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ENGL 4397

16 February 2025

Detroit Become Human, Connor's Relationship with Humanity

Detroit Become Human is a 2018 video game published by Sony Entertainment. The game centers around the story of three androids named Connor, Kara, and Markus who eventually cross paths. Connor works as a detective, Kara is a housekeeper, and Markus is a caretaker. The game is an interactive story as the player controls the androids and makes choices that affect the outcome of the game. The player can choose dialogue choices, make decisions, and perform quick-time events. The player's choices impact their software instability and their relationships with humans. The game is set in a futuristic Detroit where humans can buy androids. These androids can do a variety of different tasks. Eventually, some of the androids gain consciousness and are considered deviants. In *Detroit Become Human*, we can see the relationship of androids with humans through the actions of the three main characters. This involves how humans see androids and whether they are a threat to humanity or if they deserve rights.

Starting off, in the mission Ambassador Bridge the player takes control of Connor as he conversates with Hank, the detective he is working with. The Bridge happens in the twenty-first chapter of *Detroit Become Human*. This mission happens after Eden Club, in which Connor and Hank investigate a club and find two deviant androids. The player has the ability to respond to Hank in a negative or positive manner. Depending on what the player chooses, they receive a varied response. The scene opens up with Connor exiting a car and walking up to Hank who is

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sitting on a park bench. Once Connor converses with Hank he is given different options of dialogue he can say to him.



I (Detroit Become Human, 2018), Connor's dialogue choices when talking to Hank.

Next, the world of *Detroit Become Human* is explored through their characters, their relations with humans, and the world's reaction to them. In The Bridge, Connor's relationship with Hank is at the forefront. The conversation comes after their mission where two deviant androids escaped. The player has had the ability to shoot them or let them go. Hank acts more hostile towards Connor if he chooses the first option. At this point of the game, Hank has become more sympathetic towards the androids than he previously was. This comes as a result of spending time with Connor investigating cases involving Deviants. Eventually, Hank pulls a gun out and asks Connor if he is afraid to die.

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2 (*Detroit Become Human*, 2018), Hank asks Connor if he is afraid to die.

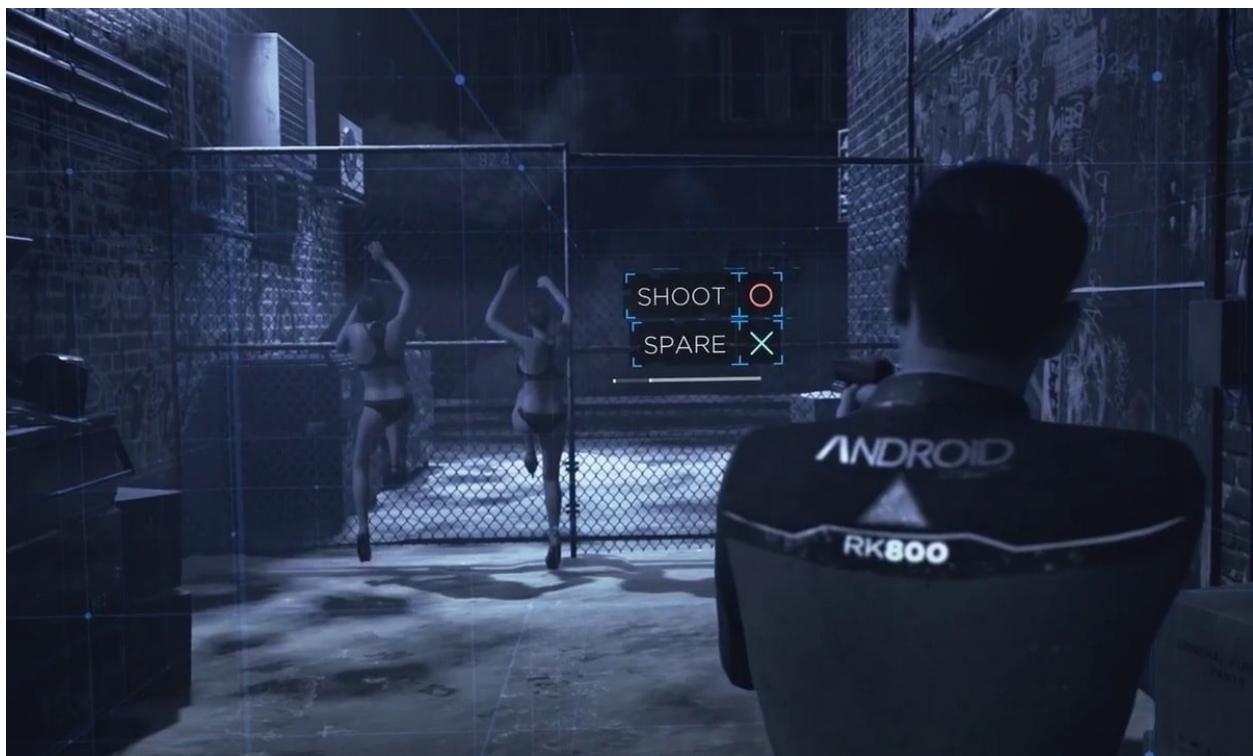
He then asks Connor what would come after his death and if he is a deviant. Depending on whether or not the player shot the androids and Hank's hostility, Connor is not shot or is. Hank's relationship with Connor demonstrates the humanity seen in the androids through their actions and choices. Hank comes to see the humanity in Connor and other androids. Throughout the game, Hank witnesses Connor's actions and reactions to things. He sees Connor feel empathy for both humans and androids. For example, in the previous mission, Connor can spare the deviant androids if the player chooses to.

