

## **ABSTRACT**

*Nowadays New Media are emerging, New Media is a media of communication which can be accessed anywhere and anytime, the content can be text, sound, and audiovisual content such as videogames. Videogames are now a New Media to communicate and deliver message, from the game we can know what they want to convey, what expression they want to show, just like films. Currently, cinematography can not only be applied on films, but also be applied on video games to deliver the message of the games well. So, the purpose of this research is to find out the application of cinematography techniques in video games The Last of Us Part II in the form of Camera Angle analytics based on 5c's Of Cinematography Theory from Joseph V Mascelli. This research uses a qualitative analysis method using descriptive analytics approach and using Documentation, Observation, and literature review as data collection techniques. The result of this study shows that in the Cutscene game section of The Last of Us Part II, Cinematographic techniques are always applied and in accordance with 5C's of Cinematography theory especially on the Camera Angle. Through the camera angle, it can be seen that all types of Subject Size, Camera Height, and Camera Angle Type can be applied well on The Last of Us Part II games, also has its own meaning and reason for each shot. Thus, the conclusion that can be drawn is that Cinematography Techniques can be applied in video games both in gameplay and cutscenes. Every Shot has it's meaning, this is evidenced from the camera angle of The Last of Us Part II game which is in accordance with the 5C's of Cinematography theory, although the use of cinematography techniques is often in the cutscene.*

*Keyword: Camera Angle, Cinematography Techniques, Videogames*