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Bioshock Infinite: A Thematic Analysis

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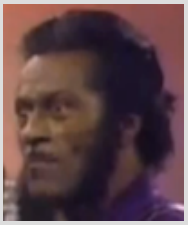
Andrew.
Banned
(04-01-2013, 05:33 PM)
Quote



Bioshock Infinite: A Thematic Analysis #1

I didn't see any threads posted about this yet, but someone posted a link on the spoiler page and I thought that it deserves its own thread. ***DO NOT READ IF YOU HAVE NOT COMPLETED THE GAME***

I find it to be pretty spot on:

http://peripsuche.blogspot.co.uk/201...-analysis.html

Voice of Reason
Banned
(04-01-2013, 05:35 PM)
Quote

#2

SPOILERS BELOW

http://2.bp.blogspot.com/-P8Hhcxfvve...00/sIY3uuX.jpg

I read it before, just wanted an excuse to post this beautiful screenshot.

Last edited by Voice of Reason; 04-01-2013 at 05:38 PM.

R1CHO
Member
(04-01-2013, 05:36 PM)
Quote

#3

> Originally Posted by **Voice of Reason**
> I read it before, just wanted an excuse to post this beautiful screenshot.

Spoilers

Andrew.
Banned
(04-01-2013, 05:36 PM)
Quote

#4

> Originally Posted by **Voice of Reason**
> I read it before, just wanted an excuse to post this beautiful screenshot.

If people come in here who havent gotten that far, they might be pissed.

BenjaminBirdie
comic books
(04-01-2013, 05:37 PM)
Quote

#5

Holy moly, seriously. If I hadn't finished the game I'd...

wow

jbartee
Junior Member
(04-01-2013, 05:37 PM)
Quote

#6

that screenshot should really be hidden behind a link. Massive spoiler imo, even without context.

Jibbed
Member
(04-01-2013, 05:38 PM)
Quote

#7

We need spoiler tags all up in this shit.

hey_it's_that_dog
benevolent sexism
(04-01-2013, 05:38 PM)
Quote

#8

> Originally Posted by **Andrew.**
> If people come in here who havent gotten that far, they might be pissed.

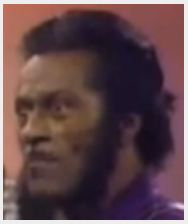
Why would you read a thematic analysis before finishing the game? It would be like walking into a thread called "I thought the ending meant X, Y and Z" and then complaining you weren't there yet.

Voice of Reason
Banned
(04-01-2013, 05:38 PM)
Quote

#9

Fixed.

Andrew.
Banned
(04-01-2013, 05:39 PM)
Quote



#10

> Originally Posted by **hey_it's_that_dog**
> Why would you read a thematic analysis before finishing the game? It would be like walking into a thread called "I thought the ending meant X, Y and Z" and then complaining you weren't there yet.

If youre talking directly to me, Ive already finished it twice.

You never know about people round here though...

LiK
Not random at all.
(04-01-2013, 05:39 PM)
Quote

#11

Spoilers need to be in title.

Hellsing321
Member

#12

Probably would be a good idea to ask a mod to put a big SPOILERS in the thread title.

(04-01-2013, 05:39 PM)

Quote

Jacksonlee #13

Member

(04-01-2013, 05:39 PM)

ganna givw this a read before i start up infinite again.

Quote

hey_it's_that_dog #14

benevolent sexism

(04-01-2013, 05:39 PM)

Quote

> Originally Posted by **R1CHO**
>
> Spoilers

> Originally Posted by **BenjaminBirdie**
>
> Holy moly, seriously. If I hadn't finished the game I'd...
>
> wow

> Originally Posted by **jbartee**
>
> that screenshot should really be hidden behind a link. Massive spoiler imo, even without context.

> Originally Posted by **Jibbed**
>
> We need spoiler tags all up in this shit.

> Originally Posted by **R1CHO**
>
> Spoilers

> Originally Posted by **BenjaminBirdie**
>
> Holy moly, seriously. If I hadn't finished the game I'd...
>
> wow

> Originally Posted by **jbartee**
>
> that screenshot should really be hidden behind a link. Massive spoiler imo, even without context.

> Originally Posted by **Jibbed**
>
> We need spoiler tags all up in this shit.

> Originally Posted by **LiK**
>
> Spoilers need to be in title.

> Originally Posted by **Hellsing321**
> Probably would be a good idea to ask a mod to put a big SPOILERS in the thread title.

Are you all serious?

Thematic analysis is the ultimate spoiler. Who needs to be told that explicitly?

Gartooth
Member
(04-01-2013, 05:40 PM)
Quote

#15

Read it yesterday and I really love that analysis. Overall I just have oodles of love for this game's story due to how brilliantly crafted it is, and how it allows everyone to find details and draw conclusions about the game. This will go down as one of the most talked about endings in a game, and for all the good reasons.

DatDude
Banned
(04-01-2013, 05:40 PM)
Quote

#16

Like I was trying to say in the other thread. The racial social themes aren't meant to be taken literal as columbia's view of racism...but it's should be looked at more metaphorcially like in siilent hill where the city and it's chaos is really a mirror of the chaos that is occurring in booker.

Hellsing321
Member
(04-01-2013, 05:41 PM)
Quote

#17

> Originally Posted by **hey_it's_that_dog**
> Are you all serious?
>
> Thematic analysis is the ultimate spoiler. Who needs to be told that explicitly?

This is Neogaf. You never know around here.

DatDude
Banned
(04-01-2013, 05:41 PM)
Quote

#18

> Originally Posted by **Voice of Reason**
> **SPOILERS BELOW**
>
> http://2.bp.blogspot.com/-P8Hhcxfvve...00/sIY3uuX.jpg
>
> I read it before, just wanted an excuse to post this beautiful screenshot.

"Lights will guide you home. And ignite your bones. I will try to fix you."

---

dan2026
Member
(04-01-2013, 05:41 PM)
Quote

#19

People who bitch endlessly about spoilers are the worst.

It says thematic analysis in the damn thread title!

---

jbartee
Junior Member
(04-01-2013, 05:42 PM)
Quote

#20

> Originally Posted by **hey_it's_that_dog**
> Are you all serious?
>
> Thematic analysis is the ultimate spoiler. Who needs to be told that explicitly?

It's just basic courtesy. It takes two seconds to be mindful and spoiler tag, and could potentially save a (granted, somewhat foolish) person from seeing something they don't want to.

Marcel
Banned
(04-01-2013, 05:45 PM)
Quote

#21

It's a good analysis for sure, but it sometimes borders on imposing his own meaning without strong evidence. Also, blaming 'modern conservatism' is a real flimsy thesis considering what the author probably means is American neoliberalism. Conservatism as an international philosophy is different and should have been addressed for the clarity of argument.

R1CHO
Member
(04-01-2013, 05:46 PM)
Quote

#22

> Originally Posted by **hey_it's_that_dog**
> Are you all serious?
>
> Thematic analysis is the ultimate spoiler. Who needs to be told that explicitly?

What?

