



## The representation of video games in the contemporary Japanese novel

Video game iterations of death as seen by literature

Publication type: Journal article

Journal: [Romanesques Revue du Cercll / Roman & Romanesque 2021, Hors-série. Jeu vidéo et romanesque](#)

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Abstract: This article surveys contemporary Japanese novels that have video games as a theme. It studies two of them in particular: *No Life King* by Itō Seikō and *Te o nobase, soshite komando o nyūryoku shiro* by Fujita Shōhei, two first novels published thirty years apart. Their analysis focuses on identifying novelistic motifs specific to the representation of the video game medium, starting with the iteration of death in video games and its confrontation with reality.

Pages: 229 to 243

Journal: [Romanesques \(Fictions\)](#)

CLIL theme: 4027 -- SCIENCES HUMAINES ET SOCIALES, LETTRES -- Lettres et Sciences du langage -- Lettres -- Etudes littéraires générales et thématiques

EAN: 9782406125488

ISBN: 978-2-406-12548-8

ISSN: 2271-7242

DOI: 10.48611/isbn.978-2-406-12548-8.p.0229

Publisher: Classiques Garnier

Online publication: 12-08-2021

Periodicity: Biannual

Language: French

Keyword: Japan, contemporary novel, video game, imaginary of death, Itō Seikō, Fujita Shōhei

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