

ABSTRACT

WHEN HISTORY AND VIDEO GAMES INTERTWINES: INTERTEXTUAL ANALYSIS OF CASTLES, TOWNS, AND VILLAGES IN THE WITCHER 3

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The Witcher III: Wild Hunt is a video game based on the novel written by Andrzej Sapkowski. The story of Geralt of Rivia, a monster slayer for hire known as a Witcher, and searches for his adopted daughter 'Ciri', she fled because she was being pursued by the wild hunt. The objective of the studies is to seek out and analyze the features of places inside the games based on real-life medieval-era settings. 1). Find the similarities and differences in the settings of castles, towns, and villages in-game compared to descriptions of the medieval era in literature. 2). In order to create the analysis, the writer gathers the data from screenshots and lore. After analyzing the data, the writer compares the analysis to the literature by historians and finds that so many aspects are related to the medieval era. The evidence in the literature demonstrates that some aspects did exist in the literature. Thus, history is interwoven in fictional works.

Keywords: *Video games, Settings, The Witcher, Medieval Era.*