

The Exposition Burden

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Kognito Interactive







#### Who am I?







## A Big Change

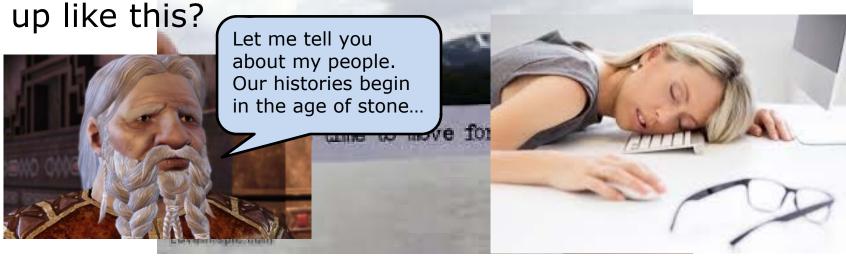






## Why Have Dialogue in Games?

So why does so much game dialogue end



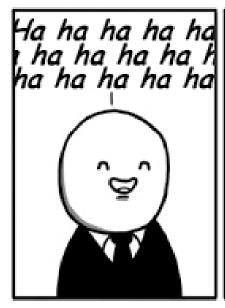


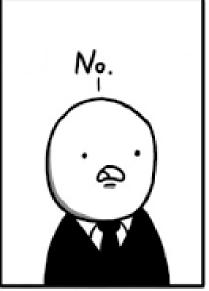


Oh, and while you're defeating the evil empire, collect twenty orc skulls, 'kay?



## So, let's throw it all out!







## Then, how do we do better?

- Must
- Should
- Can
- Shouldn't



Let me tell you about the lifecycle of dragons...



### But... I have all this LORE!



## But my plot is really complex...





#### **Bread Crumb Trails**

- What?
- Why?
- Where?
- How?



Exposition is the solution to a problem players are trying to solve.



#### Breadcrumb Pitfalls

 "Maybe the elves know something..."

"Let me tell you a story..."

 "Here, follow this red herring..."





### Show Don't Tell





## The Best Exposition Is Characterization

 Not just what happene but **how** affected them.





## Writing By Character

Speaking Style

Stake in the Story





## Speaking Style



It ain't fair. The lords live in their castles. And we starve and die.

> Just... don't do anything to jeopardize my standing with the barons.





Subtext and Analogies



## Stake in the Story



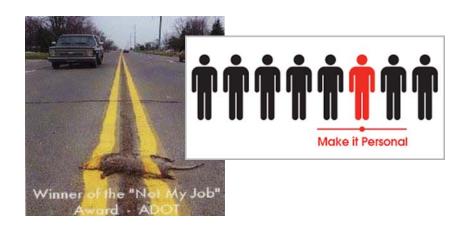
## Emotion is the Spice of Life







What does the player need to know? Why does the NPC think she's there?





#### Characterization Can Be Exposition Too

- ➤ Exposition is telling, ➤ Characterization is even telling about character.
  - showing, even about world or plot.











## For Example...



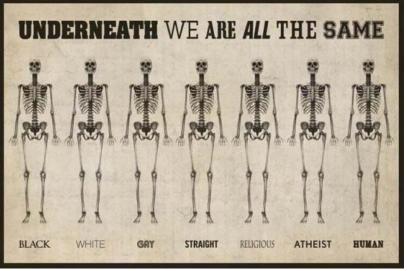
- Show
- Know
- Meet
- Ask



# Stereotypes



#### **Write Humans**

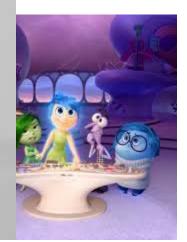




#### Conclusion

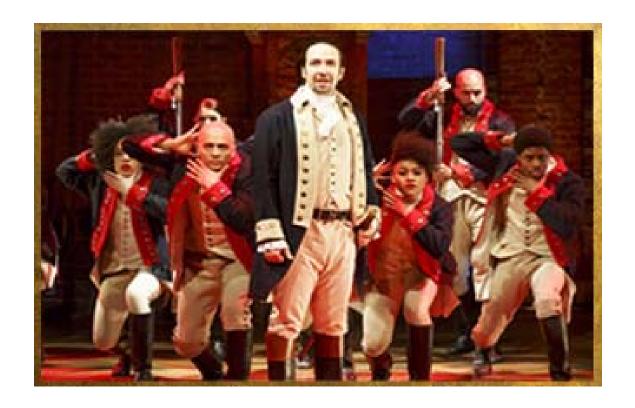
Take t Half the solution reason to any problem lies
...and (in defining it.)

nteresting



tippytoediet.com





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