CASE STUDY RECORD SHEET

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| NAME OF TEXT: ASSASSIN’S CREED III - LIBERATION |
| STORY OF GAME: Assassin's Creed III: Liberation is a [Video Game](https://tvtropes.org/pmwiki/pmwiki.php/Main/VideoGame) in the [Assassin's Creed](https://tvtropes.org/pmwiki/pmwiki.php/Franchise/AssassinsCreed) series, developed for the [Play Station Vita](https://tvtropes.org/pmwiki/pmwiki.php/Platform/PlayStationVita), and later released on [PlayStation 3](https://tvtropes.org/pmwiki/pmwiki.php/Platform/PlayStation3), [Xbox 360](https://tvtropes.org/pmwiki/pmwiki.php/Platform/Xbox360) and [PC](https://tvtropes.org/pmwiki/pmwiki.php/Platform/IBMPersonalComputer). Taking place between the years 1765 and 1780 in [New Orleans](https://tvtropes.org/pmwiki/pmwiki.php/UsefulNotes/NewOrleans) during the Louisiana rebellion against the Spanish occupation of the city, it was released on October 30, 2012 in conjunction with [Assassin's Creed III](https://tvtropes.org/pmwiki/pmwiki.php/VideoGame/AssassinsCreedIII).The protagonist, [Aveline de Grandpré](https://tvtropes.org/pmwiki/pmwiki.php/Main/ActionGirl%22%20%5Co%20%22/pmwiki/pmwiki.php/Main/ActionGirl), grew up in a privileged environment, being the child of a wealthy French aristocrat and his plaçee, an African slave. She was recruited into the Assassin Brotherhood shortly after her biological mother's disappearance, following which she was raised by her loving stepmother. At the age of 18, she discovers a complex slave trafficking operation orchestrated by a mysterious individual known only as the "Company Man" and vows to dismantle it, unknowingly starting a journey that will challenge her beliefs and test her loyalties.[Assassin's Creed III: Liberation (Video Game) - TV Tropes](https://tvtropes.org/pmwiki/pmwiki.php/VideoGame/AssassinsCreedIIILiberation) |
| Description of key moment (with page number or time stamp if appropriate) | What can be learnt from the MEDIA LANGUAGE? | What kinds of representations are evident? What has been omitted?  | What kind of audience would be attracted to this key moment? Why?  | How does this key moment reflect the industry context?  |
| 2 mins into game. A young Aveline witnesses a slave trader with captives.  | **Camera angles** – low angle emphasises her powerlessness and creates an immersive sense of ‘smallness’…**Codes of clothing** **Mise en scene** **Audio codes****Linguistic codes****Lighting** | Aveline is from a mixed ethnic background. She is represented as respectable (clothing) and innocent (chasing chickens, holding hands)The black men who are captives are represented as victims – markers of identity such as clothing have been removed. Clear representation of the brutality of slavery; shackles, whips, being on ‘display’ like objects for sale. White slave trader is unequivocally represented as unlikeable – kicks the chicken, uses ‘it’ to describe another human being, … | This would appeal to REFORMERS, as it highlights the brutality of the slave trade. The detail in the setting would be immensely appealing to gamers who appreciate excellent graphics and realistic open-world play. The historical setting would possibly appeal to a more educated audience. The game mechanics that lead you to this key narrative moment are clever: the chicken leads Aveline through the streets to the place that forever influences her life – this is good storytelling and would appeal to fans of complex narratives…This moment also acts as a tutorial, allowing people to familiarise themselves with the gameplay. It would be particularly attractive to beginners, but might be skipped by more experienced gamers.  | Ubisoft are keen to modernise their brand and the sympathetic portrayal of Aveline and the unflinching representation of the slave trade help to demonstrate Ubisofts commitment to diversity and inclusive representation.  |
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