

## **Abstract**

This study seeks to elucidate the researcher's therapeutic experience of engaging with a client through the shared allure of fantasy and videogames, as a means to facilitate a connection, meaning-making and change. This narrative study aims to capture the researcher's relational experience and personal significance of the therapeutic work, whereby themes are drawn out in a way that would illuminate the therapeutic potential for a meaningful connection and transformation as facilitated through the social trend. Narrative inquiry had been chosen to allow a reflexive analysis and commentary in the negotiation of social development to the contemporary psychotherapeutic practice. Notes and journal reflections are utilised to facilitate this study.

Supervised exploration and literature audit contributes to the Thematic Analysis. An iterative process uncovers the themes and creative possibilities of metaphors embedded within popular culture as it relates to the experiencing of the self. Projective processes emerged as a way to facilitate connections as hidden emotions become uncovered and self-definition evolves within the embodied dialogic space. The study concludes that keeping pace with popular culture and technological development could expand the possibilities of meaningful contact and a better understanding of the clients' world within the contemporary social context. This premise warrants further research.