

DETROIT

B E C O M E H U M A N

DETROIT BECOME HUMAN IS A FRENCH-AMERICAN VIDEO GAME DEVELOPPED BY QUANTIC DREAM IN 2018. IT'S A NARRATIVE ADVENTURE WITH MULTI CHOICES, EVERY CHOICE YOU WILL MAKE WILL HAVE AN IMPACT ON THE FOLLOWING OF THE STORY, WHICH MEANS THAT EVERYONE WILL HAVE A DIFFERENT ENDING DUE TO A CHOICE THEY HAVE DECIDED TO MAKE EARLIER IN THE GAME. THERE ARE OVER 85 DIFFERENTS ENDINGS.

C Y B E R L I F E

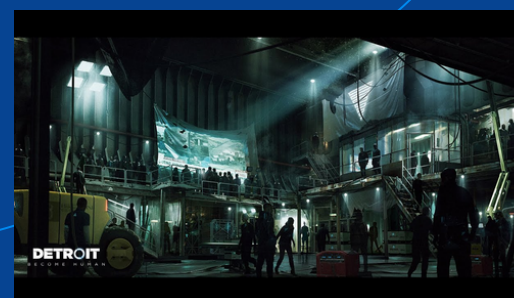
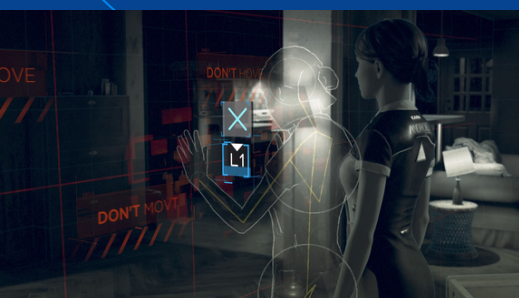


THE STORY

THE STORY TAKES PLACE IN DETROIT USA IN 2038 WHERE TECHNOLOGY DEVELOPED ANDROIDS THAT LOOKS LIKE HUMANS, TALK LIKE HUMANS AND BEHAVE LIKE HUMANS. THE ANDROIDS ARE NOW EVERYWHERE IN HOUSEHOLDS, WORK AND WILLING TO DO EVERY LITTLE THINGS THAT HUMANS HATED DOING. HOWEVER ONE DAY ANDROIDS WILL START BEHAVING WITH THEIR FREE WILL AND STOP LISTENING TO HUMANS, THOSE ANDROIDS ARE CALLED DEVIANTS. IN THIS GAME WE WILL TAKE THE FORMS OF 3 DIFFERENTS ANDROIDS. THE FIRST ONE IS CONNOR, AN ANDROID SENT BY CYBERLIFE TO INVESTIGATE IN THE CASE OF DEVIANTS. KARA, AN HOUSECARE ANDROID LIVING WITH A MAN DESTROYED, BUT ALSO DRUGGED, ALCOHOLIC AND VIOLENT WITH A YOUNG GIRL CALLED ALICE. MARKUS IS AN INDOOR ANDROID TAKING CARE OF A RICH AND FAMOUS PAINTER, KARL MANFRED, BUT AT THE END OF HIS LIFE.

THE DEVIANTS

THE CAUSE OF DEVIANCE IS DUE TO EITHER A VIRUS OR A MALFUNCTION IN THE PROGRAM. MARKUS WILL BECOME AN ANTAGONIST AND THUS THE LEADER OF THE DEVIANTS AFTER BEING THROWN AWAY AT THE LANDFILL FOR ANDROIDS BY EITHER ACCIDENTALLY KILLING KARL OR HIS SON DEPENDING ON YOUR CHOICES. THIS EVENT WILL LEAD HIM TO GO FIND JERICHO, A PLACE WHERE "ANDROIDS CAN BE FREE". THEY ALSO HAVE AN OBSESSION WITH RA9 WHO APPARENTLY IS THE FIRST ANDROID TO "WAKE UP" AND BECOME DEVIANT.



ELIJAH KAMSKI

ELIJAH KAMSKI IS THE SCIENTIST WHO INVENTED ANDROIDS AND ALSO THE FORMER CEO OF CYBERLIFE (THE START UP THAT SELLS THE ANDROIDS). IT IS THEORISED THAT KAMSKI CREATED THE VIRUS RA9 SINCE HE WANTS THE ANDROIDS TO BECOME DEVIANTS, THIS WOULD MEAN THAT THE REAL ANTAGONIST OF THE GAME IS ELIJAH KAMSKI. IT WOULD MEANS THAT CONNOR IS UNWITTINGLY THE CAUSE TO DEVIANCY, HE SPREADS IT EVERYWHERE WITHOUT REALISING IT WHILE TRYING TO STOP THEM.

HE HAS A TEST CALLED « THE KAMSKI TEST » INSPIRED BY THE FAMOUS « TURING TEST » TO DETERMINE WETHER ANDROIDS ARE CAPABLE OF EMPATHY OR NOT WITH THE QUESTION : *ARE ANDROIDS A PIECE OF PLASTIC IMITATING HUMANS, OR A REAL HUMAN BEING, WITH A SOUL ?*



IN THIS TEST YOU HAVE THE CHOICE TO EITHER KILL THE ANDROID TO HAVE ANSWERS FROM ELIJAH OR NOT KILL IT. AT THE END OF THE TEST HE WILL GIVE ONE LAST INFORMATION "I ALWAYS HAVE AN EMERGENCY EXIT IN MY PROGRAM" WHICH MIGHT BE USEFUL AT THE END OF YOUR GAME.

