

Encouraging youth reading through the medium of the visual novel

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Abstract

Until recently, textual physical media were the only source of information, one of the most used forms being books. Books were one of the main sources of information and entertainment, that is, they provided a view of the world. Due to advances in technology and the increasing use of media such as radio, television, computers and similar devices, media books are in diminishing use. From a book, information is obtained primarily by reading and then visually through images and illustrations. Modern media convey the message by relying primarily on the visual and auditory aspects while least on textual ones. The declining saturation of broad media with textual media calls into question reading as a leisure and learning activity, arise of more visually oriented media like video games, YouTube videos and similar is quite obviously in correlation with the reading decline. Extensive replacement of textual media is happening, which is alarming regarding that there are many reading benefits like encouraging creativity, broadening vocabulary, developing text comprehension, developing grammar skills, satisfaction of reading, acquiring general knowledge, providing insight into human nature and interpersonal relationships. Likewise, reading in another language will significantly contribute to the development and understanding of the vocabulary of that language. Many organizations and individuals are aware of these benefits and advocate and encourage reading. Usual approach of their advocates is promoting the book as a medium that has already been proven as viable and that it is unfairly in diminished use, without considering new book like media. While it is true that a book is a valuable medium that can provide a lot of information and entertainment but not considering the potential of modern media that can match the book is in my opinion a big mistake. There is more diverse media then ever and new ones are arising every year. I would point out visual novels as adequate media which combines classical textual media with new visual and auditory media making it more appealing to younger population but at same time containing major

textual elements. There is a lot of discussion to be held about which new media could parry with classical textual media like book, that is, adequate media with which new generations can reap the benefits of reading and more.

Keywords: media, reading, visual novel, benefits, reading encouragement

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