

GAME DESIGN AS NARRATIVE ARCHITECTURE

Emergent Narratives

- Emotional responses
- desires
- urges
- needs
- Characters
- Sims
- Enhances user activity that occurs here
- Clash of Clans

Embedded Narratives

- non-linear
- law of 3
- hints from past
- defective stories
- L.A. Noire
- body of info
- antagonist
- contested spaces
- pick locks
- more
- explore
- Examine clues

Evocative Spaces

- draw upon shared genre tradition
- remediate pre-existing story
- immersive environment
- pre-existing knowledge
- already know story before
- Lego Marvel Super Heroes
- Following stories across diff channels
- book
- Film
- TV
- comics

Enacting Stories

- compelling on own terms
- spatial stories
- alternative aesthetic principles
- reaching final destination
- inheritor's emotional engagement w/ conflict thru smart narratives
- micromoments
- Super Smash Bros (Adventure Mode)
- organ puzzle
- cut scenes