People came to look what is it about... thematic analysis of what? They said.

Boom spoiler screenshot!

LiK
Not random at all.
(04-01-2013, 05:46 PM)
Quote

#23

> Originally Posted by **hey_it's_that_dog**
> Are you all serious?
>
> Thematic analysis is the ultimate spoiler. Who needs to be told that explicitly?

It's one word. Not hard.

DatDude
Banned
(04-01-2013, 05:46 PM)
Quote

#24

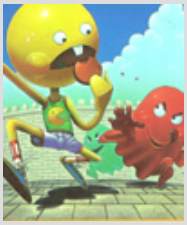
> Originally Posted by **dan2026**
> People who bitch endlessly about spoilers are the worst.
>
> It says thematic analysis in the damn thread title!

No but you seee they need SPOILER SPOILER SPOILER SPOILER

to get the message across

no wonder some people didn't understand the ending :/

BlastProcessing
Member
(04-01-2013, 05:47 PM)
Quote



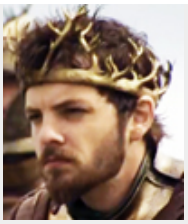
#25

Most of the analysis here is sound, but the political angle he forces everything through dosen't have much support in the text. It feels forced.

Magnus
Member
(04-01-2013, 05:53 PM)
Quote

#26

> Originally Posted by **R1CHO**
> What?
>
> People came to look what is it about... thematic analysis of what? They said.



> Boom spoiler screenshot!

Thematic Analysis of the game. What else?

hey_it's_that_dog
benevolent sexism
(04-01-2013, 05:54 PM)
Quote

#27

> Originally Posted by **R1CHO**
> What?
>
> People came to look what is it about... thematic analysis of what? They said.
>
> Boom spoiler screenshot!

Does it not say Bioshock Infinite right there in the title? First words?

Neiteio
Member
(04-01-2013, 05:56 PM)
Quote

#28

Amazing analysis.

This game, man.

Remachinate
Member
(04-01-2013, 05:56 PM)
Quote

#29

Although I agree that the interpretation in the article seems somewhat forced, I'm glad to see this sort of thing is being attempted. We need more literary analysis of games like B:I; I plan to take a stab at it once I find the time for a second playthrough.

Tummi Gummi
Member
(04-01-2013, 05:56 PM)
Quote

#30

> Originally Posted by **BlastProcessing**
> Most of the analysis here is sound, but the political angle he forces everything through dosen't have much support in the text. It feels forced.

I think it has a certain amount of support from the text. The major problem is that Infinite itself is a pretty rudimentary depiction of the era. It's fine as an interesting backdrop to the central narrative, but falls apart if read as an accurate characterization of the major social and political movements it draws from.

KarmaCow
Member
(04-01-2013, 05:59 PM)
Quote

#31

> Originally Posted by **hey_it's_that_dog**
> Does it not say Bioshock Infinite right there in the title? First words?

But that's before "Thematic Analysis". Who can expect someone to remember that for so long?

Zefah

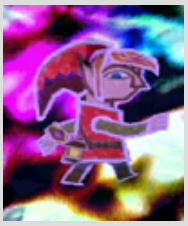
#32

Member
(04-01-2013, 06:05 PM)
Quote

> Originally Posted by **Marcel**
>
> It's a good analysis for sure, but it sometimes borders on imposing his own meaning without strong evidence. Also, blaming 'modern conservatism' is a real flimsy thesis considering what the author probably means is American neoliberalism. Conservatism as an international philosophy is different and should have been addressed for the clarity of argument.

The article is all about America, and within the context of America, the author's usage of "conservatism" was just fine.

WrenchNinja #33
Member
(04-01-2013, 06:10 PM)
Quote



> Despite what appears to be evidence of the plot of the game changing significantly over the course of its development, all the pieces end up fitting together into an incredibly pleasing thematic whole, and I feel like both the degree to which the choices made in the design of the game are influenced by the intended social commentary and the originality of the presentation are both completely unprecedented in games as a medium.

TheOddOne #34
Member
(04-01-2013, 06:11 PM)
Quote

> Now, how does this tie into the political commentary that I am claiming exists behind the plot of Infinite? Booker and Comstock represent two different ways of looking at the American past. Comstock represents an America that has forgotten to regret the atrocities of its past. Booker represents an America who has clung to regret and allowed it to consume them. The fact that they inhabit two entirely different parallel universes is no mistake. They reflect the different schools of thought in American politics that are so separated in perspective that they appear to inhabit entirely different worlds.

I didn't even look at it this way. Makes sense, but also sounds cray cray.

Last edited by TheOddOne; 04-01-2013 at 06:18 PM.

Marcel #35
Banned
(04-01-2013, 06:15 PM)
Quote

> Originally Posted by **Zefah**
>
> The article is all about America, and within the context of America, the author's usage of "conservatism" was just fine.

Connecting modern conservatism to historical racism and religion in an on the nose way cheapens the author's analysis. Whitewashing the past is not limited to just one political party or philosophy.

Voice of Reason #36
Banned
(04-01-2013, 06:16 PM)
Quote

> Originally Posted by **Crewnh**

It's true.

R1CHO
Member
(04-01-2013, 06:17 PM)
Quote

#37

> Originally Posted by **hey_it's_that_dog**
> Does it not say Bioshock Infinite right there in the title? First words?

Thematic Analysis it's not the same as storyline screenshot spoiler in your face.

We knew about the themes of Bioshock, about Columbia before release for example... it could be about the politic ideas of the city, or about the social issues or blah blah blah. You can talk about themes without talking about characters and storyline, or not?

Neiteio
Member
(04-01-2013, 06:19 PM)
Quote

#38

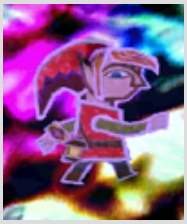
> Originally Posted by **R1CHO**
> Thematic Analysis it's not the same as storyline screenshot spoiler in your face.
>
> We knew about the themes of Bioshock, about Columbia before release for example... it could be about the politic ideas of the city, or about the social issues or blah blah blah

Themes are part of the story.

No apologies are owed to those who can't deduce there'd be spoilers.

Ah, the hand-holding generation.

WrenchNinja
Member
(04-01-2013, 06:20 PM)
Quote



#39

> Originally Posted by **Voice of Reason**
> It's true.

Sure it is.

[redacted]

This is some serious reaching and completely misconstruing why you're they're in the first place.

Zia
Member
(04-01-2013, 06:20 PM)
Quote

#40

> Originally Posted by **Marcel**
> Whitewashing the past is not limited to just one political party or philosophy.

Well, good thing then the game only is only taking a look at modern American politics and philosophies (in any meaningful way).

> Originally Posted by **Crewnh**
> This is some serious reaching and completely misconstruing why you're they're in the first place.

Care to explain, since I reached the same conclusion as the author?

R1CHO
Member
(04-01-2013, 06:20 PM)
Quote

#41

> Originally Posted by **Neiteio**
> Themes are part of the story.
>
> No apologies are owed to those who can't deduce there'd be spoilers.
>
> Ah, the hand-holding generation.

