Assignment 11:

**Games and Narratives**

1) Select a computer game, video game, or a game on another platform/medium and describe in detail:
   - the narrative structure
   - how the user can influence the narrative
   - game vs. playing time
   - the immersive experience
   - the relationship between narrative and game space
   - the “pleasure factor”

2) Prepare a ca. 5-minute presentation for our class with appropriate screenshots, visualizations, and/or structural layouts.

3) Read the first article by Henry Jenkins on our shared web site: “Game Design as Narrative Architecture”