Session 14 – NARRATIVE SPACES

Readings

Nitsche, Video Game Spaces, Ch. 1
Jenkins, Narrative Architecture

Concepts/Keywords

- Video game space
- Rule-based space
- Mediated space
- Fictional space
- Play space
- Social space

Refresher

- Embedded v. emergent storytelling
- Evocative narrative elements
- Miceorarratives
- Evocative spaces
- Inconsistent worlds (continued from previous)

**Q:** What are inconsistent worlds?

- Rules and fiction clash
- Rules aspects not explained by fiction
  - Mario has 3 lives
  - Planescape explains why The Nameless One keeps reviving

**Q:** Examples of inconsistency?

- “Inconsistency” may just be diegetic vs. non-diegetic elements
  - scores
  - “blue arrow” in GTA
- The Problem of “realism”
  - TV & Film serials, cartoons (Popeye) have a similar plot to Donkey Kong Country (the girl is constantly kidnapped)
  - is that a problem of the world?
- World set their own rules
- Saving games by sitting
  - ICO
  - No More Heroes
- Traveling through sleep:
  - Monkey Island
- “Inconsistency” may be the result of other effects
  - dream Logic / trippy spaces → Don't Eat the Mushroom (Knytt stories level)
  - Physics in GTA IV (no traction) [http://www.youtube.com/watch?v=QOYunqO-Tu0](http://www.youtube.com/watch?v=QOYunqO-Tu0)

Types of Video Game Spaces

- Space is undefined and unique, but result of intersection
CMS.300 – Intro to Video Game Theory

- RULE-BASED: physics, sounds, game-level architecture
- MEDIATED: presentation, image plane, cinematic form
- FICTIONAL: imagined world (fictional world)
- PLAY SPACE: physical space where the player is
- SOCIAL SPACE: game space of other players

Q: How does it apply to games in Lab?

- Echochrome
- Pac-Man Vs.
- Chibi Robo

Narrative Spaces:

- Easiest point in common between games and narratives
  o Spaces BUILD stories – STORY BUILDING
- Inspiration on theme parks
  o BUT – theme parks have VISITORS, non-reactive, no exploration, theme parks have elaborate interfaces, imitate games now
- Physical spaces – SLEEP NO MORE
- Narration as device to ENGAGED player by inciting to MAKE SENSE OF SPACE – Evocative narrative elements

two strategies (refresher, apply to space)

- EMBEDDED storytelling
  o story of the space
  o detective stories
- EMERGENT storytelling
  • opportunities to generate stories
  • based on rules (the Sims)

EVOCATIVE NARRATIVE ELEMENTS

- stories