Aveline’s Heroine Journey in Ubisoft’s “Assassin’s Creed: Liberation”

Abstract

Video games become one of the most entertaining media nowadays. In present, we already live in eight-generation consoles which was the perfection of the previous consoles. Starting in 2010, games itself develops into a stage where movement, storyline and also the most important is graphics which are nowadays presented more astonishing than ever before. Writer chose to pick a one games in particularly which released in October 2012 on PlayStation Vita, named Assassin’s Creed: Liberation. This franchise itself was the one of the genres as presented by (Scarborough) for the representation of Action-Adventure game genre. As the game genre presents, this game will make the players to explore and socialize as the game will provide open world interface to get focused on the exploration of historical and geographical knowledge and also to present socialization between societies which is presented in the gameplay. With black female as the main protagonist of the story, this study attempts to define the heroine’s journey in the gameplay with method provided to scrutinize about post-colonialism hybridity between Aveline’s personas. This study was examined using Valerie Estelle Frankel Heroine’s journey, as how the portrayal of Aveline’s character throughout the gameplay. Later found that the persona of the main protagonist indeed is supported and opposed by peoples around her, which her persona of Aveline led to different point of view of post-colonialism. The result indicates that Aveline’s persona reflects different status as a part of her sense of hybridity.

Keywords: action adventure, heroine’s journey, hybridity, postcolonialism, video game