PRESS · STUDIOS · PUBLISHERS

Stories worth a closer look.

Spanish-language narrative essays and documentaries about video games, mythology and the worlds we imagine.

Spain · Spanish-language content · International audience

19,100
YouTube subscribers

803,880
Views across indexed videos

Public counters captured Nov 15, 2026

Homo narrans





www.cosmosrol.com/industry

Narrative essays & documentaries

01 / EDITORIAL IDENTITY

Homo narrans.

Spanish-language narrative essays and documentaries about video games, mythology and the worlds we imagine.

> We examine how stories are built, why they work and what they help us discover.

01 Narrative

Characters, conflicts and structure: how a story is built and what gives its choices meaning.

02 Mythology

Cultural traditions, symbols and stories that inform fictional worlds and open up new readings.

03 Interpretation

A clear thesis connecting the work with human questions, while distinguishing evidence, personal interpretation and hypothesis.

02 / THE CREATOR

Jarko

Creator, writer and narrator of Cosmos Rol

Carlos Garrido López, known as Jarko, is a software developer, game designer and tabletop role-playing storyteller with more than twenty years of experience. His work teaching public speaking, rhetoric and debate informs an editorial practice focused on stories and how to communicate them. For Cosmos Rol, he develops research, scripts and narration for essays and documentaries, connecting games, mythology and fiction with questions of identity, loss and meaning. The channel maintains a public archive of its work and the references linked to each piece.

EVENTS

San Diego Comic-Con Málaga · 2026
Accredited Creator

Production process

01 **Research**
Study the work and its sources: production material, interviews, historical context and cultural references.

02 **Write**
Define a question, develop the thesis and distinguish verifiable facts from interpretative hypotheses.

03 **Narrate**
Turn the script into a clear argument, with a distinctive voice and a progression that sustains the opening question.

04 **Produce**
Bring together voice, editing and images in support of the argument, selecting references that help viewers follow it.

05 **Publish**
Publish on YouTube and maintain a web archive with the work, links and available references.

REACH AND METHODOLOGY / NOV 15, 2026

Evidence, with context.

19,100
YouTube subscribers

803,880
Views across indexed videos

17,174
Average views · recent long-form sample

72
videos published · since March 2026

Recent long-form work

Public counters: imported snapshot dated Nov 15, 2026, rather than a live reading. Source: YouTube.

Audience: YouTube Analytics, Nov 15, 2025 – Nov 13, 2026; data through Nov 13, 2026.

Reading the figures

Recent mean: 446,531 cumulative views ÷ 26 pieces = 17,174 views, rounded to the nearest integer. Publication dates: Aug 20, 2026 – Nov 15, 2026.

Sample: published pieces from Aug 20, 2026 through the snapshot date, longer than 180 seconds. Drafts, archived work and short videos are excluded; this is not a 7-day or 30-day average.

The 803,880 indexed views sum the counters of 120 imported videos. They are neither unique viewers nor the channel's complete lifetime view count.

Editorial archive → www.cosmosrol.com/industry

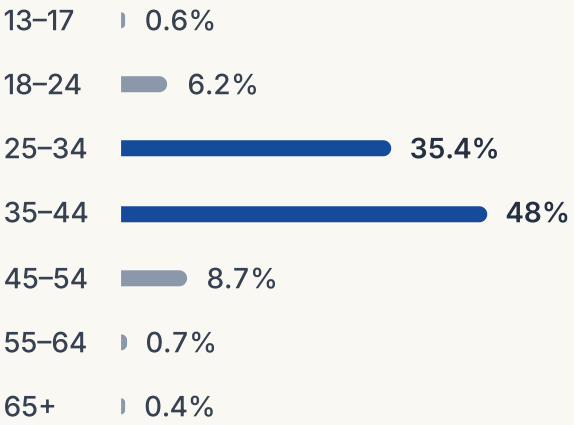
THE AUDIENCE / NOV 13, 2026

An adult, international audience.

83.4% of viewers are aged 25-44.

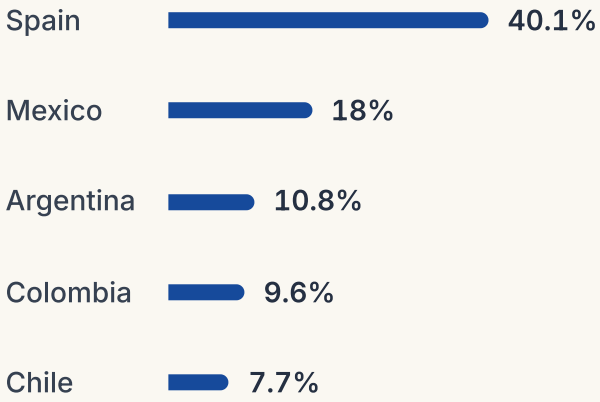
Viewers by age

Share of viewers



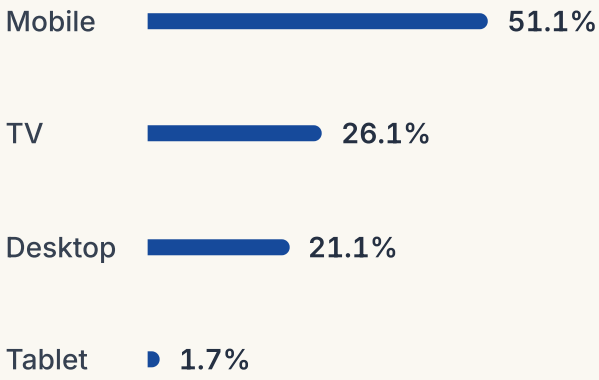
Views by country

Share of views, top markets



Views by device

Share of views



Audience: YouTube Analytics, Nov 15, 2025 – Nov 13, 2026; data through Nov 13, 2026. TV viewing is a device share, not a retention measure.

