



# ***The Abyss of Aversion***

*Pandora's Tower*  
und Entstellung in Spielnarrativen

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## Das Menschliche im Nichtmenschlichen

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"My basic idea in creating the monsters of *Silent Hill 2* was to **give them a human aspect**. In the beginning, the game player would believe they were human. Then I proceeded to undermine this human aspect by giving weird movements to these creatures and by using improbable angles for their bodies, based on the mannerisms and movements of drunk people or the tentative walk of very young children."

- Masahiro Ito, Monster Designer für *Silent Hill 2*

*Silent Hill 2: Making of*, Konami, 2001.



# Schönheit und Moral

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- Platonische Philosophie

- überragende Schönheit ist die Quelle alles Guten, überragendes Gutes die Quelle aller Schönheit
- Hässlichkeit gilt als "disharmonious with everything divine."

Plato, "Symposium," *The Symposium and the Phaedrus: Plato's Erotic Dialogues*, trans. William S. Cobb

(Albany: State U of New York P, 1993) 44 (206d).

- Christliche Philosophie

- **"The body is an image of the mind, which, like an effulgent light scattering forth its rays, is diffused through its members and senses, shining through in action, discourse, appearance, movement [...]"**

St. Bernard, qtd. in Umberto Eco, *Art and Beauty in the Middle Ages*, 2nd revised ed. (Yale: Yale Nota Bene, 2002) 10.



# Schönheit und Moral

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- Puritanischer Glaube (USA):
  - Der Körper ist des Teufels Zugang zur menschlichen Seele.
  - Ein Pakt mit dem Teufel manifestiert sich am Körper:
    - Muttermale, Narben, Hautkrankheiten, Missbildungen...
  - Der Körper muss diszipliniert ("in Stand gehalten") werden, um dem Bösen zu widerstehen.
  - "culture of blame:" entstellte Menschen gelten als unmoralisch



# Entstellung und Popkultur

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- Studie zur Präsenz von Entstellung in Film und Fernsehen:
  - entstellte Figuren besitzen selten eine eigene Stimme
  - sie unterliegen häufig einer voyeuristischen Betrachtung
  - historische Archetypen werden als Muster herangezogen
  - stereotypes Verhalten und stereotype Rollenbesetzung

Claire Wardle, Tammy Boyce, and Joana Barron, "Media Coverage and Audience Reception of Disfigurement on Television," *Cardiff School of Journalism, Media and Cultural Studies*, 2008, 24 June 2012

<<http://www.cardiff.ac.uk/jomec/research/researchgroups/riskscienceandhealth/fundedprojects/disfigurement.html>>.



# Entstellung in Videospiele

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Images taken from *Assassin's Creed II* (Ubisoft 2009), *Metal Gear Solid 3: Snake Eater* (Konami 2004), *Infamous 2* (Sucker Punch Productions 2011), and *Uncharted 2: Among Thieves* (Naughty Dog 2009).



# Entstellung in Videospiele

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Images taken from *Soul Calibur III* (Namco 2005), *Dirge of Cerberus: Final Fantasy VII* (SquareEnix 2006), *Batman: Arkham Asylum* (Warner Bros Interactive 2009).



# *Pandora's Tower*

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# Dying with Beauty, or Living with Ugliness





# Empathie und (Für)Sorge

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- "until I return to your side"
  - "People are more likely to respond if you make them feel sympathy for her plight, so they want to do what they can to help her. Isn't it true that this kind of sympathy can be held even towards animals and machines?"

- Hitoshi Yamagami,  
Nintendo Software Planning and Development

"Iwata Asks: *Pandora's Tower*," *Nintendo UK's Official Site*, 4 Apr. 2012, Nintendo of Europe, 24 June 2012 <<http://www.nintendo.co.uk/>>.



## Reaktionen der Spieler

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- "I had only let the gauge fall to purple once, and afterwards I swore that it wouldn't happen again. I remember when it did happen, Elena mentioned the bracelet I had given her had broken, and she was repeatedly apologizing, meanwhile in my mind, I'm scolding myself for not returning quickly enough. It was quite a melancholic scene. It's... very hard not to care about Elena."

- Executor51, "*Pandora's Tower Board*," *Gamefaqs*

- "I think 'worth seeing' [the full transformation] might be the wrong way of putting it. But I'd agree that all players should see it once, if only so they know what they mustn't do ever again."

- Bondoo7126, "*Pandora's Tower Board*," *Gamefaqs*



**Danke für Eure Aufmerksamkeit!**

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# Bibliographie

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