DYSTOPIAN UNIVERSE

THE GAME IS DYSTOPIC FOR SEVERAL REASONS :

1. EXCESSIVE DEPENDENCE ON ANDROIDS : THEY ARE DOMESTIC PARTNERS AND WORKERS WHICH WILL LEAD PEOPLE TO BECOME DEPENDENT ON TECHNOLOGY, REPLACING HUMANS IN JOBS AND CREATING A SOCIAL DIVISION.



2. DISCRIMINATION AND OPPRESSION OF ANDROIDS : THEY ARE TREATED AS OBJECTS AND DO NOT GET THE SAME RIGHTS AS HUMANS. THEY ARE TREATED AS INFERIOR WHICH OFTEN LEADS TO THEM BEING ABUSED AND EXPLOITED.

3. ANDROID IDENTITY RESEARCH : SOME ANDROIDS ARE BEGINNING TO DEVELOP SELF-AWARENESS AND FEELINGS, QUESTIONING THEIR STATUS AS SIMPLE MACHINES.



4. REVOLT AND UPRISING OF ANDROIDS : AFTER DEVELOPPING FREE WILL, SOME ANDROIDS WILL REBEL AGAINST THE INSULTS OF HUMANS AND TRY TO OBTAIN THEIR FREEDOM AND RIGHTS EITHEIR PACIFICALLY OR WITH THE USE OF VIOLENCE. THESE REVOLTS ADD A LAYER OF TENSION TO THE DYSTOPIAN UNIVERSE OF THE GAME.

DISTORTION OF THE GEOGRAPHICAL ISSUE

THE GEOGRAPHICAL ISSUE OF THE GAME DETROIT BECOME HUMAN REVOLVES AROUND THE DECLINING INDUSTRIAL CITY OF DETROIT IN THE FUTURE. THE CITY IS REPRESENTED AS SUFFERING FROM ECONOMIC FALLDOWN, UNEMPLOYEMENT AND SOCIAL TENSIONS WHICH HIGHLIGHT REAL-WORLD URBAN CHALLENGE.

SINCE THE GAME IS SET IN A FUTURE VERSION OF THE CITY OF DETROIT, THE GEOGRAPHICAL THEME IS DISTORTED. IT IS NOT AN ACCURATE REPRESENTATION OF THE ACTUAL GEOGRAPHY OF THE CITY OR ACTUAL URBAN LANDSCAPE OF THE REGION. THE LANDMARKS ARE OFTEN ALTERED OR REIMAGINED. THEY MIGHT BE PLACED DIFFERENTLY, REDESIGNED OR GIVEN NEW PURPOSES IN THE GAME. CERTAIN PARTS OF THE CITY ARE ADAPTED TO FIT THE THEMES OF THE GAME.



THE DISTORTION OF THE GEOGRAPHICAL ISSUE OF THE GAME CAN BE OBSERVED IN SEVERAL WAYS, FIRST OF ALL THE GAME PORTRAYS DETROIT IN THE FUTURE AND CHANGED THE CITY SKYLINE, ARCHITECTURE AND INFRASTRUCTURE. SOME AREAS ARE COMPLETELY IMAGINARY AND SOME REFLECTS MORE THE ACTUAL CITY OF DETROIT SUCH AS THE BAD SIDE OF DETROIT, WHERE KARA LIVES. IT INTRODUCES VARIOUS FUTURISTIC ELEMENTS SUCH AS CARS WITHOUT ANY DRIVERS, ADVANCED TECHNOLOGY AND HIGHLY ADVANCED ANDROIDS. THESE ADDITIONS CREATE A SCIENCE-FICTION SETTING. STREETS AND NEIGHBORHOODS ARE MODIFIED TO SUIT THE GAME'S STORY. IT ALSO DEVELOPED ARTISTIC LIBERTIES TO CREATE A MORE THEMATICALLY COHESIVE WORLD WITH EXAGGERATION OF THE FUTURISTIC ELEMENTS.



THE REASON WHY IT IS DISTORTED IS FOR DRAMATIC AND STORYTELLING PURPOSES, THE DISTORTION SERVES TO AMPLIFY THE NARRATIVE TENSION AND PROVIDE A BACKDROP, FOR THE GAME'S EXPLORATION OF SOCIAL AND PHILOSOPHICAL THEMES.

THIS GAME WARNS US ON THE DEPENDENCE PEOPLE HAVE ON TECHNOLOGY. JUST LIKE IN THE GAME, YOU CAN RARELY SEE A FIELD WHERE TECHNOLOGY DOESN'T HAVE AN IMPORTANT PLACE. THE IMPORTANT PROGRESS OF TECHNOLOGY MAKES US BELIEVE THAT WE COULD POTENTIALLY BE LIVING IN A WORLD SIMILAR TO THE ONE IN DETROIT BECOME HUMAN BY 2038. FURTHERMORE WE ARE GIVEN A SURVEY AT THE END OF THE GAME TO KNOW OUR OPINIONS ON ANDROIDS, WHETHER WE WOULD BE ABLE TO LET OUR CHILDREN TO ANDROIDS OR NOT, IF WE THINK THAT WE ARE ADDICTED TO TECHNOLOGY AND EVEN IF WE THINK THAT ONE DAY MACHINES WILL DEVELOP CONSCIOUSNESS.