



EVOCATIVE SPACES

- ↳ remediate existing story
- American McGee's Alice
 - ↳ based on LC's Alice IN Wonderland
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- **imaginging** games taking their place within a larger narrative system

environmental storytelling

games ≠ their story

- ↳ not all games tell stories
- ↳ narrative aspirations
- ↳ analysis of narrative
- ↳ unlike other media

game design as narrative

ENACTING

- ↳ broadly defined goals or conflicts on the level of local incidents
 - ↳ people assume all stories must be classically constructed
 - ↳ localized incident
- (dependent on player involvement)*

by Henry Jenkins

Embedded Narratives

→ a story isn't just a "temporal structure"
→ it's a body of information

EMERGENT STORIES

EMERGENT Narratives

EXAMPLES

PT. 2

- Narratives
- embedded: **Myst**, Pazaak
 - emergent: The Sims, **Minecraft**
 - enacted: Detroit - Becoming Human
 - evocative: **Journey**, What Remains of Edith Finch

not a real world, but a place where players can go & make their own life

character body language really telling

MOVING THRU SPACE & FEATURES OF THE ENVIRONMENT