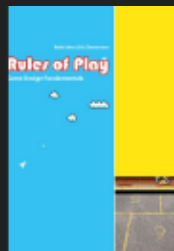


Análise Semiótica em Jogos

Celso Fujimoto

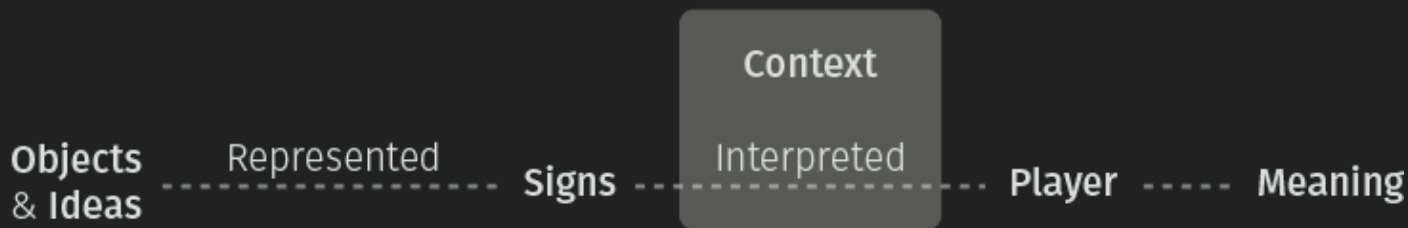


Rules of Play

Eric Zimmerman & Katie salen

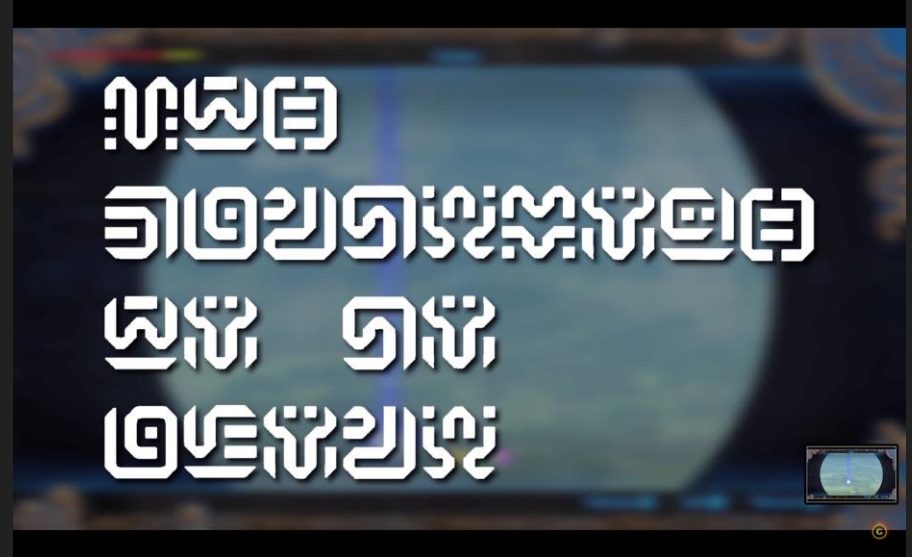
Four Semiotic Concepts (p. 42)

1. A sign represents something other than itself.
2. Signs are interpreted.
3. Meaning results when a sign is interpreted.
4. Context shapes interpretation.









SHEIKAH ALPHABET

A	B	C	D	E	F	G	H
							
I	J	K	L	M	N	O	P
							
Q	R	S	T	U	V	W	X
							
Y	Z	1	2	3	4	5	6
							
SPACE	7	8	9	0	FULL STOP		
							

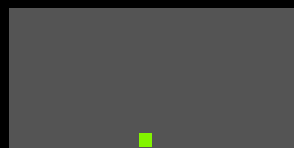
ନିଃସଂ
କ୍ରମେ କ୍ରମେ
କ୍ଷମା କ୍ଷମା
କ୍ରମେ କ୍ରମେ



©

ITS
DANGEROUS
TO GO
ALONE

©



XO

XO

XO



-LIFE-



IT'S DANGEROUS TO GO ALONE! TAKE THIS.



