Transmedia Storytelling – Session 15

Gaming –

Punday:  Linked lexias –

    In order to unlock more open ended → less narrative
      Is that true? Necessarily true?

Emotional involvement –

    Interruption          moral – Greek tragedy (both right – in conflict)
    of narrative for      attention to progress of action
    play                  audience agency → post-modernism, breaking 4th wall

lost object

    interruption and mourning (?)
    spaces in narrative for the audience to act (use agency)
    create emotions through interruption of linear narrative
      loss & melancholy

Zombies Run – more successful as a running app w/ narrative than computer game?
    Do you feel the app is successful? The game? Why/why not?

The world is developed & interesting but building the township really isn’t

How would you improve it? Make it compelling (don’t worry about budget)?

In fiction/film – world & compelling characters
    Think of the Star Trek reboot – we follow the characters through a major change in the
    world/history, but the basic characters do NOT change

To expand from any platform – compelling characters

But in a game, the most compelling character to the player is the player – and yet we have many
examples of expansions from games to films, books, comics, TV series. Are any successful? Do you
think/find them fully successful?

What is the compelling element?
    (I think it’s got to be truly great, multi-layered & evocative worldbuilding)