




Narrative (Narratology)

Game Mechanics (Ludology)

Modern Games

Star Wars ... expect players to know plot & characters

Games with "Hero going on a quest"

Spatial Stories w/ pre-existing narrative associations

Environmental Stories that rely on physical boundaries

Enacting Stories

Embedded Stories

Also counts as narrative, but only sets the player up for the event (game mechanics ahead)

Detective Stories

↳ releasing specific bits of info (sometimes out of order) to the player

rely on players to participate/witness a narrative.
↳ Singman

Emergent Narratives

↳ Players customizing their in-game stories "skins, NBA 2K player design"
↳ But doesn't affect the overall game mechanic.

Evocative Spaces

↳ Beautiful physical environments to evoke a pre-existing framework

more focused on architecture rather than stories.

Game Designers