

GAME DESIGN AS NARRATIVE ARCHITECTURE

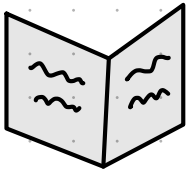
GAME: STORY RELATIONSHIP:



CONSENSUS POINTS

- ~ Not all gamers tell stories
- ~ playing games ~~just experiencing stories~~
- ~ gamers tell stories differently

Spaces vs Narratives



Historical game design emphasizes **SPACE** than narrative.



Heroes' journeys/odysseys were **SPATIAL**

Types of Environmental Storytelling



Evocative spaces
Tapping into known stories and genres.

Emergent Narratives



Player-driven stories stemming from game world.



Staging Ground
for narrative events (game space where stories unfold)



Mise-en-scene
Background details enrich narrative.

Enacting Stories

players partake/witness narrative events



Broader overall goals + conflicts



individual incidents.



Spatial stories: spatial exploration over plot development



localized incidents to provide emotional experiences "micronarratives"

Embedded Narratives



where players



uncover by exploring environment.

* requires redundancy so



we don't miss key story elements

Emergent Narrative



Depends on how I play it!



and not scripted!

go with the flow of how the player progresses.

MAIN POINT! NARRATIVE ARCHITECTURE AS MECHANIC

- in evoked narratives: gives fresh perspective of familiar story.

- in enacted narratives: spatial movement influenced by environment to drive story.

- in embedded narratives: environment becomes puzzle w/ narrative clues everywhere