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Anime and the Visual Novel: Narrative Structure, Design and Play at the Crossroads of Animation and Computer Games

Dani Cavallaro

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Anime and the Visual Novel: Narrative Structure, Design and Play at the Crossroads of Animation and Computer Games Dani Cavallaro
This book describes the thematic and structural traits of a recent and popular development within the realm of anime: series adapted from visual novels. Visual novels are interactive fiction games in which players creatively control decisions and plot turning points. Endings alter according to the player's choices, providing a motivation to replay the game and opt for alternative decisions each time. Pictorial sumptuousness, plot depth and subtle characterization are vital aspects of the medium. Anime based on visual novels capitalize on the parent games' attributes, yielding thought-provoking yarns and complex personalities.

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