

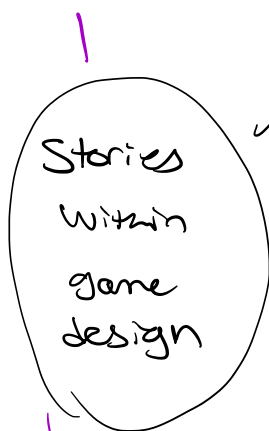
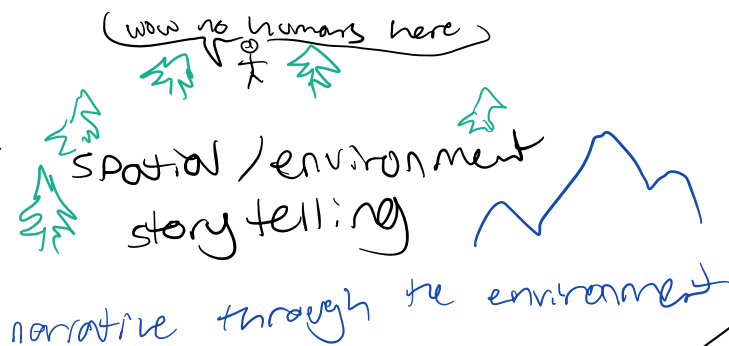
more than a story + different from a story

games aren't stories!!!

narratives constructed in games

- but can be mediums to tell them

EX: Kirby



Embedded

Ex: omori

Player is a detective
the game and actions around them are clues to assemble a story

- artful ways of embedding clues
- characters / environments changed as clues uncovered
- Preprogrammed routes to discover

evocative



I get car sick... that would def make me sick

Storytelling - we already know

- builds upon story rather than retelling

+ adds something to the narrative

Ex: lego batman

Emergent

Ex: roblox
- story develops by player's decisions as they play

- no story pre-programmed, but influenced by player decisions

Ex: clash of clans

Enacting stories

- narratives uninterrupted by music or gags

- characters often have micro narratives

↓
player's choices effect game

