

Mako energy's overpowering green glow mythologizes technology as a destructive force that robs the planet of life and transforms light, which is typically associated with life and purity, into a poisonous sign of exploitation. Rare landscapes that are illuminated by gentle, natural light, such as Aerith's garden, serve as mythic havens that evoke images of Eden and the old tale of harmony between nature and humanity. The broader idea that nature, despite its destruction, is sacred and capable of renewal—but only if mankind regains its ecological and spiritual equilibrium—is reinforced by these lighting contrasts. Roland Barthes' theory of modern myth as a system in which cultural meaning is naturalized through symbols—where light and darkness have both a visual and ideological purpose—is reflected in this application of visual myth.



## **CHAPTER 5**

### **CONCLUSION**

Using the paradigm of eco-criticism, this study examined how the Final Fantasy VII Remake depicts corporate greed and environmental devastation. The results show that, particularly through the acts of the Shinra Electric Power Company, which takes advantage of the Planet's natural resources for financial gain, the game delivers a potent critique of ecological catastrophe brought on by unbridled industrialization. The game's plot, characters, graphics, and setting all work together to create a fictitious universe that reflects actual environmental catastrophes brought on by capitalist greed.

Ecological collapse is symbolically and visually represented by the city of Midgar. Rare natural areas that represent resistance and sacred nature, like the Sector 5 chapel or Aerith's garden, stand in sharp contrast to its manmade, polluted surroundings. Political and spiritual resistance to the environment is embodied by

characters such as Aerith Gainsborough and Barret Wallace. Shinra, on the other hand, stands for a technocratic force that disregards nature and life to obtain power and make money.

The analysis also shows how the Final Fantasy VII Remake operates as a contemporary myth, conveying ideological themes about nature and power through semiotic codes (myth, denotation, and connotation). The game offers a counter-narrative that emphasizes empathy, balance, and ecological awareness in addition to criticizing environmental exploitation.

This work urges future scholars to investigate video games as ecocritical texts, especially in the context of digital storytelling and popular media. Combining media criticism, game studies, environmental studies, and literary theory, the nexus between interactive narratives and environmental discourse offers a wealth of material for interdisciplinary research. To increase their knowledge of how digital media interacts with ecological ethics, students and academics should think about contrasting Final Fantasy VII Remake with other games that have an ecological theme, including Horizon Zero Dawn, Death Stranding, or The Legend of Zelda: Breath of the Wild. Additionally, it is advised that educators acknowledge video games as a tool for environmental education and awareness, particularly for younger audiences, in addition to being a form of enjoyment. Stories like Final Fantasy VII Remake can be used as cultural instruments to promote ecological consciousness and expose corporate environmental irresponsibility as climate change and ecological collapse continue to alter global reality.