Whatever, i don't give too much of a shit, but a first reply screen shot didn't seem like the best idea.

Voice of Reason
Banned
(04-01-2013, 06:20 PM)
Quote

#42

> Originally Posted by **Neiteio**
> Themes are part of the story.
>
> No apologies are owed to those who can't deduce there'd be spoilers.
>
> Ah, the hand-holding generation.

No, he's got a point. People don't know what to expect from such a vague title. I shouldn't have blasted a screenshot at the first post.

Neiteio
Member
(04-01-2013, 06:22 PM)
Quote

#43

> Originally Posted by **Voice of Reason**
> No, he's got a point. People don't know what to expect from such a vague title. I shouldn't have blasted a screenshot at the first post.

The title says it's an analysis of the game's themes.

Themes.

The messages in the story.

Story. The whole story.

Beginning, middle, end.

There will be spoilers.

Consider it a lesson!

But this argument is good since it'll keep bumping the thread and showing more people the great article in the OP.

jim2point0
Member
(04-01-2013, 06:24 PM)
Quote

#44

> Originally Posted by **Andrew.**
> I didn't see any threads posted about this yet,

I didn't make a thread, but I did post the link here. That thread moves away too fast though.

I agree with most of what the author had to say. It really helped me flesh out how baptism played into the game so much. That article alone made me want to replay Infinite.

Last edited by jim2point0; 04-01-2013 at 06:28 PM.

R1CHO
Member
(04-01-2013, 06:25 PM)
Quote

#45

> Originally Posted by **Neiteio**
> The title says it's an analysis of the game's themes.
>
> Themes.
>
> The messages in the story.
>
> Story. The whole story.
>
> Beginning, middle, end.
>
> There will be spoilers.
>
> Consider it a lesson!
>
> But this argument is good since it'll keep bumping the thread and showing more people the great article in the OP.

Great. Thanks for the info.

The other day i was talking about the themes and the setting of the game with my friends without spoilers of the storyline.

But maybe it wasn't the theme, maybe it's just that english is not my first language, good to learn something new every day.

Klendathu Club Owner
Member
(04-01-2013, 06:28 PM)
Quote

#46

> Originally Posted by **Crewnh**

The author has interesting ideas, but they're coated in a lot of arrogant bullshit and hyperbole. I stopped reading here:

> I imagine that many, if not the majority, of people who play through the game will fail to understand what Bioshock Infinite's message is.

Marcel
Banned
(04-01-2013, 06:28 PM)
Quote

#47

> Originally Posted by **Zia**
> Well, good thing then the game only is only taking a look at modern American politics and philosophies (in any meaningful way).

The author saying that BI only takes issue with 'conservative' values is a little simplistic as well as an unfortunate sidelining of the harmful effects of neoliberalism that the game is also portraying through the character of Fink.

hey_it's_that_dog
benevolent sexism
(04-01-2013, 06:29 PM)
Quote

#48

> Originally Posted by **R1CHO**
> Thematic Analysis it's not the same as storyline screenshot spoiler in your face.
>
> We knew about the themes of Bioshock, about Columbia before release for example... it could be about the politic ideas of the city, or about the social issues or blah blah blah. You can talk about themes without talking about characters and storyline, or not?

It wouldn't be a very good analysis if it wasn't supported by evidence from the game.

Look, I get that an article like this could have been written before the game's release, just based on what previews have said about the game's themes. But the game was released, people have played it, everyone's talking about the story and whether it works and what it means. The best assumption is that this analysis is based on the actual game content and not holding things back to avoid spoilers.

Hellsing321
Member
(04-01-2013, 06:30 PM)
Quote

#49

> Originally Posted by **Marcel**
> The author saying that the game only takes issue with 'conservative' values is a little simplistic as well as an unfortunate sidelining of the harmful effects of neoliberalism that the game is also portraying through the character of Fink.

But he doesn't say that the game only takes issue with "conservative" side of thought. He talks about how the Vox Populi and Fink tie into its critique.

Neiteio
Member
(04-01-2013, 06:33 PM)
Quote

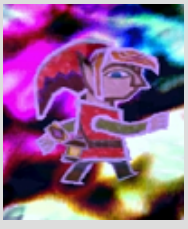
#50

> Originally Posted by **R1CHO**
> Great. Thanks for the info.
>
> The other day i was talking about the themes and the setting of the game with my friends without spoilers of the storyline.
>
> But maybe it wasn't the theme, maybe it's just that english is not my first language, good to learn something new every day.

Sure, it's possible to talk about some themes without spoiling certain plot points, but anyone who's concerned about spoilers should see the word "themes" and assume the discussion will include talk of ALL the game's themes -- including those contingent on spoilers.

This is not a thread for people who haven't finish the game. So everyone play it and join the discussion!!

WrenchNinja
Member
(04-01-2013, 06:34 PM)
Quote



#51

> Originally Posted by **Zia**
> Care to explain, since I reached the same conclusion as the author?

[redacted]

Marcel
Banned
(04-01-2013, 06:36 PM)
Quote

#52

> Originally Posted by **Hellsing321**
> But he doesn't say that the game only takes issue with "conservative" side of thought. He talks about how the Vox Populi and Fink tie into its critique.

The author mentions Fink as part of economic oppression, which is fine, but never really meditates on it any further. The Vox Populi portion has that false equivalency thing going on, "Oh, but the progressives aren't innocent either!". If all progressives were as flat of characters as Daisy Fitzroy, the statement might carry more weight. All the Vox Populi are, really, are just the other bad guys you end up shooting instead of the Founders for a couple of maps. Even the author says the Vox Populi are clumsily handled by Levine.

harSon
Sticky in Seattle
(04-01-2013, 06:40 PM)
Quote

#53

A lot of this comes off as the type of ham fisted bullshit I came across in my literature and film classes. For example:

> Booker is transported to Columbia, a monument to his sins, and forced to relive them. Each area is a mirror into Booker's past: Monument Island reflects his neglect of his daughter, the Hall of Heroes reflects his past of violence and racism, Finkton reflects the economic oppression that he took part in. **One issue that many have with the game is that the amount of violence that Booker perpetrates in pursuit of his goal of rescuing Elizabeth is excessive. I would argue that this is an intentional reflection of his own violent past, and is meant to strike the player as just as disturbing as it strikes Elizabeth. There is perhaps a bit of meta-commentary going on when Booker makes a statement to the effect of "It's one thing to hurt someone because you need to, it's another thing to enjoy it"; possibly a direct stab at the player who's gleefully eviscerating their foes with flaming crows.**

No author, the game is violent because every direct predecessor before Bioshock Infinite by Irrational was violent. It's simply the type of game they make. I'm sure Irrational knew it was going to be a violent first person shooter before they ever took a pen to paper regarding the game's narrative.

Marcel
Banned
(04-01-2013, 06:41 PM)
Quote

#54

> Originally Posted by **harSon**
> A lot of this comes off as the type of ham fisted bullshit I came across in my literature and film classes.

