

Narrative Architecture

Foyer

Stories in games

Ludologists

Focus on mechanical game-play

↳ lifeless

vs Narratologists

games + other story-telling media



↳ but it's a new media, don't constrain it

Living-room

Spatiality

Game designers Script Spaces 



→ use space as a way of building narrative

↳ Immersion! & complementarity



↳ Amusement parks design every experience, sensory stimuli to evoke the narrative

↓
the game adds to the overall story

Connecting Hallway

Evocative Spaces

Remind you of a story you know


Eg. Resident Evil, The Witcher

Enacting Stories

Player actions → drive game micro narratives
action → story overlay

Eg. Life is Strange

Embedded Narratives

Hidden gems to be unfolded like a mystery to be solved 

Show don't just tell
let players uncover

Eg. Escape room (in a box), Clue

Emergent Narratives

Players define goals write their own stories



Eg. Sims, Minecraft?
D&D, GTA(?)

Bedrooms