

Game Design as Narrative Architecture

GAME SPACE
 ↳ design worlds + sculpt spaces!

we need to break away from rigid story-telling Rules
 All mediums tell stories in different ways
 focus on narrative comprehension

yet game designers should be retooled in narrative theory
 Narrative theory in games need not be prescriptive nor privileged over other games

Film theory projected onto games → misses the mark

NARRATOLOGISTS
 - games alongside storytelling media



GAMES AS
 "spaces ripe with narrative possibility, not as stories"

Jenkins' Happy Middle

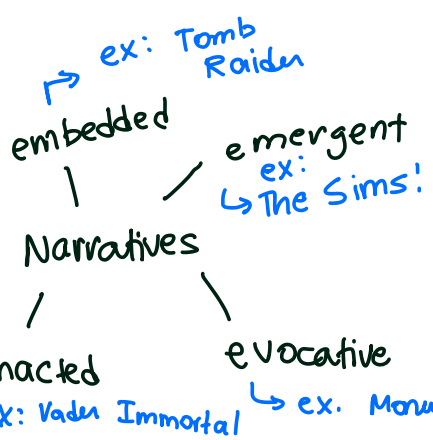
LUDOLOGISTS
 - pure game play mechanics

eg. Tetris, Blix

many games have narrative "aspirations" → "emotional residue" of previous narratives

not all games tell stories
 ↳ instead "interface design + expressive movement"

we need wider and better vocabulary!



evocative spaces

make use of narrative arcs and story themes we've seen many times before