

Evan Wiley

Professor Bertozzi

Game Design 211

1/23/20

Less Talk, More Rock Response

The concept that games these days are constantly cluttered with too much dialogue and text is a very interesting one to think about. I can certainly agree with the statement to a degree; however, I think the industry still holds a lot of the same values within there being games with no dialogue or rather the protagonist doesn't speak. I do think games like the Mario series and The Legend of Zelda have this certain charm to them with no one really talking and the emphasis is on the world itself, but I think the industry now is fully focused on delivering complex games with interesting stories. This is why we have games with a lot of dialogue. However, I still feel like that game developers still enjoy making games with little dialogue. Look at the Halo games with Master Chief. He never talks, yet people still say that he is their favorite character in Halo. There is something unique about playing as the protagonist that doesn't say a whole word during the game. I certainly think that game developers have "shied" away from making completely "silent" games because everyone favors bigger games with a complex story.