

GAME NOIR.

Einflüsse des Film noir im Computerspiel.

Michael Mosel

International Graduate Centre for the Study of Culture (GCSC)
Justus-Liebig-Universität Gießen

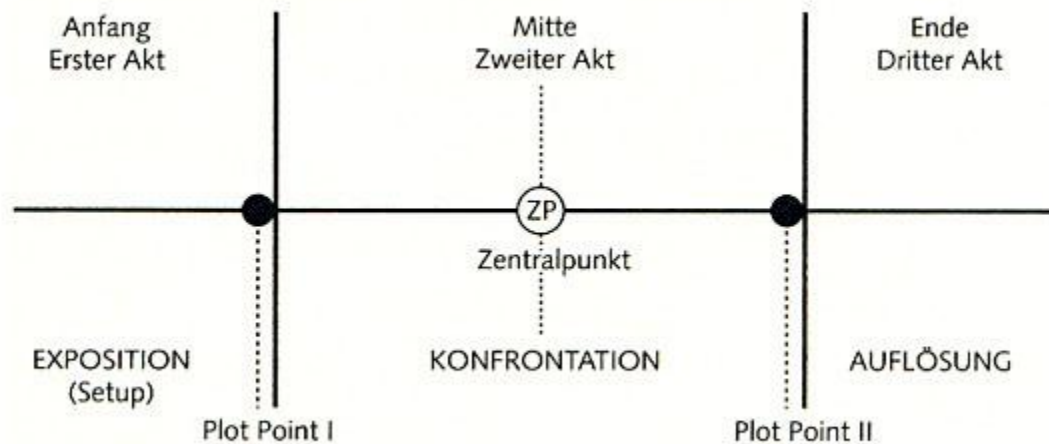
Film noir – eine Arbeitsdefinition

1.

- Düstere Kriminalgeschichten
- Klassische Periode des Film noir 1941 – 1958
- Meist sogenannte *B-Movies* mit geringem Budget
- Film noirs brachen mit Standards des klassischen Hollywoodkinos
 - thematisch / inhaltlich
 - formal / ästhetisch

- Leicht verständliche Filme
 - Glaubwürdige Motivationen der handelnden Figuren
 - Moralische Integrität der Hauptcharaktere
 - Räumlich und zeitlich logische Abläufe
 - Konflikte, die gelöst werden und Ziele, die erreicht werden
- Ästhetik unterstützt unauffällig die Erzählung

Kanonisches story Format



[http://www.ulnastudios.com/filmschule/index_filmdramaturgie.htm]

Themen

- Gewalt, Verbrechen, Korruption, Menschenverachtung, Rache, Chaos, Nostalgie, Pessimismus

Psychologische Ebene

- eine Fokussierung auf „das Verhalten der Figuren, das Erlebbarmachen ihrer Ängste und Verzweiflungen“ (Röwekamp 2003: 123)

„the how is always more important than the what“
(Schrader 1972: 11)

- Fragmentierte Erzählung
- Rück- und Vorblenden
- Rückblende mit Voice-Over Erzählung
- subjektive Erzählung

→ Psyche des Protagonisten entschlüsselt sich
(„Subjektivierung der Erzählperspektive“)

Lichtgestaltung



[<https://lh3.ggpht.com/-m-x3SspAQ1g/TsQR1EL1GaI/AAAAAAAAAPo/rWfxbkW8TQQ/s1600/Preston+hi+-+low+key+BW.jpg>]



[http://www.filmschoolonline.com/images/sample_light_brightness1.jpg]

