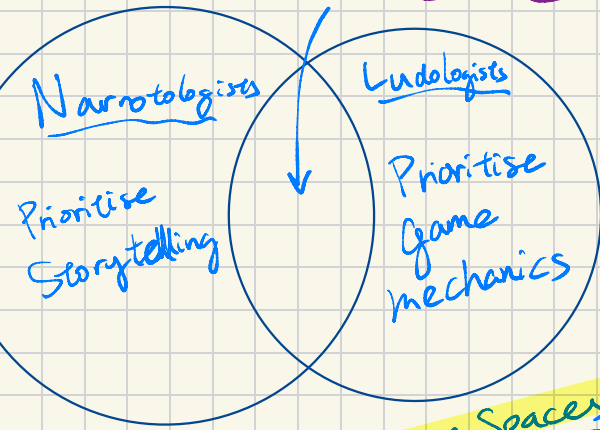


Game design as narrative architecture

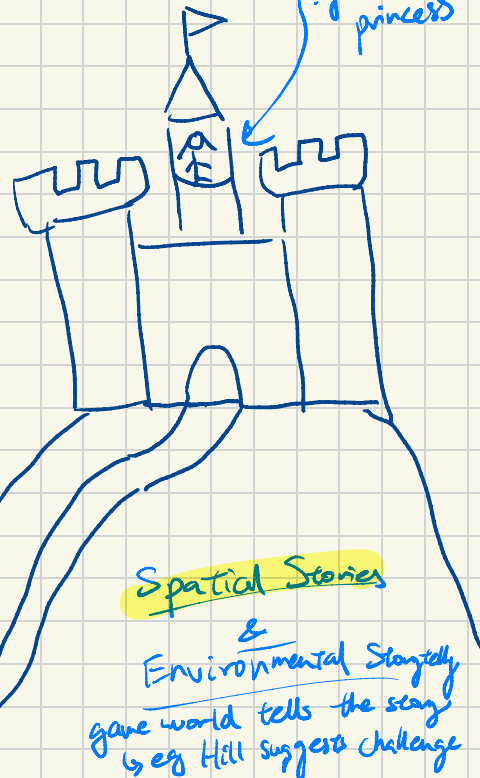


Evocative Spaces

- Castle sets tone for medieval world

Enacting Stories

- Main storyline eg. save princess



Spatial Stories

& Environmental Storytelling
game world tells the story
eg. Hill suggests challenge

Embedded Narratives

Artifacts waiting to be discovered, eg. King Arthur's sword



Emergent Narratives:

- unscripted potential side plots that arise from player choices
eg. saving the farmer