

The Dance of the Media: Literary Features in Music, Film, and Video Games,
and the Evolution of Intermediality

Abstract

The Ph.D. thesis *The Dance of the Media: Literary Features in Music, Film, and Video Games, and the Evolution of Intermediality* is a project that aims to shed light on the intricate relationship between literature and other media. This thesis will demonstrate that literary elements and their functions are employed in a considerably intermedial manner in several selected music records, films, and video games for a variety of purposes specifically regarding narrativity and world-building. In particular, works from the genres of metal music, metacinema, and fantasy and sci-fi videogames will be closely investigated.

For example, bands like Blind Guardian, Fear Factory, Devin Townsend Project, and Twelve Foot Ninja create intricate stories for their records and utilize literary features, structures, and conventions to expand these narrative worlds and give gravity to their social critical and philosophical messages. Movies such as, *Russian Ark*, *Adaptation*, *Birdman*, and *One Cut out of the Dead* place questions of literary creativity, self-reference, narrative composition, and fictionality at the center of their narratives by infusing them with a strong underlying fabric of literary discourse. And video games like *Call of Cthulhu: Dark Corners of the Earth*, *Bioshock*, *Metroid Prime*, and *The Elder Scrolls V: Skyrim* present the players with intermedial storytelling as they blur the line between text and game, utilize diary-esque and epistolary features, and enrich their world-building, representation of characters and aesthetic illusion by filling their worlds with literary features.

In terms of its theoretical and methodological approach, this thesis will be conducted along the lines of two key goals. Firstly it will be a intermedial study based on the theoretical framework of the leading intermediality and literary studies scholar Werner Wolf, in an attempt to further develop his concepts and ideas and create a new analytical approach to intermedial art. Secondly, this project aims to purposefully cross media borders by showcasing transnational trends in intermedial storytelling in metal music, metafilm and, sci-fi- and fantasy videogames. Building upon Wai Chee Dimock's planetary perspective for the analysis of literature, a comparable global perspective for intermedial works from around the world will be proposed.

Lastly, this Ph.D. thesis also aims to propose some points of discussion. Where are we

headed next? Virtual reality, AI-created art, and interactive movies are among these newly emerging media, and they bring a strong wind of change with them. As will be shown, these cultural developments are both a source of exciting new possibilities and critical issues.