



Think Tetris



Value Mechanics



Ludologists



Value Storytelling

Narratologists



Maps, not stories, put in magazines

Design Space is typically more memorable than narratives for games w/ low narrative focus

Games fit older tradition of spatial stories
odysseys, epics, travel narratives
Games allow for max immersion in storytelling

Many games DO have narrative aspirations
tap into emotional residue

Experiences of games can never JUST be story-mechanics always remembered

Games tell stories DIFFERENTLY from other media
Games are a unique medium

Agreement points

Essential Background

Introduce spatiality; designers are less storytellers and more narrative architects

Spatial Stories/ Environmental Storytelling

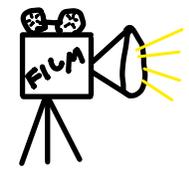
Environmental storytelling
Infuse story in physical space

There is not "one future" of games, nor narration with

Not prescriptive



learn from comparisons w/ other media



Spatial stories evoke pre-existing associations

Immersion can be shattered by a single contradictory element.

Spatial stories often rely on player reaching a final destination

Player experience & story is not pre-structured or pre-programmed

Ex: Animal Crossing, Minecraft, Sandboxes

Game Design as Narrative Architecture



Ex: Hades - Evokes mythology

Pre-existing narrative assumptions

Evocative

4 E's

Draw upon other stories more so than tell self-contained story

Exist in dialogue, w/ not isolation from source material.



Re-write stories by redefining spaces
McBee's Alice

evocative material need not be fully explained
target audience
Star Wars Game

Ex: Zelda: BOTW, most RPGs

Player acts through story events
Story charters an often follow an accordion structure

Enacting

enter a game in 2 ways

broadly defined goals
micro-narratives

Loose sequencing
privileges spatial exploration over plot development

"Impact Moments"



4 E's

plot: events, story: viewer mental chronological construction of events

4 E's lets players build to own significance
create own story

Mystery, story via context clues

Ex: A Short Hike, Stray, Inscryption, walking sims

Embedded

Information spread across numerous channels
BARE Games do this

Players use stage details and their changes to make guesses about narrative.

Life Is Strange, Until Dawn, Butterfly Effect Games

open-ended exploratory narratives must give hints in multiple locations, assume one can't explore them all.

sim items

Butch Nover