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# ABSTRAKTIT
Abstracts

**Scientific presentation**
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## Sense of place in Enderal (full-conversion Skyrim mod)

*Presentation looks at how, in a full-conversion Skyrim mod Enderal (SureAI), sense of place is created through game mechanics, environmental storytelling, dialogue and in-game books.*

Enderal (SureAI 2016/2019), is a full-conversion non-commercial mod for The Elder Scrolls V: Skyrim, set in its own unique world and featuring original lore and narrative. Exploring the fictional continent of Enderal, player encounters a variety of landscapes and numerous in-game locations, including ruins, dungeons and settlements. The presentation looks at how sense of place is created through game mechanics, environmental storytelling, dialogue and in-game books.

Drawing on early human geographers, recent research in literary geography and Westerside and Holopainen's research (2019) on sense of place in video games, I examine meanings attributed to specific regions and locations, looking at how it fits with the history of the game world and influences player's engagement with the game.

For instance, the capital city, where the player can rest and buy supplies, is divided into districts based on residents' status and occupation, and in each of those not only the audiovisual representation of the place is different but player will be treated differently by non-player characters (NPCs), invoking different feeling and inviting different style of gameplay. In another example, player can explore magically contaminated regions the history of which, through quests and in-game books, will be uncovered. Dreams play a significant role in the narrative, and one of the places that the player character finds him/herself in in a dream can be said to invoke topophobia – fear of the place – due to an anticipated encounter with another character.

The research focuses mainly on the game content and but also aims to offer insights from the developers' and players' perspective, drawing on the interviews with lead developer and writer Nicolas Lietzau and the reception of the game as observed in Let's Play videos and posts on tumblr and reddit.

Studying sense of space in an easy to observe digital environment, where players can act more freely, can allow us to understand how we as people perceive our cities (e.g., Lahti) and what meanings we attribute to them.

Keywords: Enderal, Skyrim, sense of place, game studies, fantasy