

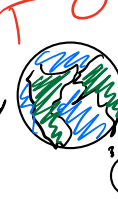
NARRATIVE ARCHITECTURE

BLIND SPOTS

1. narrative is too narrow
2. narration is too limited
3. whole game story instead of narrative elements
4. assumes narratives are self-contained

SPATIAL STORIES

* Toby would've made killer 4X/Paradox games



- 1. level design
 - X. plot + motivation
 - i.e. RPGs (D&D)
 - world - level design
 - character psych
- what happens...?

GROUND RULES

Do not all games tell stories?
ie: [diagram of a 3x3 grid with colored squares]

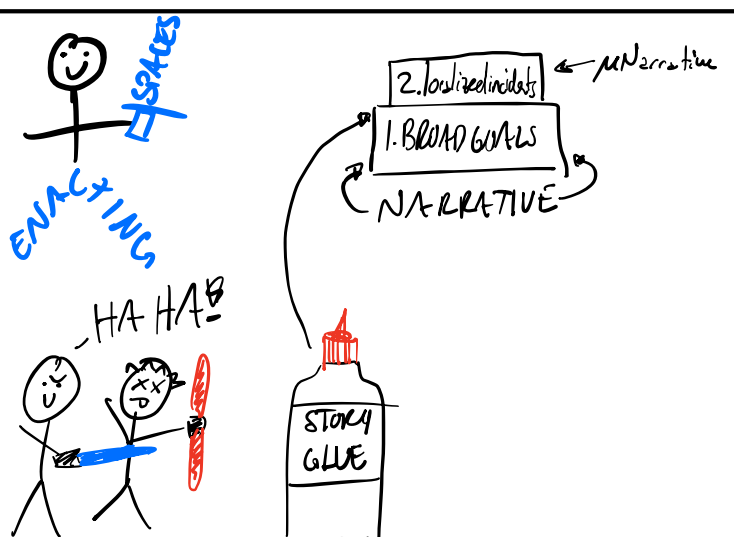
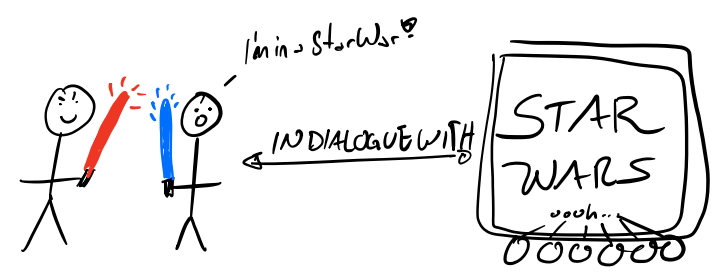
2) Many games have narrative aspirations!
old feeling

3) Narrating need not be prescriptive
Beginning → End

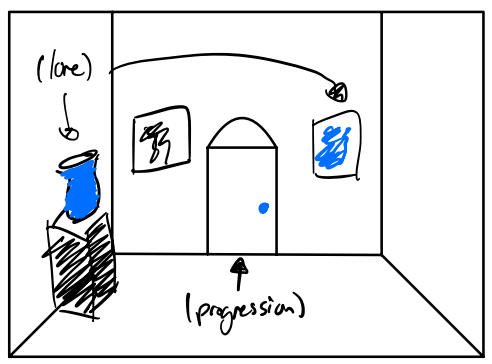
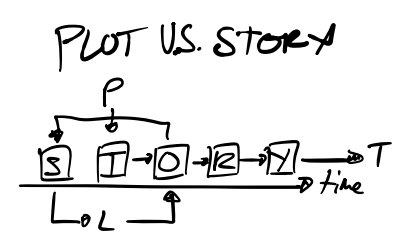
4) experience of playing ≠ experience of story

5) game's stories ≠ other media's stories
BOX X GAME

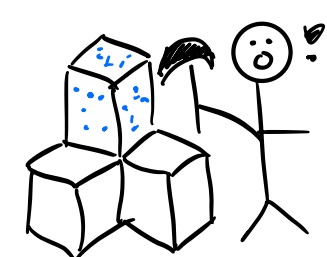
ENVIRONMENTAL SPACES



EMBEDDED NARRATIVES



Study: melodrama!
la rosa de guadalupe



emergent NARRATIVES
NOT pre-structured pre-programmed } EMERGE through playing



~~GAME~~
NOT REAL

