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GAME DESIGN as NARRATIVE ARCHITECTURE

GAMES

- ≠ Not all games tell stories
- ≠ Many games have narrative aspirations
- ≠ Narrative analysis need not be prescriptive
- ≠ Experience of a game can't be reduced to reading a story

STORIES

agreement points

enacting stories

ex: Episode

- shape narrative experiences without constraining space for improvisation

spatial stories + environmental storytelling

ex: Monopoly

- story element infused into physical space
- can evoke pre-existing narrative associations

evocative spaces

ex: Harry Potter game

- building upon stories/genre traditions that are well known
- player can fill in gaps w/ just an outline

emergent narratives

ex. Fall Guys

- characters respond emotionally
- narratological consequences
- enables story constructing

embedded narratives

ex. Clue

- controlling narrative process by distributing info accross game space