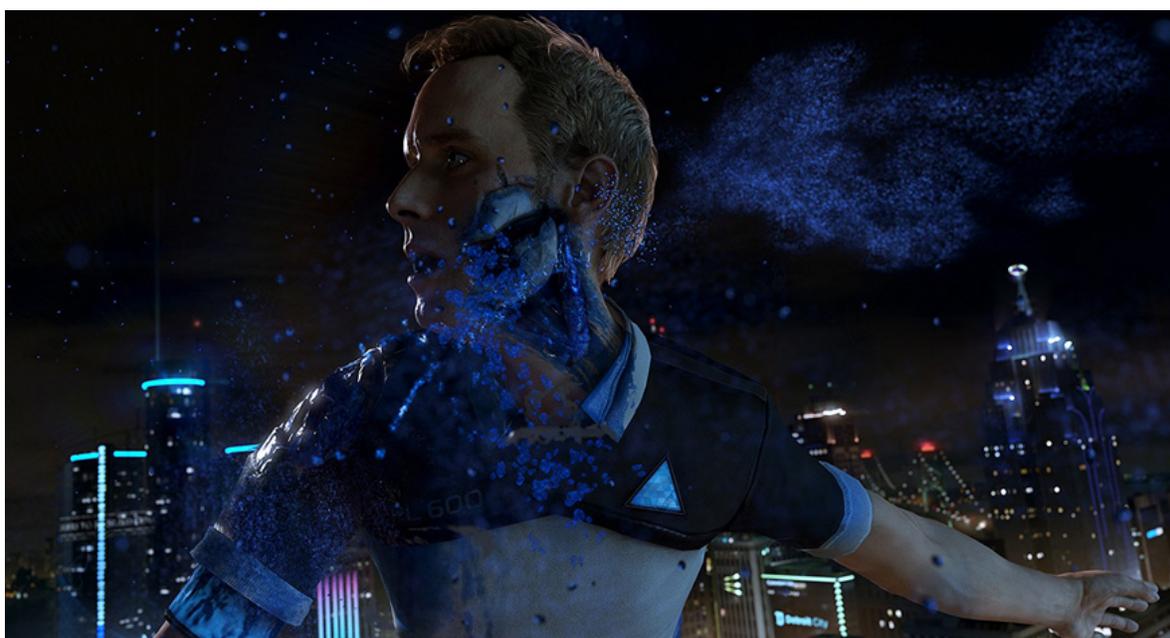


[Menu](#)[\(https://cultureofgaming.com/\)](https://cultureofgaming.com/)

Detroit: Become Human Review

[HOME \(HTTPS://CULTUREOFGAMING.COM\)](https://cultureofgaming.com/) > [REVIEWS \(HTTPS://CULTUREOFGAMING.COM/CATEGORY/REVIEWS/\)](https://cultureofgaming.com/category/reviews/) > **DETROIT: BECOME HUMAN REVIEW**



By John Powell – Culture of Gaming

When I was a kid I remember the release of Martin Scorsese's *The Last Temptation of Christ*. That's not because I watched the film or was even curious about seeing it. I just recall the firestorm surrounding it. Despite the disclaimer that the film was not based on the Gospels but just Nikos Kazantzakis' fictional account of the life of Christ, massive protests plagued the release.

People holding peaceful protests is the cornerstone of our society. People of all beliefs should always feel comfortable speaking their minds. What I couldn't wrap my head around was people objecting to a movie they admitted they had never seen. Yes, you can express your expectations based on the material, tone or theme of a piece of art. However, can you really come to a definite moral, ethical conclusion without experiencing whatever it is for yourself first-hand?



It's Happening Again

Sony and Quantic Dream's *Detroit: Become Human* is currently embroiled in a similar situation. Few have played the game in its entirety but some are calling for it to be banned. It's incredibly unfortunate considering the multitude of positive messages it presents.

Their stand is based on one, five-minute scene which is but a small part of the entire story. In the scene, we play as Kara, an android who has been tasked by an abusive, drug addicted father to be a housekeeper and a nanny to his young daughter. When we are first introduced to Kara, dad picks her up from a repair shop. We learn that Kara needed to be fixed because she was severely damaged when dad had one of his episodes. He a successful sports star until he was replaced by an android and his wife left him. Since then, Dad has habitually taken out his frustration on his daughter and Kara.

When in a fit of rage he slaps his daughter, Kara becomes self-aware. She defends the child against his attacks, taking the abuse herself by shielding the child. The scene is indeed one of the most brutal and painful scenes I have ever played through, partly because I grew up in an abusive household. It certainly was uncomfortable for me because it is so realistic, however, it served an important purpose.