Exactly.

Max O Power
Junior Member
(04-01-2013, 06:43 PM)
Quote

#55

Hey I wrote this earlier. But Reddit seems to not have much to say about it. I will also start with saying that I disagree with the write of the blog that BS∞ has one REAL message, and only one message. Few great works has. This is as much of a indictment of modern conservative, as it is a metaphysical retelling of the birth and death of Messiah.

The less obvious Religious themes of Bioshock ∞

So obviously this game has a lot of religious themes. Religion as power and politic and not as faith. The power of baptism and religious rebirth. Redemption, forgiveness and resurrected. And very specifically Noah and the Ark.
But I also noticed/found/made some other, to some maybe less obvious, religious story beats and symbols.

The Trinity: Father, Son, and the Holy Spirit.

I first toke notice to this when I read someones comparison of the Song Bird and Booker. Each have the task to defend and fight for Elizabeth. But this can be said about Comstock as well. In the christian faith the Holy Spirit is always symbolized by the bird, or more specific, the dove . I wouldn't call it far fetched to say that the song bird is very dove like. But also very Spirit like. The Song bird is very pure, and becomes less of a character and more of a force of power and in some ways love.

What is core to the concept of the Trinity, is that these three separate and distinct sides of God is all

one and the same. Much like Booker says in the end of the game "No I'm both". The Father is the Father, The son is the son. But they are at the same time one and the same thing. It can't be said that the game ever shies away form portraying Comstock as god. The People pray to him, and read his book as a Bible. He also has a very God like presence in the game. He is always there, and at all times the main focus. Yet we rarely see him. We only really know him through his word.

Last, the Son, or Booker. Comparisons between Booker and the Messiah is many. Most obviously is he called the "False Shepard". Like Jesus was, in the eyes of the Jews, a false Shepard, a false prophets. Booker is also resurrected. Or at least brought back by Elizabeth to save her and the world. And by that proving that he is "Her first and last hope". Booker is the embodiment of Comstock, hes presence on the ground. Much like Jesus the embodiment of god.

On a side note. Elizabeth or Elisabeth is the Greek transliteration (Ἐλισάβετ, Elisábet) of the Hebrew name Elisheva, meaning "God's promise", "oath of God", or "**I am God's daughter**"[2] Elizabeth is the daughter of Comstock, the daughter of Booker. The daughter of both.

Ok so this was a comparison between the Song Bird, Booker and Comstock. But one thing annoys me. Song Bird is not Booker or Comstock. But maybe it is. We know Flink created the Song Bird, and he did so out of inspiration of the scientist of Raptur. Who "Attached metal to man, and made him machine" (Or something along the lines of that). What if the Song Bird is a version of Booker form another world. What if that is what creates the connection between The Song Bird and Elizabeth, and make it so strong. As strong as the connection between her and Booker.
I wouldn't be surprised if the DLC was about the Song Bird, and the creation of it.

Messiah, the daughter of god

As pointed out, there are some obvious Messiah like trades of Booker. But this could be said about Elizabeth as well. She is the miracle child of God/The Prophet. Born under unconventional circumstances. She kills Comstock, and in that also sacrifices her self for the people of Colombia and Man in general. But is in the end (Past credits) resurrected, born again. Elizabeth is pure and without sin. But in the eyes of the nonbeliever (The jews), a simple bastard child.

End note

Now these are just thoughts I had as I was playing the game. I highly doubt though that I'm totally making these up, and that they weren't intended to be seen as such by Irrational. But I would love to hear some thoughts or different opinions. I also excuse the (I was about to write tribal) terrible writing.

Dinosaur Tamer
Member
(04-01-2013, 06:44 PM)

#56

Quote

> Originally Posted by **Klendathu Club Owner**
> The author has interesting ideas, but they're coated in a lot of arrogant bullshit and hyperbole. I stopped reading here:

I would argue that quote is him being realistic rather than arrogant. The game seems to be quite popular and you would be surprised what the average gamer, reader or viewer does not get.

> Originally Posted by **harSon**
> No author, the game is violent because every direct predecessor before Bioshock Infinite by Irrational was violent. It's simply the type of game they make. I'm sure Irrational knew it was going to be a violent first person shooter before they ever took a pen to paper regarding the game's narrative.

The implication that this means it can't be a deliberate part of the experience and of significance for the overarching theme is rather silly.

Illusion of choice is a (necessary?) part of pretty much any video game out there. And yet, it was a deliberate part of Bioshock and Bioshock Infinite.

Last edited by Dinosaur Tamer; 04-01-2013 at 06:50 PM.

TheBaronOfNA
Banned
(04-01-2013, 06:46 PM)

#57

> Originally Posted by **harSon**

Quote

> A lot of this comes off as the type of ham fisted bullshit I came across in my literature and film classes. For example:
>
> > Originally Posted by **Marcel**
> > Exactly.

Oh wow, bitter way to be dismissive (even tought I agree with your point)

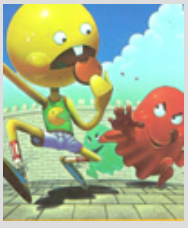
Marcel
Banned
(04-01-2013, 06:51 PM)
Quote

#58

> Originally Posted by **TheBaronOfNA**
> Oh wow, bitter way to be dismissive (even tought I agree with your point)

The 'modern conservative' thing is reductive and an oversimplification of the more complex themes Infinite spurs discussion of, but clumsily handles in the midst of telling a messy story and making you blow stuff up. If I came off as bitter or offensive, I apologize.

BlastProcessing
Member
(04-01-2013, 06:57 PM)
Quote



#59

> Originally Posted by **Dinosaur Tamer**
> I would argue that quote is him being realistic rather than arrogant. The game seems to be quite popular and you would be surprised what the average gamer, reader or viewer does not get.
>
> The implication that this means it can't be a deliberate part of the experience and of significance for the overarching theme is rather silly.
>
> Illusion of choice is a (necessary?) part of pretty much any video game out there. And yet, it was a deliberate part of Bioshock and Bioshock Infinite.

Denigrating the intelligence of the reader is rarely a constructive way to beging a literary criticism. I think the author begins from a strong position and then falls down an Intentional Fallacy hole.

sonicmj1
Member
(04-01-2013, 06:58 PM)
Quote

#60

> Originally Posted by **harSon**
> A lot of this comes off as the type of ham fisted bullshit I came across in my literature and film classes. For example:
>
> No author, the game is violent because every direct predecessor before Bioshock Infinite by Irrational was violent. It's simply the type of game they make. I'm sure Irrational knew it was going to be a violent first person shooter before they ever took a pen to paper regarding the game's narrative.

You're probably right. But I don't see how that undermines any potential analysis of Bioshock Infinite's use of violence. If Irrational started penning their story knowing the kind of game they were making, how could they not acknowledge that violence?

Every violent first-person shooter has to handle that violence in one way or another, even if it's just enough to tell us not to care. And I think Bioshock Infinite's narrative is, in the end, a lot more aware of the scale of its violence than it might seem at first.

mentalfloss
Banned
(04-01-2013, 07:03 PM)
Quote

#61

So is this game just a bunch of pretentious bullshit?