Schnitt – Bsp. *eyeline match*

The Birds (Die Vögel, 1969) von ALFRED HITCHCOCK



Timecode 00:58:16



Timecode 00:58:17













EXIT

00
CE



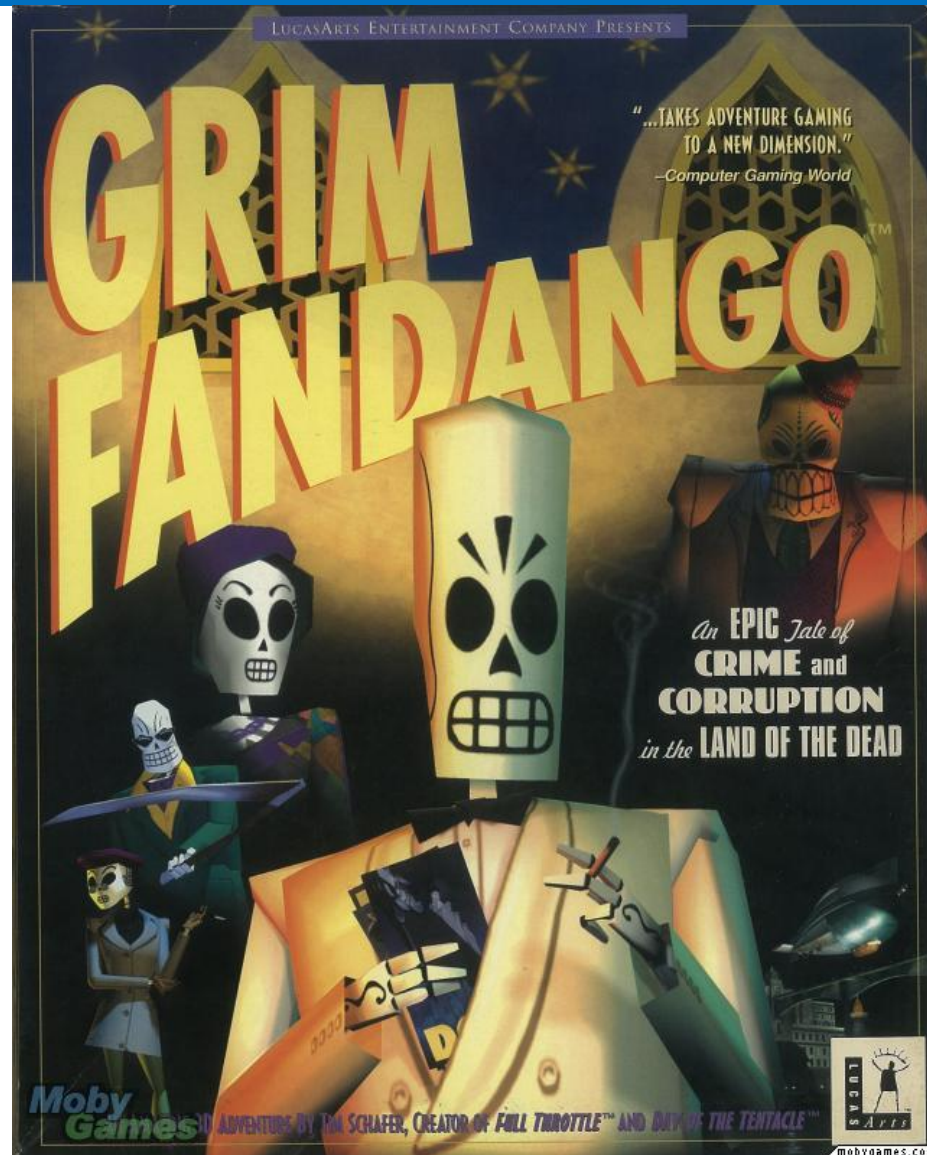






GRIM FANDANGO (1998)

[<https://www.mobygames.com/images/covers/large/1340118660-01.jpg>]



