

# Explore Black Myth:Wukong in Disseminating Traditional Culture among Chinese Youth

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## Abstract:

Due to most of the games on the market are generated from their own cultural values, the majority of the research shows that the problem is how culture affects games, and few studies are studied on the reaction of games to culture. Therefore, our group found a current research gap in how games related to China's excellent traditional culture can react to promote the dissemination of China's excellent traditional culture. In the course of the study, the group use a questionnaire survey to explore how the traditional culture of Black Myth: Wukong as an example can be used by young people to inherit traditional culture. After research, the group find that this game relies on "Journey to the West" to play a positive role in the inheritance of traditional culture for young people, and plays the role of "guide". It fills in the relative gaps in previous research.

**Keywords:** Black Myth: Wukong;Games and culture;-  
Journey to the west;Chinese youth.

## 1. Introduction

As the public's acceptance of the game is getting higher and higher, domestic games are also going to the world, especially "Original God" and "King of Glory", both of which have occupied a top position not only in China, but also continue to grow in foreign countries, and even appear in international service types. Looking at the numerous games appearing in China, it is not difficult to find that many games have a common feature, that is, they contain certain traditional cultural elements. Therefore, this research group thought of exploring a specific game and existing literature to explore the connection between games and traditional culture. However, the two games mentioned above are not complete-

ly based on our traditional culture, so we looked at the Black Myth: Wukong, which has not yet been launched, but the trailer has been favored by the audience. According to the existing literature, for example, Zhao Shicheng, The Cultural Imagination of the Game World: On the Game Style and Cultural Significance of "Film and Game Integration" [1], Deng Jian, The Origin and Discussion of Chinese video Game Culture [2], Liu Qi, Chen Gang, From Black Mythology: The Development of China's Game Culture Industry [3], etc. 80% of the literature analysis is to analyze how traditional culture, such as myths, legends, historical allusions, and so on, has an impact on games.

Journey to the West, as one of the four great classical

novels of ancient China, has always been an important carrier of Chinese cultural inheritance with its rich plot and profound philosophical thoughts. With its innovative perspective and exquisite technology, *Black Myth: Wukong* presents this classic work to the contemporary youth in the form of a game. How this game plays its unique role in cultural inheritance in the modern entertainment environment, and has a profound impact on young people, so that young people can learn and feel traditional Chinese culture while experiencing the leisure and entertainment brought by games.

However, in the process of cultural inheritance, games also face challenges such as how to balance commercial interests with cultural connotations, and how to avoid the distortion of cultural values caused by excessive entertainment. Therefore, exploring the influence of *Black Myth: Wukong* on young people in cultural inheritance not only helps us better understand the value of games as a new cultural carrier, but also provides beneficial enlightenment for the development of the game industry.

This paper will conduct an in-depth analysis of the game design, cultural connotation, youth influence and inheritance strategy of *Black Myth: Wukong*, with a view to providing theoretical support for the healthy development of such games in the field of cultural inheritance and contributing to the cultivation of young people with cultural self-confidence in the new era.

## 2. Organization of the Text

### 2.1 Art style

“*Black Myth: Wukong*,” as a game deeply integrated with traditional Chinese cultural elements, plays a significant role in cultural heritage that cannot be underestimated. Firstly, in terms of character creation and artistic style, the game’s visual art performance has greatly enhanced young people’s aesthetic recognition of traditional culture. By analyzing the expression of traditional culture in the game’s art design, we explore how the gaming industry and traditional culture can better integrate and coexist in the context of the digital age. [4] “*Black Myth: Wukong*” combines traditional Chinese painting, sculpture, and other artistic styles with modern gaming technology, presenting young people with vivid traditional cultural images through its exquisite visuals and detailed scene design. This visual impact not only strengthens young people’s perception of the beauty of traditional culture but also stimulates their interest and desire to explore traditional cultural arts. According to the data collected from the questionnaires distributed by the project investigation team, the majority of adolescents hold high expectations

and positive evaluations of this game, and they have also provided much feedback and suggestions regarding the game’s artistic aspects. The consensus is that “*Black Myth: Wukong*” represents a qualitative leap in the artistic design of domestic games, though there is room for improvement in the detailed depiction.