Cuz that's what it sounds like.

Escape Goat
still allergic to pussy
(04-01-2013, 07:04 PM)

#62

> Originally Posted by **mentalfloss**

Quote

> So is this game just a bunch of pretentious bullshit?
>
> Cuz that's what it sounds like.

why is it pretentious?

Max O Power
Junior Member
(04-01-2013, 07:07 PM)

#63

Quote

> Originally Posted by **mentalfloss**
> So is this game just a bunch of pretentious bullshit?
>
> Cuz that's what it sounds like.

"So this game wants to say something that I may, or may not agree with. Instead of just making me shoot down waves of enemies. Sounds like shit to me"

What is wrong with you, why even comment.

---

mentalfloss
Banned
(04-01-2013, 07:07 PM)

#64

Quote

> Originally Posted by **Escape Goat**
> why is it pretentious?

Because it's not as revelatory as it makes itself out to be?

Seems to be suffering from the Far Cry 3 effect.

Mad Hatter
Member
(04-01-2013, 07:11 PM)

#65

Quote

I love how anything that tries to have a serious message (other than war is bad) or do something different with story these days is labeled as pretentious and dismissed entirely. It's annoying and frankly, it's dangerous towards the evolution of games.

GoddyofAus
Banned
(04-01-2013, 07:11 PM)

#66

Quote

> Originally Posted by **mentalfloss**
> Because it's not as revelatory as it makes itself out to be?
>
> Seems to be suffering from the Far Cry 3 effect.

"Revelatory".

You could not have chosen a more subjective word if you tried.

---

hey_it's_that_dog
benevolent sexism
(04-01-2013, 07:12 PM)

#67

Quote

> Originally Posted by **mentalfloss**
> Because it's not as revelatory as it makes itself out to be?
>
> Seems to be suffering from the Far Cry 3 effect.

It doesn't make itself out to be anything other than what it is. If there's anyone making it out to be something it's not (and I'm not claiming that's the case), it's the players and reviewers. Not the game's fault.

The story is complex. It may or may not hold up to scrutiny. Those facts alone don't make the game

pretentious.

Pretense is what you see coming from the presenters at E3, when they say "I got teargassed and it made me think about freedom and tyranny, here's a sequel to Infamous." If Infamous Second Son doesn't engage with those themes in a meaningful way, while the developer is directly implying it does, there's the pretense you're looking for. All Ken Levine has said about Bioshock Infinite is that it contains certain themes. And it does. The rest is out of their hands.

Last edited by hey_it's_that_dog; 04-01-2013 at 07:17 PM.

mentalfloss
Banned
(04-01-2013, 07:13 PM)
Quote

#68

> Originally Posted by **Mad Hatter**
> I love how anything that tries to have a serious message (other than war is bad) or do something different with story these days is labeled as pretentious and dismissed entirely.

I'm pretty sure I'm the first guy in here not stroking Levine's manbits.

> Originally Posted by **hey_it's_that_dog**
> It doesn't make itself out to be anything other than what it is. If there's anyone making it out to be something it's not (and I'm not claiming that's the case), it's the players and reviewers. Not the game's fault.

I think Gerstmann was one of the few reviewers to make the appropriate point that any overarching philosophy is simply the background to the main plot.

But otherwise, it's being presented as some grand work of art or stroke of genius.

I'm not even denying that this could be true - I'm just saying at this point I'm not seeing the justification for it.

Last edited by mentalfloss; 04-01-2013 at 07:18 PM.

hey_it's_that_dog
benevolent sexism
(04-01-2013, 07:13 PM)
Quote

#69

> Originally Posted by **mentalfloss**
> I'm pretty sure I'm the first guy in here not stroking Levine's manbits.

Have you played the game yet?

Or did you just finish watching it on youtube?

Enco
Member
(04-01-2013, 07:17 PM)
Quote

#70

> Originally Posted by **mentalfloss**
> So is this game just a bunch of pretentious bullshit?
>
> Cuz that's what it sounds like.

Anything with a decent story that makes you think is pretentious now?

COD is pretty non-pretentious I heard.

Mad Hatter
Member
(04-01-2013, 07:18 PM)
Quote

#71

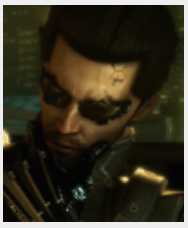
> Originally Posted by **mentalfloss**
> I'm pretty sure I'm the first guy in here not stroking Levine's manbits.

I'm not only talking about you specifically, it's just something I've noticed in general.

And admiring the game's message and execution has nothing to do with brown-nosing Levine. I don't

think anyone is or should be looking at him like a god of writing or something.

Derrick01
Banned
(04-01-2013, 07:18 PM)
Quote



#72

> Originally Posted by **mentalfloss**
> So is this game just a bunch of pretentious bullshit?
>
> Cuz that's what it sounds like.

I would say slightly less pretentious than Bioshock 1 and the ramblings from people like Ryan, but the fans and some of their "analysis" more than makes up for the reduced pretentiousness.

hey_it's_that_dog
benevolent sexism
(04-01-2013, 07:18 PM)
Quote

#73

> Originally Posted by **mentalfloss**
> I'm pretty sure I'm the first guy in here not stroking Levine's manbits.
>
> I think Gerstmann was one of the few reviewers to make the appropriate point that any overarching philosophy is background to the main plot. But otherwise, **it's being presented as some grand work of art or stroke of genius.**
>
> I'm not even denying that this could be true - I'm just saying at this point I'm not seeing the **justification** for it.

Presented by whom? If the answer is anyone other than the creators themselves, then you can't call the game pretentious. You should address those complaints to the commentators.

See my above edit for more on "pretentiousness" as a criticism.

Where are you looking for this justification? The game itself? The quality of GAF posters' analysis? What would convince you it's not pretense?

Last edited by hey_it's_that_dog; 04-01-2013 at 07:22 PM.

Marcel
Banned
(04-01-2013, 07:21 PM)
Quote

#74

> Originally Posted by **mentalfloss**
> So is this game just a bunch of pretentious bullshit?
>
> Cuz that's what it sounds like.

You're doing a disservice to people who actually want to discuss the game's themes, whether they like, dislike, or have mixed feelings about them.

"God's Beard!"
is now out of a job
(04-01-2013, 07:23 PM)
Quote

#75

> Originally Posted by **mentalfloss**
> So is this game just a bunch of pretentious bullshit?
>
> Cuz that's what it sounds like.

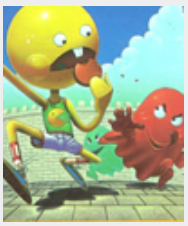
There is no worse a position to take in an argument than dismissive.

BlastProcessing
Member

#76

(04-01-2013, 07:26 PM)

Quote



> Originally Posted by **mentalfloss**
>
> I'm pretty sure I'm the first guy in here not stroking Levine's manbits.

Well aren't you just a unique snowflake...

