GAME DESIGN AS NARRATIVE ARCHITECTURE

enacting stories
- motivation
- goals/identities
- micro narratives
- good moments
- spatial stories — obstacles ▷▷▷
- episodic
- plot vs freedom

POKEMON

spatial stories / environmental stories
- world sculpting — remember moving around (GOD) exp
- facilitate diff narratives
- game space
- play in memory
- texture
- realizes speciality of narrative world — feel

MONOPOLY

emergent narratives
- open ended
- choices w/ consequences
- not prestructured
- take the play simpler
- attach take meaning
- characters
  - desires — fears — motivation

SIMS

CIV

embedded narratives
- detective story
- clues & textual cues → hypothesize
- telling 2 stories
  - structured — unstructured

fav: MINE CRAFT

evocative spaces
- amusement park (physical)
  - draw from past

DISNEYLAND
- most compelling is well known "star wars" the game