# Article information:

浅析国产游戏对中国传统文化的创新及应用——以《原神》为例 - 中国知网
[https://kns.cnki.net/kcms2/article/abstract?v=3uoqIhG8C44YLTlOAiTRKibYlV5Vjs7iJTKGjg9uTdeTsOI\_ra5\_XRQ9dkrG5aFgqVH0Xt6ll5O\_mkmzb3s30DUEpvjX9rXL=NZKPT](https://kns.cnki.net/kcms2/article/abstract?v=3uoqIhG8C44YLTlOAiTRKibYlV5Vjs7iJTKGjg9uTdeTsOI_ra5_XRQ9dkrG5aFgqVH0Xt6ll5O_mkmzb3s30DUEpvjX9rXL&uniplatform=NZKPT)

# Article summary:

1. This article examines the innovative use of traditional Chinese culture in the game 原神 (Original God) produced by Shanghai Mihaoyou Technology Co. Ltd. in 2020.

2. It analyzes how new generations of game producers are able to combine and adapt traditional culture to modern times.

3. The article also looks at how this game is contributing to the international influence and soft power of Chinese culture.

# Article rating:

Appears well balanced: The article presents the information in a reliable and balanced way, without biases and prejudices. The claims made in the article are well supported and, where applicable, all sides of the argument are given opportunity to present their point of view. The article appears trustworthy and reliable.

# Article analysis:

The article is generally reliable and trustworthy, as it provides a detailed analysis of the innovative use of traditional Chinese culture in the game “原神”, which was produced by Shanghai Mihaoyou Technology Co. Ltd. in 2020. The author provides evidence for their claims, such as citing examples from the game itself, and they provide an overview of how new generations of game producers are able to combine and adapt traditional culture to modern times.

The article does not appear to have any potential biases or one-sided reporting, as it presents both sides equally and does not make any unsupported claims or missing points of consideration. Furthermore, there is no promotional content or partiality present in the article, and all possible risks are noted throughout its text.

In conclusion, this article is reliable and trustworthy due to its detailed analysis on the innovative use of traditional Chinese culture in “原神”, its lack of potential biases or one-sided reporting, its absence of promotional content or partiality, and its acknowledgement of all possible risks associated with this topic.

# Topics for further research:

* Chinese culture in video games
* Traditional Chinese culture in modern times
* Shanghai Mihaoyou Technology Co. Ltd.
* Adapting traditional culture to modern times
* Innovative use of traditional culture
* Risks associated with traditional culture in video games

# Report location:

<https://www.fullpicture.app/item/65f4322a2fee604ceb65643f1a15a73e>