We Can't Hide from What We Don't Like

It isn't enough to be aware of the wonderful things in life. We need to confront these terrible circumstances. We cannot bury our heads in the sand and pretend they don't exist. Domestic abuse is one of those issues. It ruins lives and it changes lives. For me, growing up in such a household made me realize what kind of parent, father I didn't want to be to my own son.



Watching the daughter be abused by the one person who should unconditionally love and protect her is a disturbing experience, as it should be. Like the infamous airport scene from *Call of Duty – Modern Warfare 2*, the scene is not exploitive in any way. It boldly presents the uncensored, ugly reality that some people would rather pretend doesn't exist. When one shuts out or filters out the things that are upsetting to face, life doesn't actually get better.

The Story

Connor

Kara's story though is only one of three that intersect in interesting and unexpected ways. The first android we are introduced to is Connor (voiced by Bryan Dechart). In the near future, androids have become commonplace. They live and go about their daily tasks alongside humans and are assigned simple duties from picking up groceries to complex assignments. Connor, for example, is a specialized law enforcement android assigned to dealing with "deviants", androids who violate their core programming and have hurt or put humans in danger. Connor has the ability to thoroughly analyze crime scenes and recreate happenings to reveal important clues. Think of Batman's detection skills in the various games that have been released in recent years.

Connor's partner is Lt. Hank Anderson, whose voice is unmistakably actor Clancy Brown. Known mostly for voicing Lex Luther, he has portrayed everyone from Mr. Freeze to Long Feng in the *Last Airbender*. Anderson is a heavy-drinking, morose police officer who doesn't trust androids due to an incident in his past. Although he argues bitterly with his commanding officer, he assigns Anderson a case. He must find the cause of an unsettling outbreak of android violence. The adversarial relationship between the well-meaning Connor and the antagonistic Anderson is one of highlights of the game as is how their relationship evolves.



Marcus

The third android is Markus. Markus looks after the eccentric, successful and disabled Carl Manfred. Manfred is voiced by veteran actor Lance Henriksen which is very, very curious since as *Alien* fans know, Henriksen played Bishop, an android, in the sci-fi/horror series. Carl treats Markus like his son, even teaching him how to express himself and his emotions through painting. Carl's real son doesn't like this. He takes exception to their relationship. Eventually, he sets into motion a series of tragic events.

The three stories, three timelines, do intersect with one another in remarkable ways which shows you just how much thought went into Detroit's intricate storytelling. And that is what makes it such an engrossing experience, the fate of each Android and the people in their lives. As their stories unfold you begin to actually care about, become invested in Markus, Connor and Kara's journeys as each takes a different path to self-enlightenment, to becoming more human.



Gameplay

Detroit's gameplay mirrors mostly point and click adventure games, although there are a host of quick time segments, puzzles and even a chase scene or two. For the most part, you will be using the right stick and buttons to interact with objects and people. Except for some of the quick time segments, the gameplay is not that challenging for any veteran gamer but then again like Quantic Dreams' *Heavy Rain* and *Beyond: Two Souls*, story and the characters are what is most important.

There's a timeline sequence that depicts each part of the story, a flowchart of sorts. If you fail to achieve the outcome you desire or you just want to find out where alternative choices would lead, you can replay the different portions like a 'Choose Your Own Adventure book'. I did so when my fumbling got Kara and her ward killed in the abuse sequence. Obviously, I couldn't let that outcome stand and I didn't. I replayed things, changing everyone's fate for the better.

The Ethics

As sci-fi godfather Isaac Asimov did, starting with the seminal *I, Robot*, *Detroit: Become Human* raises a lot of intriguing questions. Can you abuse or kill something which is not technically alive, such as an android? Should androids, robots take over human tasks and which ones? Is an android with corrupt programming or a virus responsible for its actions, no matter how heinous they are? How do we determine whether something is alive or not? Should self-aware androids have inalienable rights like humans? It is these curious quandaries and more that filled my thoughts during and long after I finished the game. *Detroit: Become Human* will get you thinking and that is always a good thing.

What do you think? Let us know in the comments below!

Want more CoG Content? Be sure to follow us on Google+ or YouTube for the latest in reviews, editorials, interviews Video content & much more!

You can snag a copy of Detroit: Become Human Here! (https://www.amazon.com/gp/product/B01GW8XTXS/ref=as_li_tl?ie=UTF8&camp=1789&creative=9325&creativeASIN=B01GW8XTXS&linkCode=as2&tag=cultureofgami-20&linkId=b9bdef31a0b3597a331b9c44a7d2fee7) on release day!

amazon



Detroit Become Human -...

