

This paper attempts to prove how the displaying of female characters in video game can remediate film's way of their representation. My starting point for comparison is the theory of Laura Mulvey. The displaying itself and the influence of narrative on representation of female characters were analyzed from the perspective of feminist analysis. The paper tries to point out the ways and pleasures that govern the display of female characters and how they are transformed in the transition between different media. It was successfully proven that video games not only follow the practices of the film medium, but they also further develop them in their own way. Remediation reveals different cultural dynamics in the development of displaying female heroines in film and video games. It also proves that phallogocentric paradigm is still prevailing.