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3 (*Detroit Become Human*, 2018) Connor can choose to shoot or spare the deviant androids.

If Connor does not shoot the deviant androids, Hank asks why he did not, but he does not shoot him in the bridge chapter. If the player chooses to shoot the fleeing deviant androids Hank is much more hostile towards Connor. These actions not only affect their relationship it can also affect Connor's morality.

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4 (*Detroit Become Human*, 2018) Connor is shot by Hank if their relationship is hostile.

The androids in *Detroit Become Human* have the appearance of humans and the ability to gain consciousness. Once this occurs, they are considered deviants. Hank wonders if this is the case for Connor. The androids later advocate for the rights of other androids and a place in society. In “Narrative responsibility and artificial intelligence”, Mark Coeckelbergh states “From the epistemic gateway offered by AI, they are not seen as human beings that want to be autonomous and masters of their lives” (Coeckelbergh 2439). In the modern world AI does not have emotions nor do they consciousness. They do not want to be in charge of their life and they don’t feel emotions. The same cannot be said for the world of *Detroit Become Human*. The deviant androids can depict emotions and they can feel empathy for others. In this chapter, we are shown the humanity of Connor. The player has the ability to choose Connor’s dialogue and his choices. Connor makes choices depending on the player and these choices reveal his growing

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humanity. Connor can be kind to others and feel empathy for them as opposed to strictly following what he is programmed to do. We are shown this through Connor sparing the deviant androids and his camaraderie with Hank.

In conclusion, *In Detroit Become Human* The player controls three androids named Connor, Kara, and Markus in a futuristic Detroit. Androids can be bought by humans and those who gain consciousness are considered deviants. The player can choose the dialogue of their character and their actions. These choices lead to different endings. In the The Bridge chapter, the player controls Connor as he interacts with Hank, a fellow detective. The player can respond positively or negative to Hank in their conversation. In the game, eventually, the deviant androids advocate for rights. Through the three androids controlled by the players we are able to see their relationships with humans. In this conversation with Hank, we are able to see Hank beginning to see the android more humanely. He berates Connor if he chose to shoot the deviant android in the previous mission and shoots him. If the player chose not to shoot and has a good relationship with Hank, Connor is spared. Connor demonstrates the humanity in the android despite not being human at all.

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