

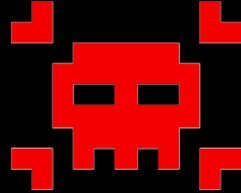


USER RESPONSES TO NARRATIVE DRIVEN GAMES

Fasih Sayin, PhD

Producer/Game Systems Designer - Crytek

!WARNING!



Being about narrative driven games and the narrative of the games in question this presentation may contain SPOILERS. Although the presenter is pretty much immune to spoilers he understands quite well how horrible they can be. He will try to avoid spoilers whenever he can. However, by attending this session you accept responsibility for all psychological and physical damages caused by or because of spoilers, for talking about narrative often makes spoilers inevitable. The presenter on the other hand accepts no responsibility for any damages caused by such spoilers and in fact he will claim that he has no idea of who you are and where he is, in case such damages were to occur.

!RELAX!

The following words will not be used during this presentation:



Hyper-Sense Architecture, Aiming Ludics, Textual Analysis, Meta Media, New Interactivity, Trans Media Storytelling, Cognitive Structure, Algorithmic Unit Operations, Interactive Entertainment Construct, Narrative Architecture, Ludo Narrative Dissonance

LET'S START WITH A PUZZLE

LET'S GO PINK



What is more likely?

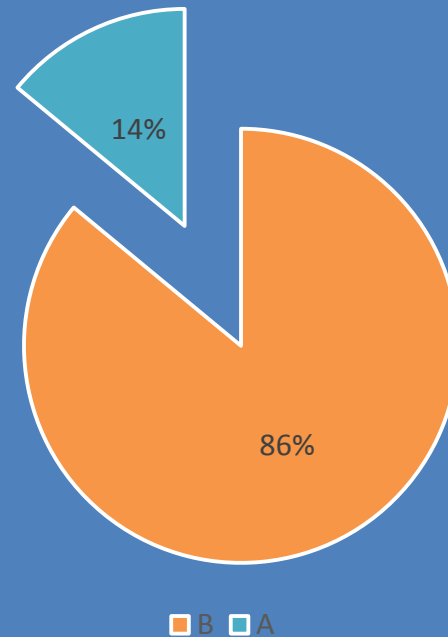
A) LINDA IS A BANK TELLER

B) LINDA IS A BANK TELLER AND AN ACTIVE FEMINIST

ASK THE AUDIENCE

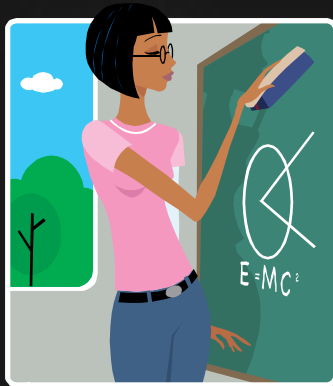


PAC-MAN?



RATIONAL

PEOPLE LOOK FOR THE LOGICAL SOLUTION



NARRATIVE

PEOPLE LOOK FOR MORE DETAIL





?



PREDICTION





What is more likely?

