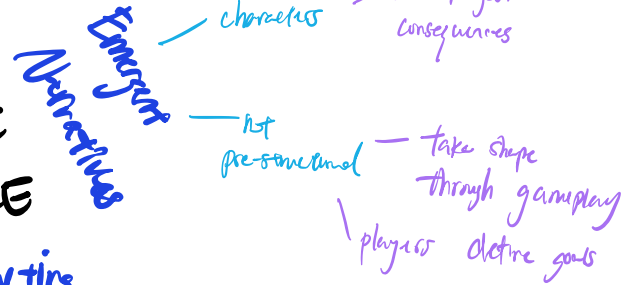


not all games tell stories

Middle Grand

NARRATIVE ARCHITECTURE



can't be reduced to a story

narrative equal to perspective always

Spatial Stories

Emerging Stories

immersion for fantasy

compelling representations of game world

they elements infused into physical space

preexisting narrative associations

resources for emergent narratives

broader moments

episodic

aesthetic principle

for spatial exploration

not plot development

microstructure localized incidents

memorable moments

sensation

perception

conflict vs. short narrative units

narrative links