> Originally Posted by **mentalfloss**
>
> I think Gerstmann was one of the few reviewers to make the appropriate point that any overarching philosophy is simply the background to the main plot.
>
> But otherwise, it's being presented as some grand work of art or stroke of genius.
>
> I'm not even denying that this could be true - I'm just saying at this point I'm not seeing the justification for it.

It turns out it is pretty easy to not see the justification for things that you have no experience with.

> Originally Posted by **mentalfloss**
>
> Because it's not as revelatory as it makes itself out to be?
>
> Seems to be suffering from the Far Cry 3 effect.

I can't think of two recent shooters with less in common than Bioshock Infinite and Farcry 3.

tea_and_crumpets
Member
(04-01-2013, 07:28 PM)

#77

Quote

> Originally Posted by **BlastProcessing**
>
> Most of the analysis here is sound, but the political angle he forces everything through dosen't have much support in the text. It feels forced.

Exactly my view, he basically tacks on what is clearly his own political bias to an otherwise quite good analysis.

mentalfloss
Banned
(04-01-2013, 07:32 PM)

#78

Quote

> Originally Posted by **hey_it's_that_dog**
>
> Presented by whom?

A lot of it just comes from people who are simply in awe by the proposition of this game or the way it is presented, but don't quite articulate that fully. This can come from reviewers, posters and the developers (naturally).

Like I said, I'm not ruling out that this game could be some epic social commentary or a philosophical master stroke.

At face value, it appears to be presenting itself that way by bombarding the player with snippet quotes about the religious, ethical values of this city and also conveying the perils of some dystopian world that would make Orwell or Huxley blush.

But even all of that is kind of old hat now isn't it?

So that's what I mean by it appearing pretentious because most of us have already gone through the 1984s, Clockwork Oranges, Animal Farms and Brave new worlds. But it looks like it's trying to present itself in a manner that this is somehow new to us or enlightening.

Last edited by mentalfloss; 04-01-2013 at 07:38 PM.

Dinosaur Tamer

#79

Member
(04-01-2013, 07:38 PM)
Quote

> Originally Posted by **mentalfloss**
> Because it's not as revelatory as it **makes itself out to be**?
>
> Seems to be suffering from the Far Cry 3 effect.

Can you provide examples? Where exactly does it do that in your opinion?

On another note, it's always nice to see Derrick being constructive about yet another game that is not System Shock.

> Originally Posted by **Mad Hatter**
> I love how anything that tries to have a serious message (other than war is bad) or do something different with story these days is labeled as pretentious and dismissed entirely. It's annoying and frankly, it's dangerous towards the evolution of games.

I feel like this has been one of the most annoying parts of discussions on GAF for the last few month or even years. The way everything that is trying to get beyond the generic story or theme designed for your average teenage male console player is instantly labeled as pretentious, is somehow funny and sad at the same time. The shear concept of some aspects deliberately being left open for individual interpretation must be downright offensive to some posters.

> Originally Posted by **BlastProcessing**
> Denigrating the intelligence of the reader is rarely a constructive way to beging a literary criticism. I think the author begins from a strong position and then falls down an Intentional Fallacy hole.

If you decided to read an analysis or even spend some time to reflect on what exactly you just experienced, chances are you are not the average media consumer.

Last edited by Dinosaur Tamer; 04-01-2013 at 07:50 PM.

hey_it's_that_dog
benevolent sexism
(04-01-2013, 07:38 PM)
Quote

#80

> Originally Posted by **mentalfloss**
> A lot of it just comes from people who are simply in awe by the proposition of this game or the way it is presented, but don't quite articulate that fully. This can come from reviewers, posters and the developers (naturally).
>
> Like I said, I'm not ruling out that this game could be some epic social commentary or a philosophical master stroke.
>
> At face value, it appears to be presenting itself that way by bombarding the player with snippet quotes about the religious, ethical values of this city and the perils of some dystopian world that would make Orwell or Huxley blush.
>
> But even all of that is kind of old hat now isn't it?
>
> So that's what I mean by it appearing pretentious because most of us have already gone through the 1984s, Clockwork Oranges, Animal Farms and Brave new worlds. But it looks like it's trying to present itself in a manner that this is somehow new to us or enlightening.

Why are you spending so much time talking about it if you haven't played it and can only make claims based on what it appears to be at a distance or based on second hand knowledge?

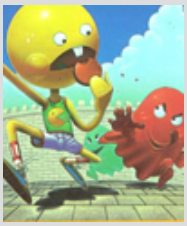
No one said or implied it was presenting new ideas. Some people are impressed that these ideas are appearing in a shooter video game. If the game "looks like it's trying to present itself" a certain way to you (and you haven't even played it), then that's on you. Don't project that onto the game, the devs, or whoever else.

You say that the developers are making claims about this game's importance or whatever. What is your evidence?

I just don't see why you're engaging in this argument when you don't have the firsthand experience necessary to do so. I mean, is your reaction entirely based on the general idea that this game has themes just like other works of fiction?

Last edited by hey_it's_that_dog; 04-01-2013 at 07:43 PM.

BlastProcessing
Member
(04-01-2013, 07:40 PM)
Quote



#81

> Originally Posted by **mentalfloss**
> A lot of it just comes from people who are simply in awe by the proposition of this game or the way it is presented, but don't quite articulate that fully. This can come from reviewers, posters and the developers (naturally).
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> Like I said, I'm not ruling out that this game could be some epic social commentary or a philosophical master stroke.
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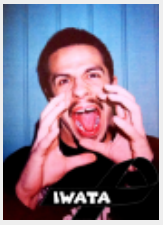
> But even all of that is kind of old hat now isn't it?
>
> So that's what I mean by it appearing pretentious because most of us have already gone through the 1984s, Clockwork Oranges, Animal Farms and Brave new worlds. But it looks like it's trying to present itself in a manner that this is somehow new to us or enlightening.

You really have no idea what *actually* happens in Bioshock Infinite do you?

sappyday
Member
(04-01-2013, 08:00 PM)
Quote



#82

> Originally Posted by **mentalfloss**
> A lot of it just comes from people who are simply in awe by the proposition of this game or the way it is presented, but don't quite articulate that fully. This can come from reviewers, posters and the developers (naturally).
>
> Like I said, I'm not ruling out that this game could be some epic social commentary or a philosophical master stroke.
>
> At face value, it appears to be presenting itself that way by bombarding the player with snippet quotes about the religious, ethical values of this city and also conveying the perils of some dystopian world that would make Orwell or Huxley blush.
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> But even all of that is kind of old hat now isn't it?
>
> So that's what I mean by it appearing pretentious because most of us have already gone through the 1984s, Clockwork Oranges, Animal Farms and Brave new worlds. But it looks like it's trying to present itself in a manner that this is somehow new to us or enlightening.

It would be better to play the game first.

mentalfloss
Banned
(04-01-2013, 08:04 PM)
Quote

#83

> Originally Posted by **hey_it's_that_dog**
> I just don't see why you're engaging in this argument when you don't have the firsthand experience necessary to do so. I mean, is your reaction entirely based on the general idea that this game has themes just like other works of fiction?