A) LINDA IS A BANK TELLER

B) LINDA IS A BANK TELLER AND AN ACTIVE FEMINIST



Dear Esther

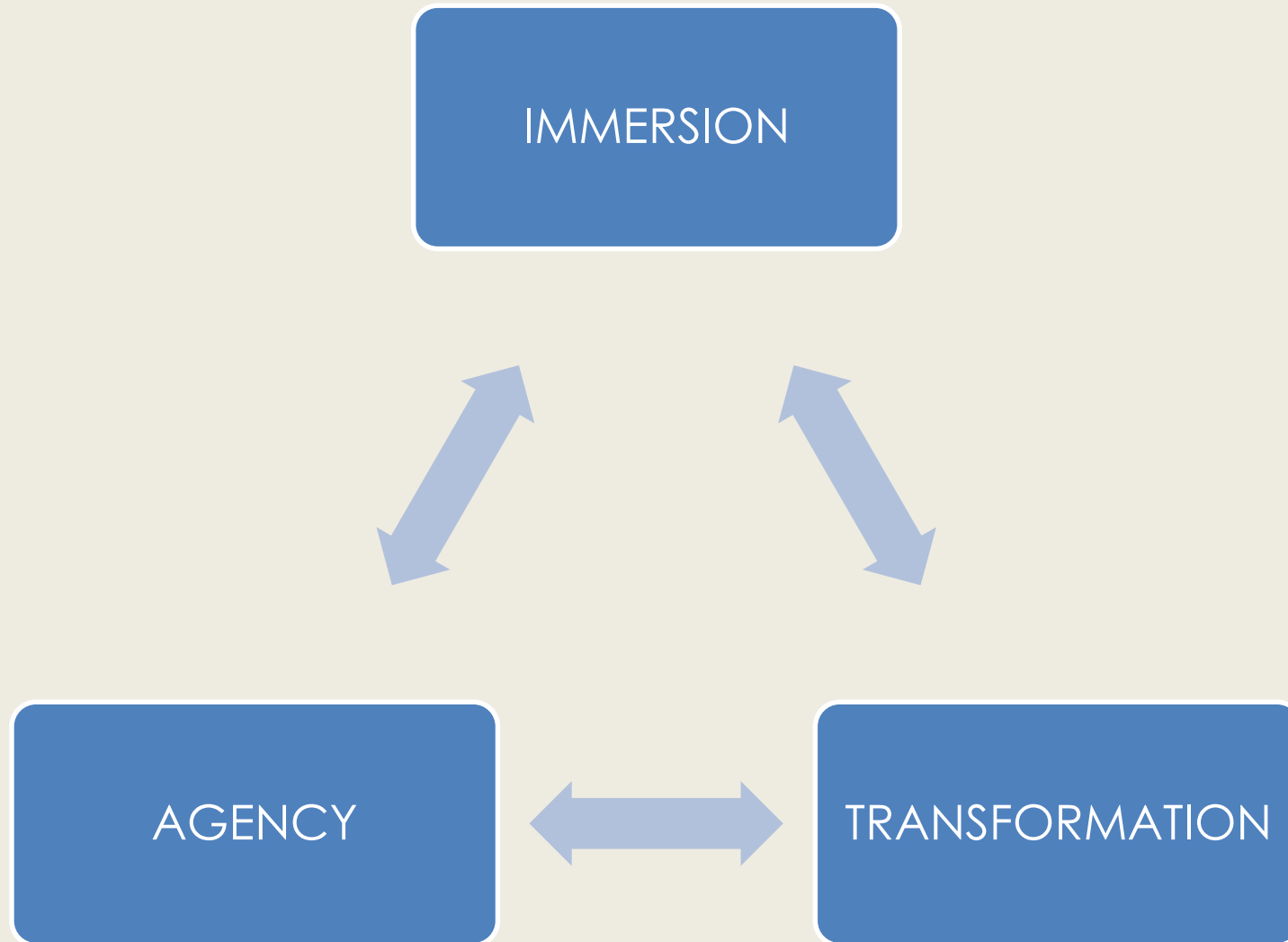


go home



LIFE

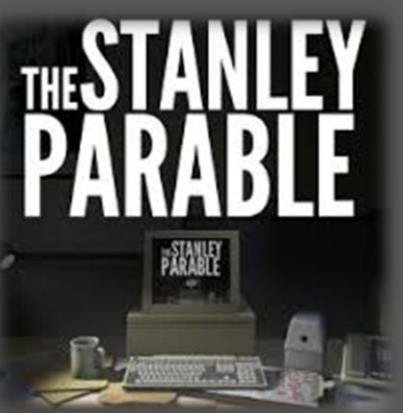
WHAT IS INTERACTIVE?



IMMERSION



TRANSFORMATION



THE
WITCHER
— ROLE-PLAYING GAME —



AGENCY



MASS EFFECT

GAMIST

SIMULATIONIST

NARRATIVIST

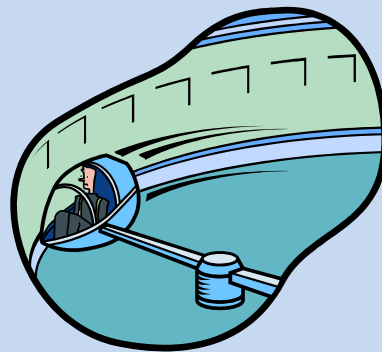
GAMIST

- WANTS TO WIN
- DOESN'T LIKE COMPLEX STUFF
- LIKES FAIR ENVIRONMENT
- REALISM IS OVERRATED
- TESTING ABILITIES



SIMULATIONIST

- WANTS TO FEEL LIKE SOMEONE ELSE
- CONSISTENCY AND REALISM
- COMPLEX SYSTEMS ARE OKAY
- LIFE IS NOT FAIR
- STORIES ARE IMPROBABLE



NARRATIVIST

- WANTS TO IDENTIFY WITH THE PROTAGONIST
- EVERYTHING SHOULD SERVE THE STORY
- KATHARSIS IS THE GOAL
- CONSISTENCY OVER REALISM
- DECISION AND CONSEQUENCE



THANK YOU

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