GRIS
The Language of Gaming

Use this vocabulary sheet to help you describe the gameplay experience, analyze the visual style, and discuss the deeper themes of the game during your Individual Oral or in your written tasks.

Section 1: The Language of Gaming

Essential terms for discussing the medium of video games.

Term	Definition / Context	Sentence Starter
Platformer	A genre of video game involving running, jumping, and climbing to navigate environments.	*"GRIS is a puzzle-**platformer** that focuses on exploration rather than combat."*
Mechanics	The rules and methods of interacting with the game (e.g., jumping, singing).	*"As the game progresses, new **mechanics** are introduced, allowing the character to swim and fly."*
Narrative	The story or account of events, experiences, or the like.	*"The game utilizes an environmental **narrative**, telling the story through background details rather than dialogue."*

Avatar	The character that represents the player within the game world.	*"The player controls an **avatar** who represents a young girl lost in her own world."*
Level Design	The creation of the environments, scenarios, and missions in a video game.	*"The **level design** changes to reflect the protagonist's emotional state, becoming more chaotic during the 'Anger' stage."*
Immersion	The state of being deeply engaged or involved; feeling "inside" the game.	*"The lack of a HUD (Heads-Up Display) increases the player's sense of **immersion**."*
Interactivity	The ability of the player to influence the game world.	*"Unlike a movie, the **interactivity** of the game forces the audience to participate in the character's struggle."*

Section 2: The Language of Grief (Thematic)

Words to connect the game's narrative arc to the "Five Stages of Grief" theory (Kübler-Ross).

Stage	Related Emotion (Noun)	Context in GRIS
1. Denial	**Numbness**	*The game begins in a monochrome (black and white) world, representing the character's initial **numbness** and refusal to accept reality.*

2. Anger	Hostility	*The environment turns red and violent winds push the character back, symbolizing **hostility** and frustration.*
3. Bargaining	Hope	*Green enters the palette, and the character gains new abilities. There is a sense of **hope** that she can fix what is broken.*
4. Depression	Despair	*The world becomes submerged in blue water. The slow movement represents the weight of **despair** and sadness.*
5. Acceptance	Peace	*The final restoration of all colors brings harmony to the world, suggesting the character has found **peace**.*

Section 3: Visual Analysis

Descriptive language for the Individual Oral (describing the visual stimulus).

- **Contrast:** The striking difference between light and dark, or between colors.
  - *Usage:* "There is a sharp **contrast** between the tiny, fragile character and the massive, dark statues in the background."
- **Silhouette:** The dark shape and outline of someone or something visible against a lighter background.
  - *Usage:* "The character is often shown as a simple **silhouette**, which allows the player to project their own feelings onto her."
- **Foreground / Background:** The part of a view that is nearest to the observer versus the part that is furthest away.
  - *Usage:* "In the **foreground**, the character looks small, while the **background** is filled with crumbling architecture."
- **Scale:** The relative size or extent of something.

- ○ *Usage:* "The game uses **scale** effectively; the massive environments make the player feel isolated and small."
- **Minimalism:** A style that uses the smallest range of materials and colors; simplicity.
  - ○ *Usage:* "The **minimalism** of the art style forces the player to focus on the movement and the music."