'd have been happier with a more subtly androgynous look. That's probably the main thing: the Magypsies have very little subtlety, but I don't think they were intended to be harmful or hurtful in any way.

That's pretty much how I feel; their portrayal visually evokes a couple of problematic stereotypes, but the script treats them nicely. Their appearance may have nothing to do with Itoi, really. And the game—which is otherwise quite wonderful—doesn't particularly focus on them, anyway.

Had their designs and mannerisms been different, this might not even be an issue. As it stands now, I think their personalities sort of make up for the problems, but that doesn't make the problems any less valid.

I'm curious to know how you guys feel about this. Are the Magypsies transphobic in any way? Are they fine the way they are? And if they're transphobic, do you still consider them decent characters?

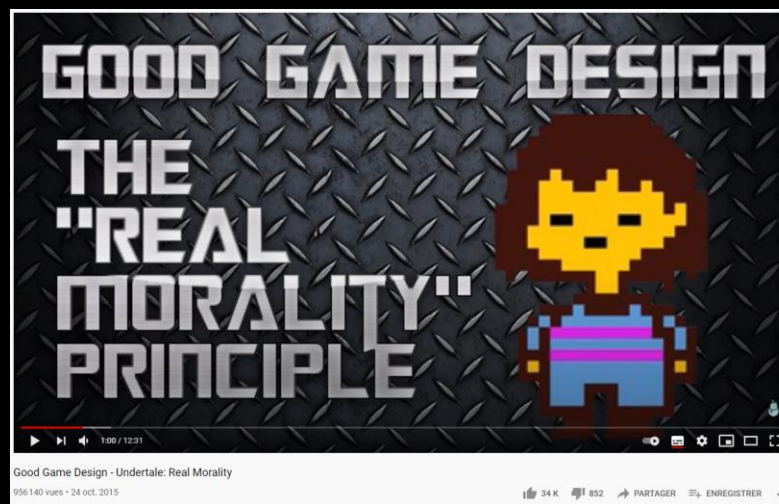
Comment se construisent les discours vidéoludiques ?

- * hypothèse d'un discours-modèle
- * les discours sont le résultat à un moment de controverses.
- * Ces controverses se situent au sein d'un réseau d'acteur·ice·s.



Comment circule socialement un discours ?

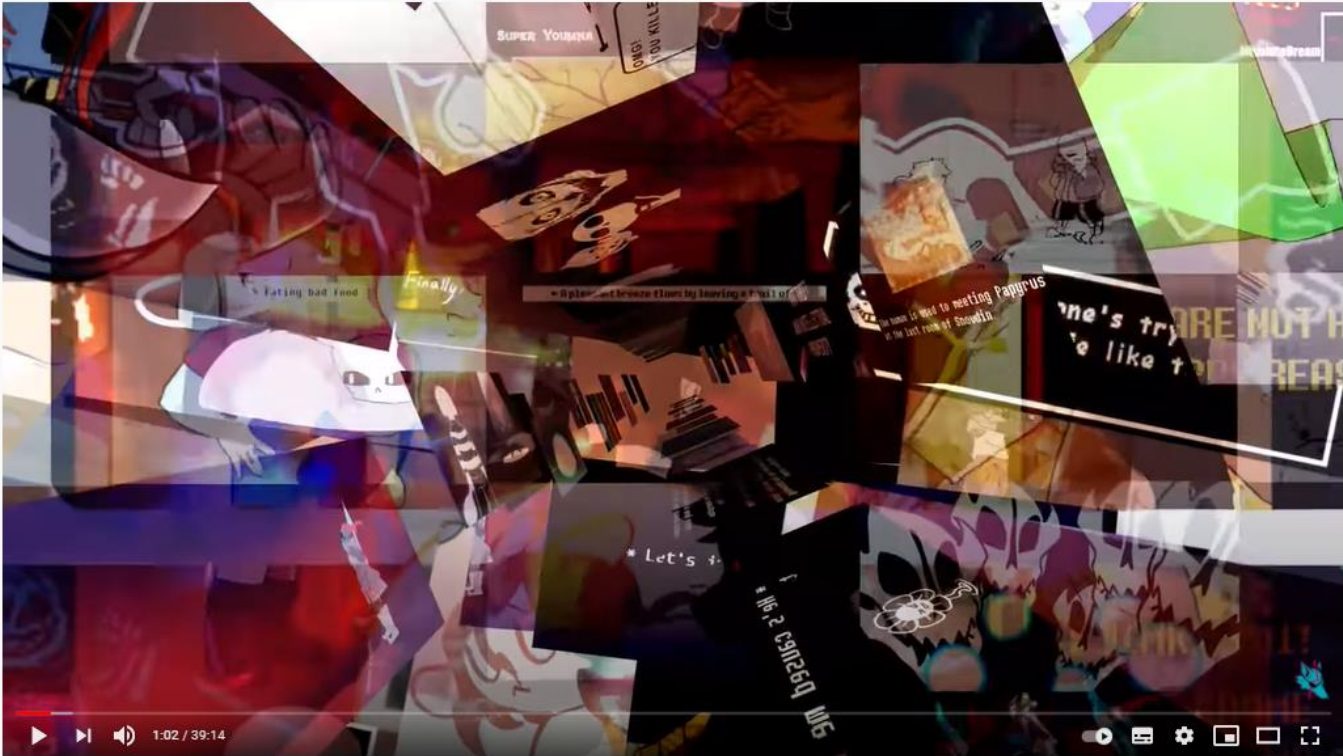
- * le «game/player problem» (Bogost, 2009)
- * Entre étude des contenus et étude des effets
- * Undertale «n'est pas un jeu pacifiste, mais que c'est un jeu clairement pensé pour susciter des questions et des discussions sur la violence et le pacifisme» (Séraphine, 2018).



