

① WHAT:

DESIGNER = ARCHITECT: BUILD SPATIAL STORIES.

④ How:

FOUR TYPES OF NARRATIVE SPACES.

1. LOCATIVE

PRE-EXIST
STORIES.
/ ATMOSPHERE
PLOT REPRODUCTION
HARRY POTTER

② ENACTING

✓ PLAYERS
PERFORM
THE NARRATIVES
✓ CONTROL RHYTHM
& PACING OF PLAYERS
MOVEMENT
FIFA GAME

③ EMBEDDED

SCATTERED INFO
STORY HIDDEN IN
BACKGROUND
DETECTIVE / CONSPIRACY
CLUES
ELDEN RING

④ EMERGENT

STORY ARISES
FROM INTERACTIONS
NARRATIVE POTENTIAL
THRU CHARACTERS
PLAYERS GENERATE
OWN STORIES
ASSASSIN'S CREED

GAME DESIGN
IN NARRATIVE
WAYS

⑤ SPATIALITY

HISTORICALLY:
LEVEL DESIGN >
PLOTING

DISNEY

STORY INFUSED
INTO PHYSICAL
SPACE.

PRE-CONDITIONS FOR
IMMERSIVE NARRATIVE.

② BACKGROUND

DEBATE
Ludologist v. Narratologist
↓
MECHANICS
&
PLAY

↓
STORYTELLING
MEDIA

③ AGREEMENTS

① LIMITS OF
GAME NARRATIVITY

② NARRATIVE
AMBITIONS

③ NARRATIVE ANALYSIS
IS USED FOR
DIVERSIFICATION OF
GENRES & AESTHETICS

④ STORY =
MECHANICS =
INTERFERENCE
(EQUALLY IMPORTANT)

⑤ GAMES TELL STORIES DIFFERENTLY.