Of course not.

My posts clearly outline what kind of themes appear to be conveyed to the casual observer.

I would be interested in checking the game out if there was something that actually sets this game above and beyond most others because that's the impression I see from reviewers and people that

have played the game. The problem is that they're not really articulating exactly where that inspiration is coming from.

So my question if you want me to put it simply is - what is it?

What is it, thematically speaking, that puts this game in such high regard?

Last edited by mentalfloss; 04-01-2013 at 08:08 PM.

Charrettizard
Junior Member
(04-01-2013, 08:32 PM)
Quote

#84

Originally Posted by **Max O Power**

Hey I wrote this earlier. But Reddit seems to not have much to say about it. I will also start with saying that I disagree with the write of the blog that BS∞ has one REAL message, and only one message. Few great works has. This is as much of a indictment of modern conservative, as it is a metaphysical retelling of the birth and death of Messiah.

The less obvious Religious themes of Bioshock ∞

So obviously this game has a lot of religious themes. Religion as power and politic and not as faith. The power of baptism and religious rebirth. Redemption, forgiveness and resurrected. And very specifically Noah and the Ark.
But I also noticed/found/made some other, to some maybe less obvious, religious story beats and symbols.

The Trinity: Father, Son, and the Holy Spirit.

I first toke notice to this when I read someones comparison of the Song Bird and Booker. Each have the task to defend and fight for Elizabeth. But this can be said about Comstock as well. In the christian faith the Holy Spirit is always symbolized by the bird, or more specific, the dove . I wouldn't call it far fetched to say that the song bird is very dove like. But also very Spirit like. The Song bird is very pure, and becomes less of a character and more of a force of power and in some ways love.

What is core to the concept of the Trinity, is that these three separate and distinct sides of God is all one and the same. Much like Booker says in the end of the game "No I'm both". The Father is the Father, The son is the son. But they are at the same time one and the same thing. It can't be said that the game ever shies away form portraying Comstock as god. The People pray to him, and read his book as a Bible. He also has a very God like presence in the game. He is always there, and at all times the main focus. Yet we rarely see him. We only really know him through his word.

Last, the Son, or Booker. Comparisons between Booker and the Messiah is many. Most obviously is he called the "False Shepard". Like Jesus was, in the eyes of the Jews, a false Shepard, a false prophets. Booker is also resurrected. Or at least brought back by Elizabeth to save her and the world. And by that proving that he is "Her first and last hope". Booker is the embodiment of Comstock, hes presence on the ground. Much like Jesus the embodiment of god.

On a side note. Elizabeth or Elisabeth is the Greek transliteration (Ἐλισάβετ, Elisábet) of the Hebrew name Elisheva, meaning "God's promise", "oath of God", or "**I am God's daughter**"[2] Elizabeth is the daughter of Comstock, the daughter of Booker. The daughter of both.

Ok so this was a comparison between the Song Bird, Booker and Comstock. But one thing annoys me. Song Bird is not Booker or Comstock. But maybe it is. We know Flink created the Song Bird, and he did so out of inspiration of the scientist of Raptur. Who "Attached metal to man, and made him machine" (Or something along the lines of that). What if the Song Bird is a version of Booker form another world. What if that is what creates the connection between The Song Bird and Elizabeth, and make it so strong. As strong as the connection between her and Booker.
I wouldn't be surprised if the DLC was about the Song Bird, and the creation of it.

Messiah, the daughter of god

As pointed out, there are some obvious Messiah like trades of Booker. But this could be said

about Elizabeth as well. She is the miracle child of God/The Prophet. Born under unconventional circumstances. She kills Comstock, and in that also sacrifices her self for the people of Colombia and Man in general. But is in the end (Past credits) resurrected, born again. Elizabeth is pure and without sin. But in the eyes of the nonbeliever (The jews), a simple bastard child.

End note

Now these are just thoughts I had as I was playing the game. I highly doubt though that I'm totally making these up, and that they weren't intended to be seen as such by Irrational. But I would love to hear some thoughts or different opinions. I also excuse the (I was about to write tribal) terrible writing.

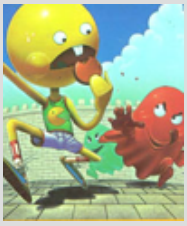
I personally think you're overreaching with the Trinity allegory, but I an entirely agree with Elizabeth's name: that is not a coincidence. Thank you for pointing that out!

I think Ken's multiple references to baptism and "embracing" religion is what Ken sees as the crossroad that every man must face in his life. Man can either embrace a god (religion) or reject it, and this a monumental decision because it will lead a man down two very separate paths, and in this case neither are good. The baptism fixed nothing, it merely created a monster of an entirely different viewpoint, and a self-destructive person will continue to be one no matter which god they submit to, if any.

However, with that said, I think Levine feels that most human being lose sight of their religion and they pervert it with their own nationalism (which is why Columbia is soaked heavily in American iconography and religion); they use it to promote their own agenda (as does Comstock does to get back at America for turning him into this monster); they use it as justification to bully or subject others (obvious occurrences of this in the game).

Unlike Rapture, Columbia is an extension of that American nationalism/Christianity, and like in actuality, there are some people who can make no distinction between the two - "in God we trust", "bless nation" etc... This game has a lot going on, and it doesn't help that the Vox and Fink only create another philosophical discussion to be analyzed.

BlastProcessing
Member
(04-01-2013, 08:33 PM)
Quote



#85

Originally Posted by **mentalfloss**

Of course not.

My posts clearly outline what kind of themes appear to be conveyed to the casual observer.

I would be interested in checking the game out if there was something that actually sets this game above and beyond most others because that's the impression I see from reviewers and people that have played the game. The problem is that they're not really articulating exactly where that inspiration is coming from.

So my question if you want me to put it simply is - what is it?

What is it, thematically speaking, that puts this game in such high regard?

None of the themes you have talked about are core to the story at all. There are no allusions to 1984, or Clockwork Orange, or A Brave New World. It is not a game about a failed Utopia. The themes are very personal. The game is not about overarching sociological themes.

It is about the concepts of Fatalism vs Nihilism and the implications of free will in the face of Infinite possibility. It is more Rosencrantz and Guildenstern than 1984, more Waiting For Godot than Clockwork Orange and more Sartre than Huxley.

All works have things that set them out from others, good things and bad things. To approach games or any other medium from the reductionist stance of "Only if it sets itself apart is it worthy" is incredibly limiting. To then base your assumptions on second hand information is doubling down on folly.

Carcetti
Member
(04-01-2013, 08:39 PM)

#86

I haven't read it yet (will soon) but the thing that stuck me most was that Anna represents USA's future and by becoming apathetic Booker (the people) gives the future away to destructive regressive conservatism even though they might not themselves be responsible for it. The old evil grows when

Quote

good men do nothing etc.

It's about as subtle as the first episode of Newsroom.

