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En fallstudie i transmedialt berättande genom Mass Effect

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Abstract

In this essay I have studied the video game Mass Effect franchise as an intermedia and transmedia phenomena. For the analysis of the empirical material I have adopted media scholar Henry Jenkins' concept of transmedia storytelling.

The purpose of this paper is to show how transmedia storytelling can appear around the 2010th century. To do so I have mapped out the different Mass Effect products in both their chronological order and order of release. I have also studied all the products with a narrative and analysed their relations with each other, in order to exemplify how transmedia storytelling works in the Mass Effect franchise. I also discuss the upsides and downsides of transmedia storytelling in relations to the cultural... [\(More\)](#)

En fallstudie i transmedial berättande genom

MASS EFFECT

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