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Game Design as Narrative Architecture: Story in Games

Narrative Forms

Classical Narratives
- Structured plot
- Linear storytelling
- Narratologists
  - Integration
  - Conventional Function
    - Fixed Narrative Paths
    - Traditional Storytelling
  - Story-driven experiences

Non-Classical Narratives
- Spatial exploration
- Non-linear progression
- Ludologists
  - Dynamics → Story
  - Game Mechanics
- Transmedia Function
  - Narrative across multiple platforms
  - Integrated Media Experiences

Literature Debate
- Digital Narrative/ Dramatic Games - Markku Eskelinen
- Interactivity vs. Narrative - Ernest Adams
- Narrative Skepticism
- Story Demands vs. Game Demands - Greg Costikyan
- Games Not Narrative - Jesper Juul
- Skepticism

Design Paradigms

Environmental Design
- World building
- Level layout
- Immersive
  - ex) Dark Souls

Spatial Stories
- Dynamic Exploration-based Storytelling
- Geography as Narrative
- ex) Legend of Zelda Ocarina of Time
- ex) Metroid

Embedded Narratives
- Background story integration
- World lore → Immersion
- ex) Skyrim

Enacted Narratives
- Player interaction controlled
- Scripted events
- Novel Style
- ex) Ace Attorney
- ex) Half-Life 2

Narrative Techniques

Evocative Spaces
- No direct narrative exposition
- ex) Super Smash Bros
- Culture relevant
- genre associations
- Symbolic architecture
- Imagination / memories

Emergent Narratives
- Somewhat Ludologist
- Sandbox
- Unique Stories → Unscripted
- ex) Minecraft