DatDude
Banned
(04-01-2013, 08:49 PM)
Quote

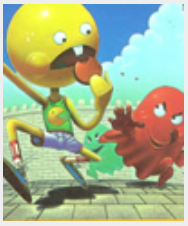
#87

> Originally Posted by **mentalfloss**
>
> A lot of it just comes from people who are simply in awe by the proposition of this game or the way it is presented, but don't quite articulate that fully. This can come from reviewers, posters and the developers (naturally).
>
> Like I said, I'm not ruling out that this game could be some epic social commentary or a philosophical master stroke.
>
> At face value, it appears to be presenting itself that way by bombarding the player with snippet quotes about the religious, ethical values of this city and also conveying the perils of some dystopian world that would make Orwell or Huxley blush.
>
> But even all of that is kind of old hat now isn't it?
>
> So that's what I mean by it appearing pretentious because most of us have already gone through the 1984s, Clockwork Oranges, Animal Farms and Brave new worlds. But it looks like it's trying to present itself in a manner that this is somehow new to us or enlightening.

You haven't even played the game yet your talking like you no your shit.

Shaking my head.

BlastProcessing
Member
(04-01-2013, 08:50 PM)
Quote



#88

> Originally Posted by **Carcetti**
>
> I haven't read it yet (will soon) but the thing that stuck me most was that Anna represents USA's future and by becoming apathetic Booker (the people) gives the future away to destructive regressive conservatism even though they might not themselves be responsible for it. The old evil grows when good men do nothing etc.
>
> It's about as subtle as the first episode of Newsroom.

But Booker didn't become apathetic. Booker can't escape his shame. He can't stop caring and it consumes him. Comstock is the one who becomes apathetic. He uses the baptism to release himself from care.

I just don't see any support for these overt, present day allegories.

TheBaronOfNA
Banned
(04-01-2013, 08:52 PM)
Quote

#89

> Originally Posted by **Marcel**
>
> The 'modern conservative' thing is reductive and an oversimplification of the more complex themes Infinite spurs discussion of, but clumsily handles in the midst of telling a messy story and making you blow stuff up. If I came off as bitter or offensive, I apologize.

That's better.

DatDude
Banned
(04-01-2013, 09:13 PM)
Quote

#90

> Originally Posted by **BlastProcessing**
>
> But Booker didn't become apathetic. Booker can't escape his shame. He can't stop caring and it consumes him. Comstock is the one who becomes apathetic. He uses the baptism to release himself from care.

Exactly.

Max O Power
Junior Member
(04-01-2013, 09:15 PM)
Quote

#91

> Originally Posted by **BlastProcessing**
> But Booker didn't become apathetic.

Exactly, quite the opposite. At the beginning of the game it's all about "Getting the girl", it's a job, nothing more. At the end it's about saving the world, or at least Manhattan.

DatDude
Banned
(04-01-2013, 09:17 PM)
Quote

#92

> Originally Posted by **Max O Power**
> Exactly, quite the opposite. At the beginning of the game it's all about "Getting the girl", it's a job, nothing more. At the end it's about saving the world, or at least Manhattan.

I'd say less about saving the world...and more about redemption towards what he done to Elizabeth.

TheBaronOfNA
Banned
(04-01-2013, 09:20 PM)
Quote

#93

> Originally Posted by **DatDude**
> I'd say less about saving the world...and more about redemption towards what he done to Elizabeth.

Is also Elizabeth redemption. She mentions that she feels guilty because the actions of Vox Populi and killing Daisy.

DatDude
Banned
(04-01-2013, 09:22 PM)
Quote

#94

> Originally Posted by **TheBaronOfNA**
> Is also Elizabeth redemption. She mentions that she feels guilty because the actions of Vox Populi and killing Daisy.

Lets no forget about Luteces either. The whole experiment was for them to redeem what they had done as well.

The whole theme really is about Redemption in general.

Max O Power
Junior Member
(04-01-2013, 09:26 PM)
Quote

#95

> Originally Posted by **DatDude**
> I'd say less about saving the world...and more about redemption towards what he done to Elizabeth.

Yeah definitely. It was just a way to set things in proportions. The task is simple at first. But grows gigantic over the course of the game. Even if Elizabeth is at its core.

Thinking about it, the destruction of Manhattan is actually quite trial compered to the possible destructive powers of Elizabeth.

Last edited by Max O Power; 04-01-2013 at 09:29 PM.

Technosteve
Member
(04-02-2013, 03:22 AM)
Quote

#96

Saw this thread on Giantbomb and i think the OP has a well written post about the relationship between Bioshock and Bioshock Infinite. I really like the thematic links he observes.

> Two lighthouses stand tall. In both Bioshock and Bioshock Infinite, walking through their front doors is the first step in your adventure in two cities that share more in common than their architecture would lead you to believe. In Bioshock proper, the door leads to a bathysphere that takes you to the cold blackness of the underwater city of Rapture, deep below the sea. In Infinite, it contains the rocket that will launch you to the sun washed floating city of Columbia, high above the clouds. You only need to play the first five minutes of both these games to

observe the duality at their heart- one is a descent into Hell, the other the ascension to Heaven.

1960. Rapture lies in ruin. When Jack's bathysphere docks, the shattered lights, the broken walls and the streaks of blood all tell us that something very bad has happened here. Much of the game has us scavenging among the wreckage for whatever goods we can use to help us survive, rooting through ransacked shops and looting their dead patrons. Over the course of the game, we learn the history of a place that was once much grander, a city whose culture, politics and people were twisted and disfigured until the people turned on each other in a violent rebellion. As much as Rapture feels like it was once a place, it was also a character...

Andrew.
Banned
(04-02-2013, 03:24 AM)
Quote

#97

> Originally Posted by **DatDude**
> Lets no forget about Luteces either. The whole experiment was for them to redeem what they had done as well.
>
> The whole theme really is about Redemption in general.

Red Dead Biodemption

Red like the menarche rags on display by the syphon.

beastmode
Member
(04-02-2013, 09:40 AM)
Quote

#98

"Booker represents an America who has clung to regret and allowed it to consume them."

Wot?

Screaming Meat
Member
(04-02-2013, 09:22 PM)
Quote

#99

> Originally Posted by **mentalfloss**
> My posts clearly outline what kind of themes **appear to be** conveyed to the casual observer.

Well there's your problem right there.

> Originally Posted by **mentalfloss**
> So my question if you want me to put it simply is - what is it?
>
> What is it, thematically speaking, that puts this game in such high regard?

As a casual observer, your posts appear to convey that you are interested enough to warrant renting or even purchasing a copy. :P

EDIT:

Analysis-wise, I think the most profound thing I've read (it was in the link on the OP) is that Columbia is a *literal* monument to Booker's sins.

Last edited by Screaming Meat; 04-03-2013 at 08:45 PM.

Gully State
Member
(04-05-2013, 08:20 PM)
Quote

#100

So in keeping with [redacted] I don't recall it being mentioned that Booker took part in that.

edit: nm- just found the answer partly- Basically the independence day of Columbia.

Last edited by Gully State; 04-05-2013 at 08:26 PM.

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