NARRATIVE ARCHITECTURE

Ludologists 🔴 [GAME] VS. [STORY] Narratologists

MIDDLE GROUND

- Not all 🕹️ tell 📖, but many have narrative aspirations!

NARRATIVE SPACE GAME

Game narratives may take many forms!

Games and narratives interplay!
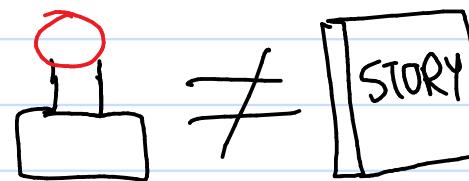
🕹️ ≠ [STORY]   Games are more than just stories.
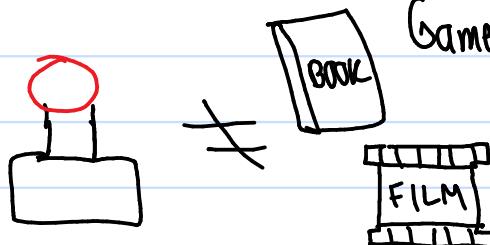
🕹️ ≠ [BOOK] [FILM]   Games tell stories in different ways!
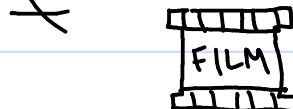
$(\;$SPATIAL STORIES$\;)$

Game designers create 🌎 worlds, not just stories.

The 🌎 can tell a narrative...

with ENVIRONMENTAL STORYTELLING

STORY   STORY

Story is INFUSED into physical space.
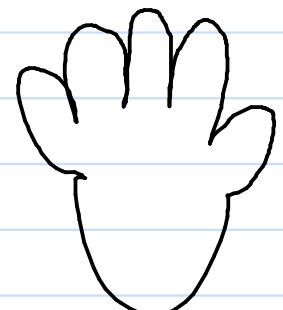
Things can be touched, grabbed, and flung in games!

Environmental storytelling can be used in 4 ways...

Evocative Spaces

TROPE
GENRE
Built on widely known genres and tropes
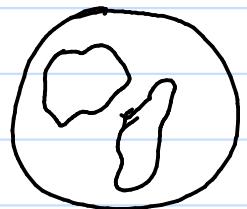
Focus on the storyworlds we have already imagined!
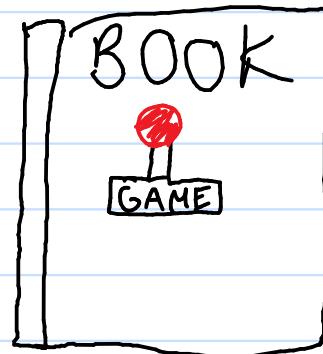
BOOK
GAME
Exists within and expands upon existing stories from other media

Enacting Stories

A → B → C
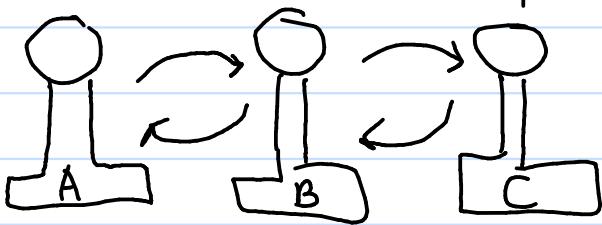
Story pieces can be reordered and compelling in isolation of larger plot.

Games can use smaller and to create micronarratives to experience.
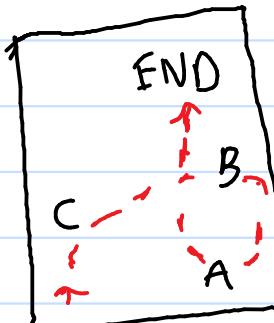
END
B
C
A
Narrative goal is to reach the end but prioritize exploration & movement.

Intro
Certain plot points may be fixed; must be balanced with flexible points.

Embedded Narratives

PLOT ≠ STORY

structured
casual events

VIEWER'S mental
construction of events

[diagram: box labeled A, B, C]
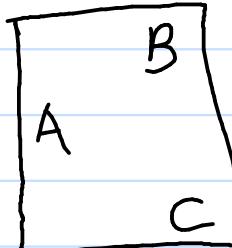
Distributing info across the game space controls the narrational process.

[diagram: three boxes labeled PLOT]

awaits discovery within the world.

[diagram: PLOT]
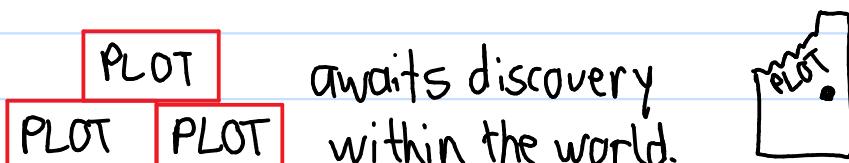
Lead the player to form their own conclusions and STORY.

[magnifying glass with "Clue", PLOT puzzle pieces]
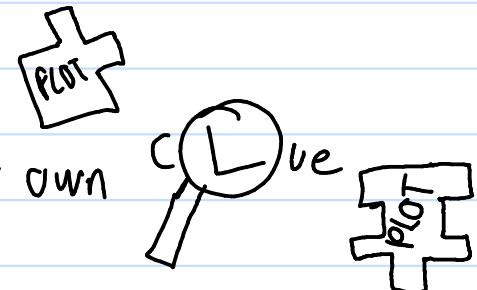
Emergent Narratives

uNsTruc+Ured

cHAo+iC

[diagram: STORY on top of GAME]

Sandboxes where players write their own stories.

Design

(NARRATIVE POTENTIAL)
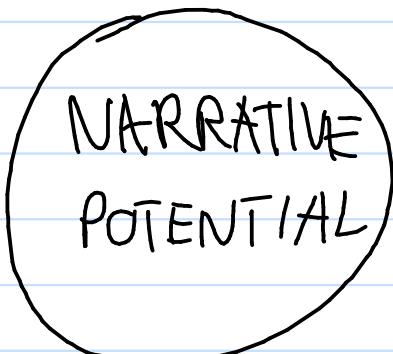
spaces stories can arise from.

~~PLOT~~

Ex. The Sims