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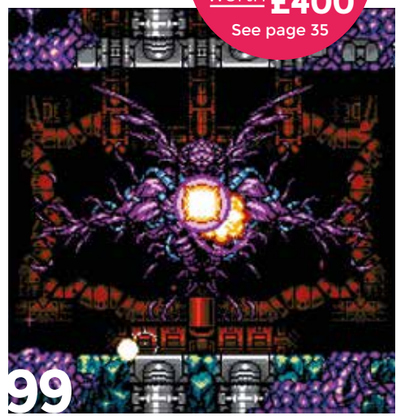

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WELCOME

Video games have been in thrall to cinema from pretty much the beginning. *Space Invaders* might have had a military theme had the arrival of *Star Wars* not prompted its creator to pivot to a sci-fi theme, for example. Even today, at a time where the video game industry has long since eclipsed cinema in financial terms, 20th-century movies still cast a long shadow: it's hard to imagine *Cyberpunk 2077* looking quite the same without *Blade Runner*. But this month, prompted by my interview with LKA's Luca Dalcò (see page 6), I've been wondering: should more developers look to theatre for inspiration?

As Dalcò notes, there are a number of parallels between games and theatre. Theatre directors can create a set and decide where to put the props and actors, but they can't control where the viewer looks, which is a lot like a video game. Similarly, theatre is dynamic where cinema is fixed: a theatrical performance can be different each time, much like a player trying something different in each playthrough.

In other words, there's perhaps as much inspirational value for developers in plays and musicals as the work of movie directors like Ridley Scott and James Cameron. But what do you think? Are games too in thrall to movies – particularly the same ones whose names pop up time and again? Is there a particular play or musical that would make a great video game? Let us know your thoughts at **wfmag.cc/hello**, and we might publish your reply in next month's issue.

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