EDITORIAL FORMATS

A story deserves its own format.



01 / PUBLISHED

Narrative essay

A question and a thesis about a story or character, developed through scenes, narrative choices and context.

Final Fantasy IX: identity, mortality and meaning.



02 / PUBLISHED

Documentary

Sustained research into a work, its creators and its world, presented through extended pieces or a chapter-based series.

Final Fantasy VII: production history, mythology and story.



03 / PUBLISHED

Mythology and worlds

Readings that connect mythological sources, symbols and belief systems with their transformation in a video game.

God of War: Loki, Ragnarök and the Eddas.

CASE STUDIES / FINAL FANTASY IX

Final Fantasy IX respondió a la pregunta más difícil de la vida



Final Fantasy IX RESPONDIÓ a la pregunta MÁS DIFÍCIL de la VIDA

92,769
accumulated video views

26 min
running time

Public counters · Nov 15, 2026

Watch on YouTube → youtube.com/watch?v=MNJoIz5aDsQ

The question

Why keep living when we know we will die?

The approach

Vivi, Kuja and Zidane anchor a reading of mortality, identity and human connection. The essay combines character analysis, philosophical reflection and the narrative choices of the game.

Editorial value

A familiar work opens a conversation about a universal question. The case demonstrates how the complexity of an RPG can support a clear, accessible thesis.

CASE STUDIES / FINAL FANTASY VII

Final Fantasy VII: la historia completa



Final Fantasy VII: la historia completa que quizá no recuerdas

82,209
accumulated video views

2 h 52 min
running time

Public counters · Nov 15, 2026

Watch on YouTube → youtube.com/watch?v=c07AxWfelrI

306,863 series views

18 chapters · Final Fantasy VII

Series and compilation overlap; these figures must not be added as unique reach.

The question

How is a work built from industry history, mythology and memory?

The approach

The documentary series examines the game's production, creators, characters, cosmology, names and story. The compilation brings that work together in an extended, chapter-based format.

Editorial value

Research and sustained editorial work around a complex franchise, connecting production history, cultural references and narrative analysis.

CASE STUDIES / GOD OF WAR

God of War entendió algo extraño sobre el mito de Loki



GOD OF WAR entendió algo extraño sobre el mito de LOKI

36,733
accumulated video views

30 min
running time

Public counters · Nov 15, 2026

Watch on YouTube → youtube.com/watch?v=_R8T1pKaYYw

The question

What changes when a video game reinterprets a myth?

The approach

The essay follows an object from Ragnarök to the Mask, then returns to the Eddas to connect narrative choices, mythological sources and interpretative hypotheses.

Editorial value

Analysis of symbols and beliefs connects a work's sources with its creative choices. This approach supports coverage of diverse worlds and genres through a clear editorial question.

AREAS OF COVERAGE

Areas of coverage

We examine how video games build stories, characters and worlds, drawing on a body of work with a strong RPG focus. We welcome proposals across genres that offer scope for narrative depth through essays, documentaries or interviews.

Narrative and characters

Conflicts, structure, relationships and character development: a focused question guides each reading of the work.

Mythology and symbols

Cultural sources, beliefs and images that a video game transforms to create meaning.

Worldbuilding

The history, societies and rules of a fictional world, and their relationship with the stories it makes possible.

Choices and context

How narrative and player choices shape the experience, with attention to the creative process and the context of the work.

COLLABORATIONS

Work with Cosmos Rol

Sources, materials and access to creative teams help us understand their work. Studios, publishers and communications teams are welcome to propose interviews, presentations and coverage opportunities.

RELATIONSHIP	WHAT THE STUDIO PROVIDES	WHAT IT ENABLES
Press relations	Press releases, official material and a press contact.	Sources for informed, contextual coverage.
Access and presentations	Press access, presentation sessions or event accreditation.	Research and analysis of the work, with direct access to its materials and creative context.
Interviews	Contact with writers, developers and creative leads.	Interviews and context for narrative or documentary pieces.
Special productions	A brief outlining objectives, scope and available resources.	A production proposal with a separate budget, deliverables and agreed terms.

> Coverage follows independent editorial judgement; press access does not commit us to publication or particular conclusions. · We respect agreed embargoes and clearly disclose paid partnerships. · Commercial commissions have their own scope and terms. Case studies show published work and do not represent agreements with rights holders.

CONTACT

Understand the stories that shape you.

For editorial coverage, interviews and commissioned projects, use the relevant contact below.

Press

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Commercial partnerships

business@cosmosrol.com

www.cosmosrol.com/industry

youtube.com/@CosmosRol

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Editorial archive