“WALK TALL … MY FRIENDS”

GRIEF IN FINAL FANTASY XV THROUGH THE LENS OF NARRATIVE TRANSPORTATION THEORY

Applied Theories



Losses

- Regis Lucius Caelum—Father & King
- Lunafreya Nox Fleuret—Fiancée & Oracle
- Noctis Lucius Caelum—Grief for Self

Key Theory

- Green & Brocks’s Narrative Transportation Theory

Definition

Green and Brock’s narrative transportation theory suggests that individuals grow deeply immersed in a story, leading to deeper emotional connection with the story. Narrative transportation causes a viewer to experience the story, not just watch it.



Grief Theory Stages, Tasks, & Attributes

Arms

- Kübler-Ross’s Stages of Grief:
  - 1. Denial
  - 2. Anger
  - 3. Bargaining
  - 4. Depression
  - 5. Acceptance
- Worden’s Tasks of Mourning:
  - 1. Accept Reality of Loss
  - 2. Experience Pain of Grief
  - 3. Adjust to Life without deceased
  - 4. Find Enduring Connection with Deceased
- Continuing Bonds Theory:
  - Ongoing Relationship with Deceased
  - Memories & Rituals
  - Deceased Influences Living
  - Living Shapes Deceased’s Memory

Narrative transportation theory paired with various grief models examines a new approach to grief in video games, such as Final Fantasy XV.

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