Ian Bogost, "Videogames are a Mess." (Keynote Address to the Digital Games Research Association bi-annual conference, Uxbridge, UK, September 2-5, 2009).

Seraphine, F. (2018, mars). The Rhetoric of Undertale-Ludonarrative Dissonance and Symbolism. 8th Conference of the Digital Game Research Association of Japan.

Comment circule socialement un discours ?



What The Internet did To Undertale

1959428 vues · 20 déc. 2020

158 K 2,2 K PARTAGER ENREGISTRER ...

Super Eyepatch Wolf
1,03 M abonnés

ABONNÉ

Comment circule socialement un discours ?

- * Les documents produits sont des clusters d'informations
- * Il est nécessaire d'envisager les discours vidéoludiques comme circulant au sein d'un écosystème et d'un réseau



Comment les créations communautaires actualisent les discours ?

- « la circulation de discours désigne des mécanismes d'appropriation, de réalisations (=réénonciations) et de remises en relation discursives relativement organisés entre des espaces discursifs (textes, genres de textes, formations discursives) par des agents de circulation » (Rosier, 2003 : 69).

ROSIER, Laurence (2003): «Du discours rapporté à la circulation des discours: l'exemple des dictionnaires de critique ironique», in J.-M. Lopez-Muñoz, S. Marnette & L. Rosier (dir.), Estudios de Lengua y Literatura francesas, 14, 63-82.



Comment les créations communautaires actualisent les discours ?



aftertale



underfresh



underverse

The monsters were exiled to an asteroid belt, and kept there with an EM field.

outertale

Comment les créations communautaires actualisent les discours ?

[Home](#) | [Download](#) | [Trailer](#) | [Etc](#) | [Talk](#) | [Credits](#)

MOTHER
COGNITIVE DISSONANCE

who has lost his tail?

Cognitive Dissonance

is a fan game set in the universe of the EarthBound series. (also known as Mother)

It takes place between the first and second games in the series:

after Giegue's first defeat yet before Ness's adventure.

It tells a story of Giegue's descent into madness and the wandering band of aliens who once protected the Apple of Enlightenment, in a chapter-based format similar to Mother 3.

This newly revised and rebuilt edition includes mountains of overhauled graphics, an original soundtrack, and many new and expanded areas to explore.

This page best viewed in 1024x768 or larger. Anyone else remember when screens were that small?



Comment les créations communautaires actualisent les discours ?


- Les appropriations réactualisent les variations des discours vidéoludiques
- Le jeu origine fait partie d'un ensemble plus grand d'énoncés.



A pixel art illustration featuring a large grey robot on the left with a screen on its chest showing a brown, pixelated face. The robot has two arms holding white and black checkered objects. In the background, there is a cityscape with various buildings in shades of purple and blue. A small character with black hair and a white shirt is standing in the foreground on the right. The text 'Pour une théorie socio-constructiviste des discours vidéoludiques' is written in white, pixelated font across the middle of the image.

Pour une théorie socio-constructiviste des discours vidéoludiques



 * les discours sont des constructions. (ils sont inexistants comme moi)

Pour une théorie socio-constructiviste des discours vidéoludiques

- les discours vidéoludiques sont des interprétations d'un morceau d'une réalité vidéoludique construites à partir d'une boîte à outils issus du game design, lorsqu'il s'agit de traduire une réalité sociale vers une réalité vidéoludique, et de la littérature vidéoludique, lorsqu'il s'agit de traduire une réalité vidéoludique vers une réalité sociale.



Pour une théorie socio-constructiviste des discours vidéoludiques

- les discours vidéoludiques sont ici des coconstructions issus de controverses entre une expérience cadre qui va mobiliser des stratégies discursives spécifiques et une ou des audiences qui par leurs stratégies interprétatives vont s'appropriier les éléments d'un jeu, en apporter d'autres, etc.



Pour une théorie socio-constructiviste
des discours vidéoludiques



* AN INTERESTING SITUATION HAS
ARISEN IN ~~EASTERN HOTLAND!~~
LIÈGE LORS D'UN COLLOQUE SUR LES JV ?



ATT

ATT NEWS TICKER HEADLINE SHORTAGE II

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