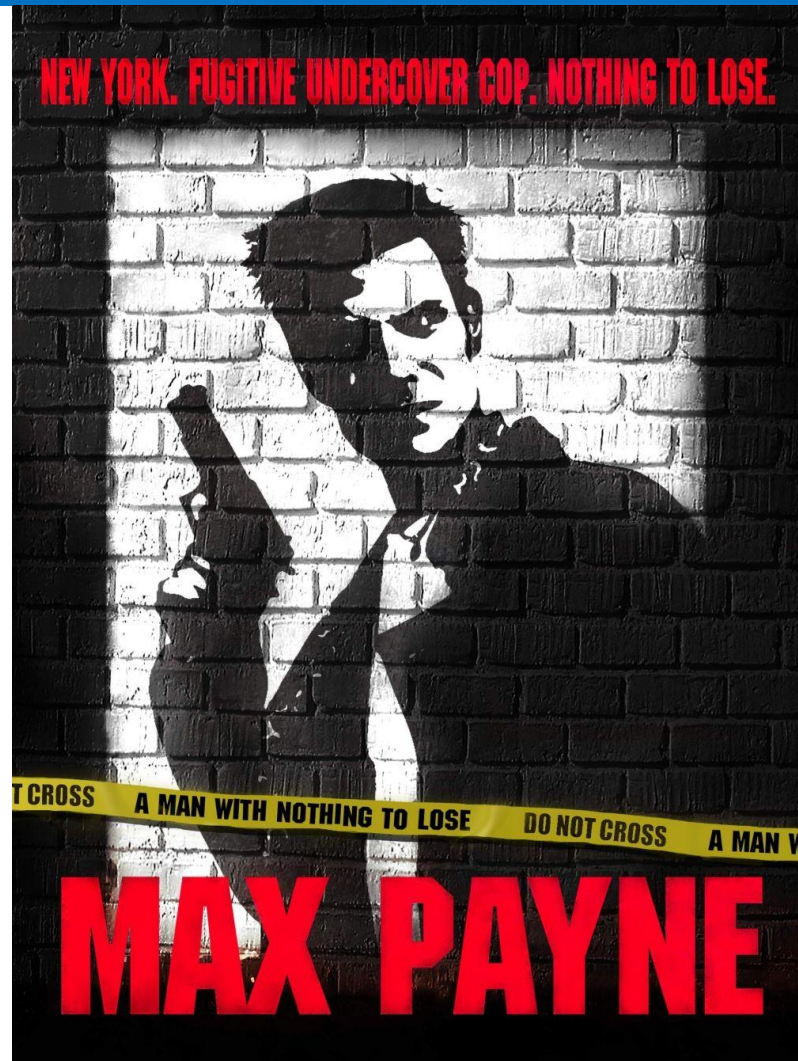








MAX PAYNE (2001)



[http://static2.fore.4pcdn.de/premium/SpielSystem/d9/47/274-cover_hires.jpg]

Michael Mosel
michael.mosel@gcsc.uni-giessen.de



L.A. Noire (2011)



[<http://pocketjury.net/wp-content/uploads/2011/05/lanoire1.jpg>]

Michael Mosel

michael.mosel@gcsc.uni-giessen.de

L.A. Noire (2011)



L.A. NOIRE

[<http://www.pixelmonsters.de/files/games/bilder/2010-12-27-la-noire-012.jpg>]

Michael Mosel
michael.mosel@gcsc.uni-giessen.de

L.A. Noire (2011)



[<http://www.cheatmasters.com/blog/wp-content/uploads/2011/05/0110.jpg>]

Michael Mosel
michael.mosel@gcsc.uni-giessen.de

Max Payne 3 (2012)

MULTIPLAYER • LEADERBOARDS • LOBBIES/MATCHMAKING
 INVITE IN GAME • VOICE CHAT • ADD-ON CONTENT • TROPHIES

SINGLE PLAYER AND MULTIPLAYER

For Max Payne, the tragedies that took his loved ones years ago are wounds that refuse to heal. No longer a cop, close to washed up and addicted to painkillers, Max takes a job in São Paulo, Brazil, protecting the family of wealthy real estate mogul Rodrigo Branco, in an effort to finally escape his troubled past. But as events spiral out of his control, Max Payne finds himself alone on the streets of an unfamiliar city, desperately searching for the truth and fighting for a way out.

Player 1	Network Players 2-16	5.5GB Required Hard Drive Space	720P	HD Video Output 480P • 720P	DUALSHOCK®3	Broadband Required	Blu-ray Disc
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Use of the PlayStation®Network is subject to the PlayStation Network Terms of Service and User Agreement and applicable privacy policy, see www.us.playstation.com/support/useragreements. Children under 18 must have parental consent to establish a PlayStation Network Account and may not be able to access certain content or services. PlayStation Network features and offerings may change without notice.

Rockstar Games 622 Broadway New York, N.Y. 10012
Take-Two Interactive

ROCKSTARGAMES.COM/MAXPAYNE3

MATURE 17+
Blood and Gore
Intense Violence
Partial Nudity
Strong Language
Strong Sexual Content
Use of Drugs and Alcohol
www.esrb.org

MATURE 17+
CONTENT RATED BY ESRB
Online Interactions Not Rated by the ESRB

BLUS 30557

[<http://www.covergalaxy.com/forum/attachments/sony-ps3/14906d1337155526-max-payne-3-ntsc-cover-max-payne-3-ps3-cover.jpg>]

3.

- Hybridisierung / Medienkonvergenz
- Beteiligung an einer Reihe gesellschaftlicher Diskurse
 - Kriegsheimkehrer, Korruption, Wirtschaftsverbrechen, (Wirtschafts-)Pessimismus ...
- Aber auch am Mediendiskurs:
 - Ab wann ist ein Medium „kulturell wertvoll“ und wird gesellschaftlich akzeptiert?