Assignment 14:

**Games and Narratives**

For Monday:
1) Read the first article by Henry Jenkins on our shared web site: “Game Design as Narrative Architecture” and post your comments to the server Discussion on “Games and Narratives”
2) Read the 14th and 15th letter by Friedrich Schiller (on BSCW) and post a short comment comments to the Discussion on “Games and Narratives”
3) Finish review of “Run Lola Run” (Assignment 10, #3) and post your text to BSCW.

For Wednesday:
4) 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”
5) Prepare a ca. 10-minute presentation to our class with appropriate screenshots, visualizations, and/or structural layouts.