

? Game as mechanics
vs
Game as storytelling

Ludologists
vs
Narratologists

Henry Jenkins
middle grounds

CLARIFY

- 1 Not all games tell stories.
- 2 Many games do have narrative aspirations
- 3 Narrative analysis needn't be perspective
- 4 The experience of playing games can never be reduced to a story
- 5 Each media has its own ways of storytelling.

"
Game Design as
Narrative Architecture
"

Spatial Stories and Environmental Storytelling.



immersive narrative experience



HOW

embed narrative within mise-en-scene

Types

Evocative
Spaces

transcendental
storytelling

shape memory

imagine storyworld

intention

eg. Legend of
Zelda

♡ Journey

Emerging
Stories

spatial
explore

plot develop

broad
goals

localized
incidents

resolution

eg. Gone with
the Wind

♡ Detroit:
Become Human

Embedded
Narratives

elements for
players to
explore

memory
palace

bodies of
info.

eg. No Man's
Sky

piece
clues
for stories

♡ BioShock

Emergent
Narratives

eg. Sims

unstructured/
chaotic

DIY stories

possibilities

♡ RimWorld