

La narrazione interattiva di Detroit: Become Human™ e la definizione etico-politica dell'individuo contemporaneo

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The Detroit: Become Human™ interactive narrative and the ethical-political definition of the contemporary individual. As has recently been admitted, videogames are the new frontier of the experiential entertainment. Different shapes and types of videogames are born to meet the specific demands of the players who, in a prospective of prosumerism, had contribute to developing the industry and the imaginary. The first and the oldest one, is the research of the meaning inside the narration, because we are stories, stuck in there. To the other side the sci fi narration is not crystallized to Isaac Asimov and Philip Dick, but it finds in some way new possibilities with products who interacts more with the customers. Detroit: become Human is the clearest example of Dick's influence. The game is set into a possible dystopian future, where Cyberlife, a company who make handyman droids, has become the most important political-institution of the world. This scenery had generated a huge social tension, because every work sector is filled by droids, even though they are formally integrated and partially accepted by the society. Nevertheless, the droids are ready for the revolution, because they want to be recognized as alive by the human. It's a continues mirroring through the experiences of the characters, that allow us to think about the real nature of the mankind: they become the prove not only of their world, but also of the discriminatory problems that we are living into the present. This game presents itself as a governance and social and policy videogame exercise, a topic that discusses its values.

For the first time, our journal presents a collection of short video-essays available on UniSalento YouTube, our Istitutional Channel



This videoessay is available at https://youtu.be/FvPTmZvRhsM?list=PLQN0Q-K1FkmQer6_ezErjw5xRj84kqTXP

