

Ludologist

mechanic focus

Narratologist

games x storytelling media

how stories exist in games

Emergent Narratives

rules of how world works

not pre-structured

defined by player

ex: minecraft

Embedded Narratives

ex: Hunt a Killer

info from environment to connect past ↔ present

body of info > linear timeline

redundant info in case miss it

Enacting Stories

ex: Skylanders

balance plot + game action

attraction - emotionally packed elems (micronarratives)

player's action → resolution

story dev thru exploration

Evocative Spaces

ex: Lego Star Wars

draw on prev knowledge

theme

actual story

as spatial stories

immersive rep of world

loc of game as narrative context

preexisting narrative associations

staging ground of narrative

embed narrative info

provide resources for emergent narratives