



ENVIRONMENTAL STORY-TELLING

EMBEDDED NARRATIVES

MELODRAMA

- LIGHTNING
- ART DIRECTION
- COSTUME DESIGN

NO FLASHBACKS

DISCOVER AND CREATE SPACES

PLAYER LEARNS MORE ABOUT THE CHARACTER

BACKSTORY

LINEAR NARRATIVE AND FLASHBACKS

ENACTING STORIES

SHAPE NARRATIVE WITHOUT CONSTRAINING IMPROVISATION

GAME PLAY THROUGH FEATURES OF GAME SPACE

NARRATIVES ENTER THROUGH LOCALIZED INCIDENT

Micro NARRATIVES → SHAPE PLAYER'S EMOTIONAL EXPERIENCE

EVOCATIVE

Following NARRATIVES THROUGH VARIOUS CHANNELS

REMEDiate EXISTING STORIES

BROAD OUTLINES, VISITORS DO THE REST

DRAW ON BROADLY SHARED GENRE TRADITION

EMERGENT

SIMS

DOULHOUSE / SANDBOX

PLAYERS DEFINE THEIR OWN GOALS AND THEIR OWN STORIES

NARRATIVE ARCHITECTURE

COMMON GROUND

- GAMES ARE DIVERSE
- NOT ALL GAMES TELL STORIES
- MANY DO HAVE NARRATIVE ASPIRATIONS
- GAMES TELL STORIES IN DIFFERENT WAYS
- PLAYING GAMES NEVER REDUCED TO JUST A STORY