



MYTHOLOGICAL ELEMENTS IN *GOD OF WAR* VIDEO GAME: A POPULAR CULTURE ANALYSIS

AN UNDERGRADUATE THESIS

**Proposed to Widya Kartika University Surabaya in Order to Fulfil the
Requirements for the English Literature Bachelor Degree**

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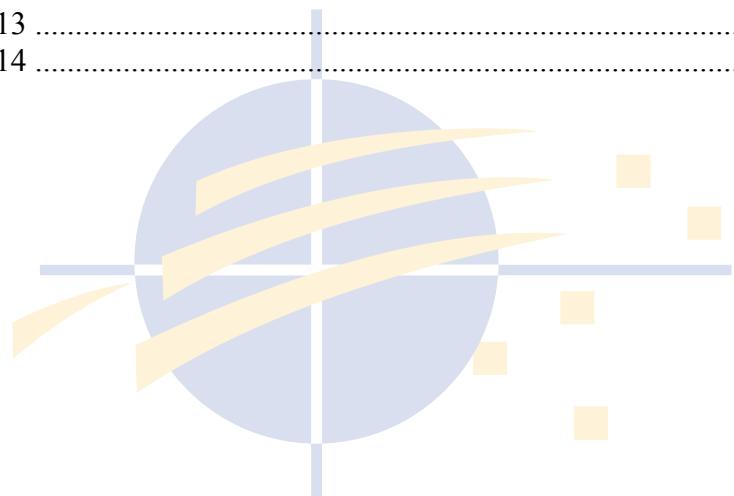
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ABSTRACT

Arya Pratama Herryawan (2023). Mythological Elements in God of War Video

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Nowadays popular culture can come in many different kinds of forms and platforms and can be accessed by many people, since it is mass-produced, and can be accepted by the people from all classes. According to Abhishek Kumar Singh (2022) popular culture means a culture that can be accepted by the society of all ages. One of them nowadays is video games, which according to Molinero (2019) for many people video games is a form of popular culture that is the “core part” of their daily lives and Molinero can say it is a common thing.

Popular culture nowadays can be mixed with mythology where in this case is Greek mythology that writer took from *God of War* video game franchise. Or to be precise, writer took it from the original franchise which was based on Greek mythology. *God of War* is a popular video game franchise developed by Santa Monica Studios with its first game *God of War*. Which tells a story about a weird, bald tattooed Spartan man named Kratos who is on his quest fighting the gods.

Keywords: Greece, Greek Mythology, Mythology, Popular Culture, Video Games