### 2.2 Storyline

The game reenacts the story’s plot, using “*Journey to the West*” as the background, combining traditional culture with modern gaming elements. This allows adolescents to deeply understand Chinese traditional culture while enjoying the fun of gaming. The characters, scenes, and storylines in the game are filled with a strong traditional cultural essence, subtly immersing young people in the charm of traditional culture and deepening their understanding of the classic “*Journey to the West*.” “*Black Myth: Wukong*” not only replicates the classic plots from the original text but also, through the unique interactivity of gaming, allows young people to experience Sun Wukong’s growth journey in the first person, thus gaining a more profound understanding of the philosophical thoughts and moral values contained within. The game’s character design is particularly outstanding, with vivid and individualistic character images that fully showcase the characteristics of Chinese traditional culture. For example, Sun Wukong’s loyalty, bravery, and wisdom, and the compassion and tenacity of the Bodhi Master, all allow young people to feel the positive energy of traditional culture within the game. The depiction of scenes also encompasses famous mountains and rivers and mythical realms from classical texts, such as the Flower and Fruit Mountain, the Water Curtain Cave, and the Heavenly Palace. The realistic style of the imagery, with meticulous detail and harmonious color matching, allows young people to appreciate the magnificence of China’s natural scenery and the magic of myth and legend within the game. The data collected shows that most adolescents have indeed developed a strong interest in excellent Chinese culture and are willing to explore “*Journey to the West*” and other classics related to the game in more depth outside of gaming. “*Black Myth: Wukong*” carries the essence of Chinese art, philosophy, and other traditional cultures in terms of characters, scenes, and perspectives, reducing cultural differences, breaking Westerners’ inherent perceptions, and effectively exporting Chinese culture, providing a new window for the international dissemination of Chinese culture. [5]

The character shaping and plot development in the game have had a positive impact on shaping the values of young people. Sun Wukong’s unyielding and indomitable spirit, his pursuit of freedom and justice, and his role in uphold-

ing justice while displaying bravery, wisdom, loyalty, and righteousness are all embodied in the game. The game's depiction of destiny showcases extraordinary wisdom, such as outwitting demons and solving riddles. This helps cultivate adolescents' thinking abilities and inspires their interest in exploring the unknown world. The transmission of these positive images and values helps young people establish a correct world view, life view, and value system, which is acknowledged by the majority of adolescents in the questionnaire data. The game enriches the profound connotations of Chinese traditional culture and imparts a unique cultural charm to the gaming work, making a significant contribution to the promotion and inheritance of the essence of Chinese traditional culture. [6]

However, there are certain limitations to the game's cultural heritage. For example, in the pursuit of gameplay, the cultural connotations of the original text may be simplified or adapted, which could lead to misunderstandings of the original culture among young people. Additionally, the commercial orientation of the gaming market may relegate cultural heritage to a secondary goal, affecting the depth and breadth of the game's cultural and educational aspects. To better leverage the role of "Black Myth: Wukong" in cultural heritage, game developers should delve deeper into the essence of traditional culture, balance entertainment with cultural education, and at the same time, educational departments and families should actively guide young people to approach games correctly, using them as a window for understanding and learning traditional culture. Xinhua News Agency has described it as "telling Chinese stories with world-class quality." [7] Through the exploration and discovery of the team members, considerable results and reports have been produced. Overall, "Black Myth: Wukong," as a game with profound cultural depth, has a positively observable impact on the cultural heritage among youth. Moreover, the game's popularity and breadth of dissemination are extremely strong and wide-reaching. Through the platform of the game, traditional culture is conveyed to the youth in a more vivid and interactive manner, which is of great significance for cultivating their cultural confidence and cultural identity.

### 2.3 Ideology and Morality

The spiritual essence of the game "Black Myth: Wukong" reflects multiple aspects. It deeply embodies the essence of traditional Chinese culture and carries significant meaning for ordinary people in modern society[8].

As the protagonist, Sun Wukong embodies the spirit of defying authority and constantly striving to surpass oneself, which is vividly showcased in the game. This spirit encourages players to face challenges head-on, continu-

ously push their limits, and realize their personal growth. Plot design in games often contains a wealth of moral concepts and value orientations, such as justice and evil, courage and sacrifice, persistence and faith. Through the adventures of the protagonist Sun Wukong, "Black Myth Wukong" conveys a positive spiritual core, which has a potential influence on the shaping of values of teenagers. At the same time, it will deeply explore the triple realm of Chinese culture "going out" represented by this game. Through the combination of traditional culture and modern science and technology, it will grasp the borderless attributes of the Internet and the characteristics of the animation game industry, seize the new historical opportunities, and promote China's cultural industry to show new vitality.

Through the analysis of online games, it can be seen that the online myth game is a modern cicadas with the integration of traditional myths and ancient folk games to meet the needs of contemporary people's entertainment and science and technology[9-10]. Nowadays, teenagers are playing games more and more frequently, and reflecting traditional culture in games will make some teenagers feel it. As far as we know, most people are very interested in traditional culture. The reasons include their own interest orientation, traditional culture itself is fascinating and worthy of inheritance, professional destiny and it is closely related to themselves.

### 3. Conclusion

Developed by Game Science, the single-player action game "Black Myth: Wukong" saw its concurrent users on Steam surpass one million within just one hour of release. By August 22, this number had exceeded 2.41 million[9]. Institutions predict that the total sales of "Wukong" will reach 20 million copies, with the final revenue exceeding 6 billion yuan. This paper has produced relatively considerable results and reports. Overall, "Black Myth: Wukong," as a game with profound cultural depth, has a positively observable impact on the cultural heritage among youth. Moreover, the game's popularity and breadth of dissemination are extremely strong and wide-reaching. Through the platform of the game, traditional culture is conveyed to the youth in a more vivid and interactive manner, which is of great significance for cultivating their cultural confidence and cultural identity.

Authors Contribution

All the authors contributed equally and their names were listed in alphabetical order.

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