\$14.95 Prime

Shop now

THE GOOD

- ⊕ Gripping story and characters.
- ⊕ Solid replay value.
- ⊕ The bold, uncompromising depiction of domestic abuse.
- ⊕ Fantastic voice acting from veterans Clancy Brown, Lance Henriksen.
- ⊕ Brings up a bevy of ethical questions revolving around technology.

THE BAD

- The gameplay could have been a bit more challenging.

9
Superb

Review Summary

A gripping, intense yet human story that reflects our times and what could be our future.

Wanting to pick up the latest games at reduced prices? Or, are you wanting insane deals on most AAA and indie titles on PC? Well, we have you covered! Green Man Gaming is a great place for you to pick up the latest and greatest games.



(https://www.greenmangaming.com/?tap_a=1964-996bbb&tap_s=542565-d8f6ce)










(Support @cogdotnet on @patreon. #OnPatreon <https://patreon.com/user->)

(<https://www.facebook.com/cogdotnet/>) (<https://www.youtube.com/channel/UCG5d5tUu-0a00LwR6ZGz5tUj1Pw5-0gk50jR>) (<https://twitter.com/cogdotnet>)

Related Articles

(<https://cultureofgaming.com/ao-tennis-2-review/>)

([HTTPS://CULTUREOFGAMING.COM/CATEGORY/REVIEWS/](https://cultureofgaming.com/category/reviews/))

AO Tennis 2 Review (<https://cultureofgaming.com/ao-tennis-2-review/>)

(<https://cultureofgaming.com/moons-of-madness-review/>)

([HTTPS://CULTUREOFGAMING.COM/CATEGORY/REVIEWS/](https://cultureofgaming.com/category/reviews/))

Moons of Madness Review (<https://cultureofgaming.com/moons-of-madness-review/>)

(<https://cultureofgaming.com/our-top-5-licensed-games-of-all-time/>)

([HTTPS://CULTUREOFGAMING.COM/CATEGORY/EDITORIALS/](https://cultureofgaming.com/category/editorials/))

([HTTPS://CULTUREOFGAMING.COM/CATEGORY/OPINIONS/](https://cultureofgaming.com/category/opinions/))

([HTTPS://CULTUREOFGAMING.COM/CATEGORY/REVIEWS/](https://cultureofgaming.com/category/reviews/))

Our Top 5 Licensed Games of All Time (<https://cultureofgaming.com/our-top-5-licensed-games-of-all-time/>)

(<https://cultureofgaming.com/black-shark-2-review/>)

([HTTPS://CULTUREOFGAMING.COM/CATEGORY/REVIEWS/](https://cultureofgaming.com/category/reviews/))

([HTTPS://CULTUREOFGAMING.COM/CATEGORY/TECH/](https://cultureofgaming.com/category/tech/))

Gaming Beast? – Black Shark 2 Review (<https://cultureofgaming.com/black-shark-2-review/>)

(<https://cultureofgaming.com/the-witcher-review-the-best-kind-of-monstrosity/>)

([HTTPS://CULTUREOFGAMING.COM/CATEGORY/FILMS-AND-TV/](https://cultureofgaming.com/category/films-and-tv/))

([HTTPS://CULTUREOFGAMING.COM/CATEGORY/REVIEWS/](https://cultureofgaming.com/category/reviews/))

The Witcher Review – The Best Kind of Monstrosity (<https://cultureofgaming.com/the-witcher-review-the-best-kind-of-monstrosity/>)

Previous

Bloodstained Bonus Better Than The Game Itself?

(<https://cultureofgaming.com/bloodstained-bonus-better-than-the-game-itself/>)

Next

Pokemon Switch: Do We Need to Return to Kanto?

(https://cultureofgaming.com/pokemon-switch/)

0 Comments

Culture of Gaming

John Powell

Recommend

Tweet

Share

Sort by Best



Culture of Gaming requires you to verify your email address before commenting. Send verification email to pow2112@hotmail.com

Start the discussion...

Be the first to comment.

Subscribe

Add Disqus to your site

Disqus' Privacy Policy



13 Members Online

event chat

Minecraft Chat

MEMBERS ONLINE

- [TSG] - Fred
- BT7274 (Anthony Dennis)
- DiscordServers |bump to bump server!
- Freakshow777
- Kengaskhan
- Lexiing
- MAS8705
- MEE6
- moonie
- Poll Bot +help
- Taylor Evans
- TNT3 Rays Middle-earth: Shado...