Easter Egg





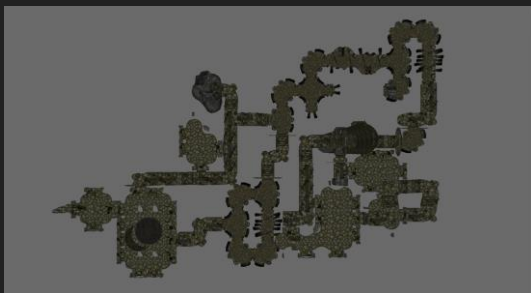
Backtrack



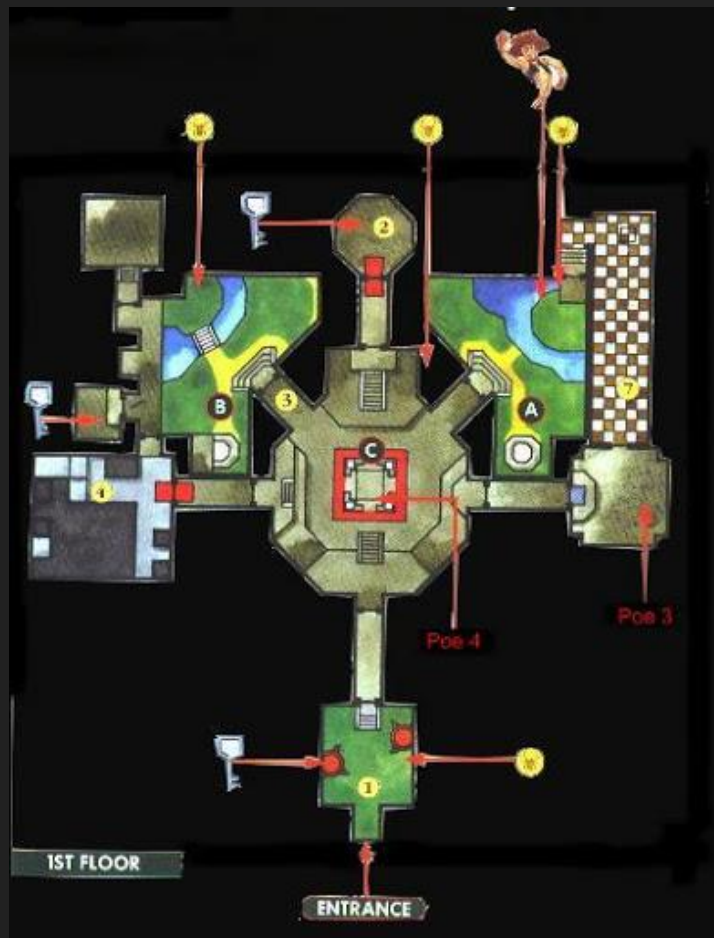
Fast-Travel



Loop



Hub



Bomb



Boomerang



Hookshot



Metroidvania

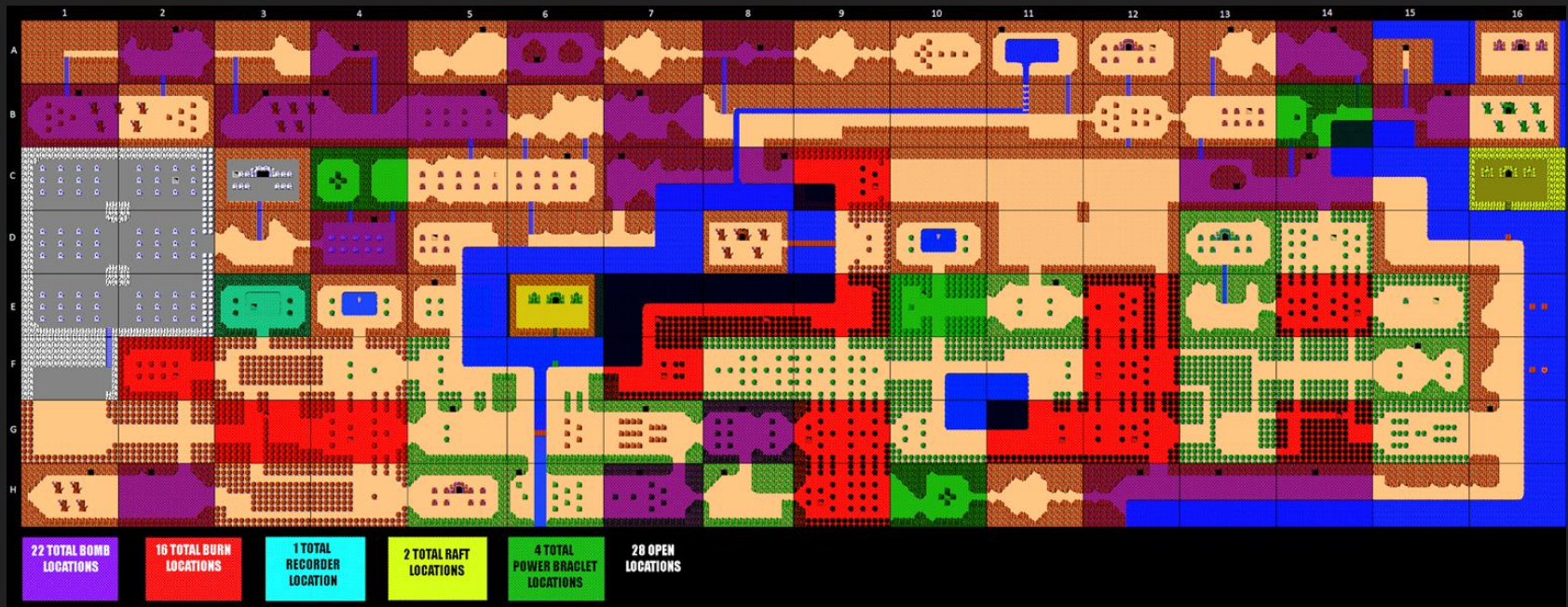
Metroid



Hollow Knight







Objects
& Ideas

Represented

Signs

Context

Interpreted

Player

Meaning