

① evocative spaces → like Disney magic Kingdoms
 Creatively manipulating a well-known environment

② enacting stories → like: Uncharted
 dimension: free interaction vs. plot constraints

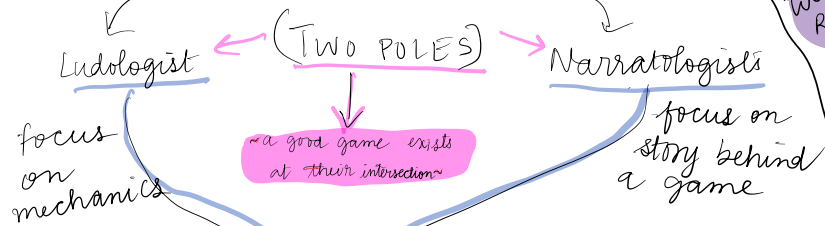
less of: plotting / character motivation
 → more of plots of maps
 level design

spatial stories / environmental storytelling

③ embedded narrative
 - story as a body of information
 like: Cluedo

NARRATIVE ARCHITECTURE IN

Game Design Theory



④ emergent narrative
 - not as pre-structured / taking shape through game play!
 like: Star Wars: Rebellion

Narrative of a game is dependent on its space/world & enhances the mechanics

"examine games less as stories, more as spaces ripe with narrative possibility"

game designers: narrative architects