Free voice chat from Discord

Connect



(https://www.greenmangaming.com/?tap_a=1964-996bbb&tap_s=542565-d8f6ce)

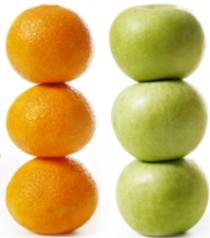
CHECK OUT THE POWER UP PODCAST!



(<https://cogpoweruppodcast.podbean.com/>)



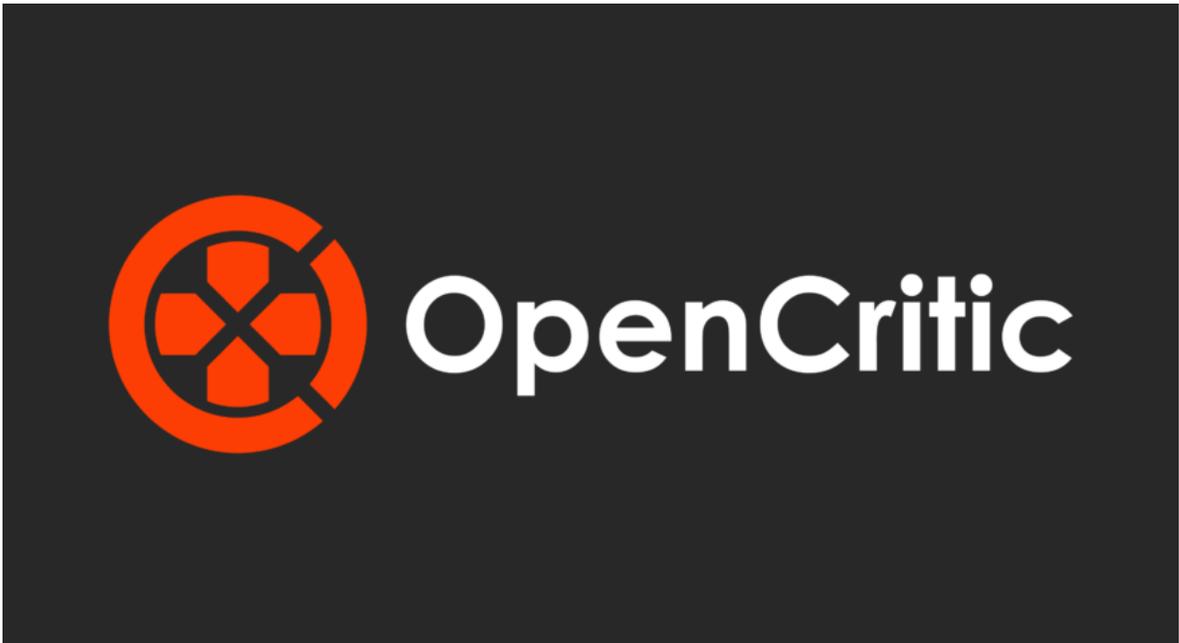
Not all supplements are the same



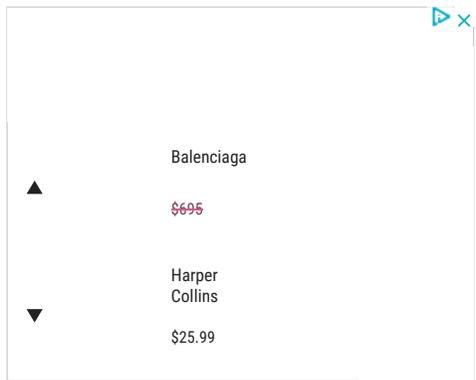
(https://www.mindlabpro.com?a_aid=5c5a258eeba5c&a_bid=6d45f5c3)

LEARN MORE

We Are On OPENCRTIC!



(<https://opencritic.com/profile/Culture%20of%20Gaming-13763>)



We Are On METACRITIC!



(<https://secure.metacritic.com/user/cogdotnet>)

(<https://cultureofgaming.com>)

About Us

Community is what drives us! Culture of Gaming is a community driven website that is dedicated to listening to its readers and what it's followers want. We have radically redesigned our site so as COG's followers can get more of the best. COG is a site where opinion is everything and the newest opinion is what drives us. Check out our latest editorials, reviews, features and more!

Copyright Culture of Gaming Theme: Insights by Themeinwp (<http://themeinwp.com/>)

Join the Team (<https://cultureofgaming.com/about-us/join-the-team/>) Staff (<https://cultureofgaming.com/staff/>)
What We Stand For (<https://cultureofgaming.com/what-we-stand-for/>) Contact Us (<https://cultureofgaming.com/contact-us/>)