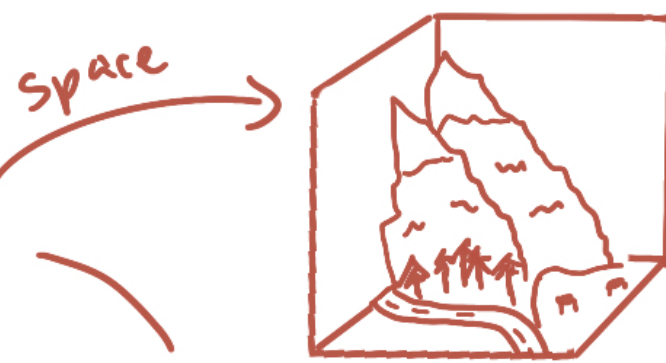


"Game designers don't simply tell stories; they design worlds and sculpt spaces."

↓
Player experiences stories by exploring these worlds



Storytelling in games is primarily spatial



SPACIAL STORIES

Environment ^{becomes} → parts of the storytelling

How?

"The story element is infused into the physical space."

ENVIRONMENTAL STORYTELLING

- Architecture
 - Objects
 - Visual Clues
 - Level Design
 - Atmosphere
- Players infer narrative from:



environment itself communicates the story

FIRST IMPRESSION

GAME DESIGN AS NARRATIVE ARCHITECTURE

↳ Games are spaces, X just plots

1. Evocative Spaces

"evoke pre-existing narrative associations."

Uses worlds players already know
↓
Draws on existing stories

Players have prior knowledge → enter the game

Eg. Marvel's Spider Man



"provide a staging ground where narrative events are enacted"

Environment stage important narrative events

2. Enacting Stories

Players ACT through the story

story happens as you play during playing
players may experience:

1. Quest
2. Missions
3. Levels to achieve



Eg. Super Mario Bros
"save the princess" adventure

FOUR TYPES OF NARRATIVE ARCHITECTURE

How designers build the world/spaces?

4. Emergent Narratives

"rich with narrative potential, enable player's story-constructing activity."

Game creates a system, players create their own stories through interacting with the system.



Eg. Minecraft

3. Embedded Narratives

story already happened before player arrived

story information is hidden within the environment.

↓
discover clues

"scrambling the pieces of a linear story."

↓
reconstruct through players act of exploration, detection, and speculation."



Eg. Hollow Knight → X tasks assign, players seek itself