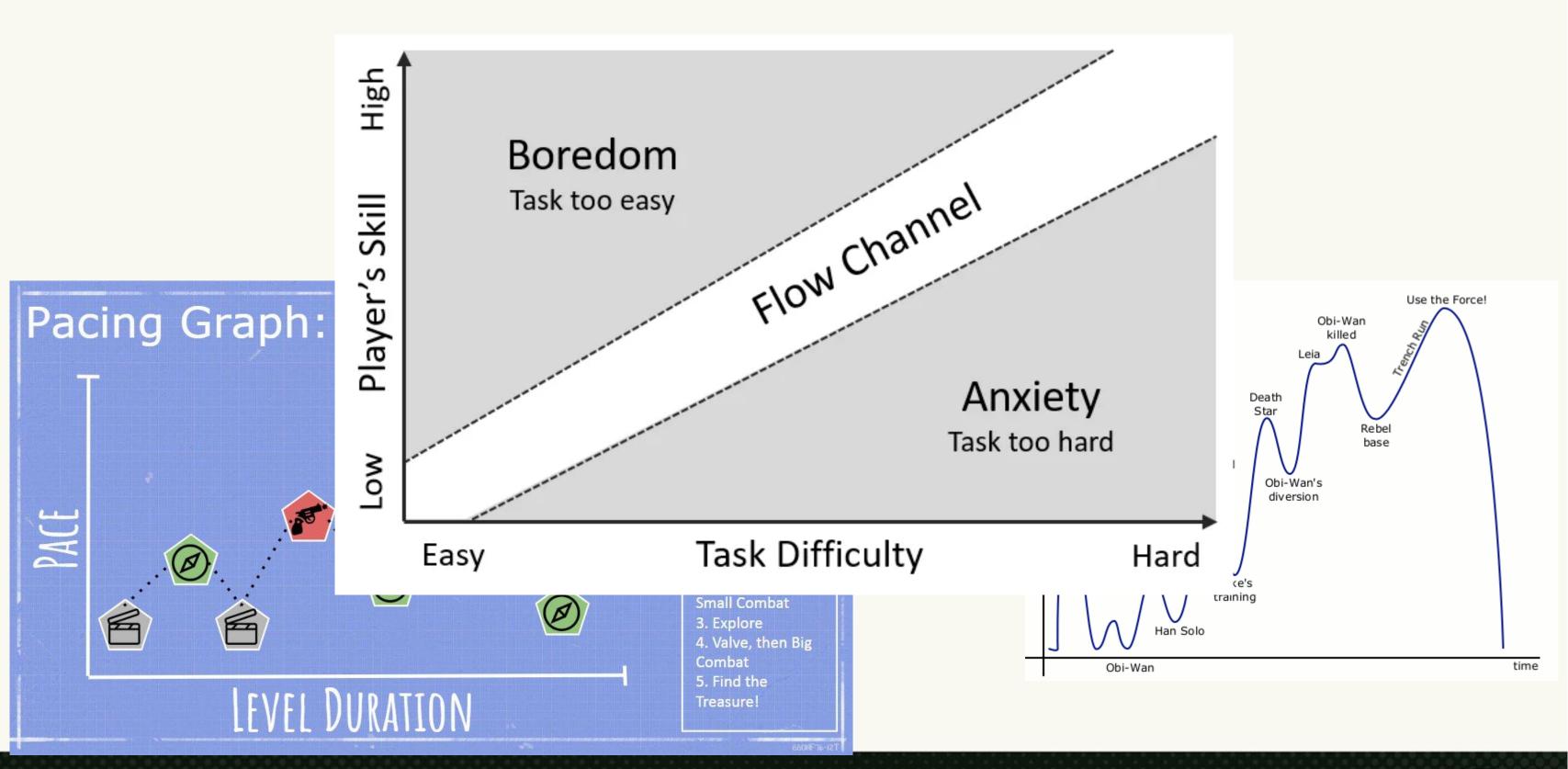


Interactive Pacing Design Ft. The Last of Us Part II

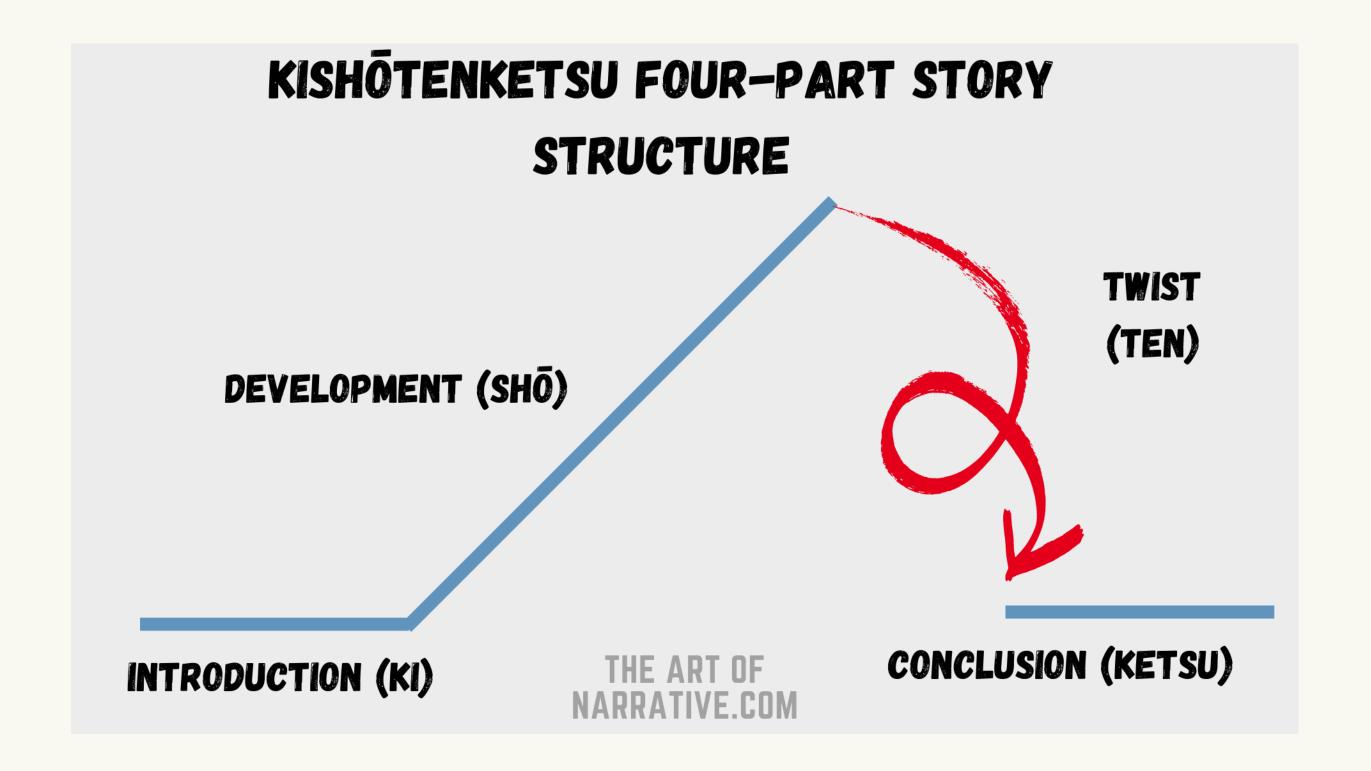
Evan Hill





Lets talk about Pacing





Who am I?

























Track List



- 1. Where and Why
- 2. Focal Points
- 3. Prospects
- 4. Threads
- 5. Secrets
- 6. How To



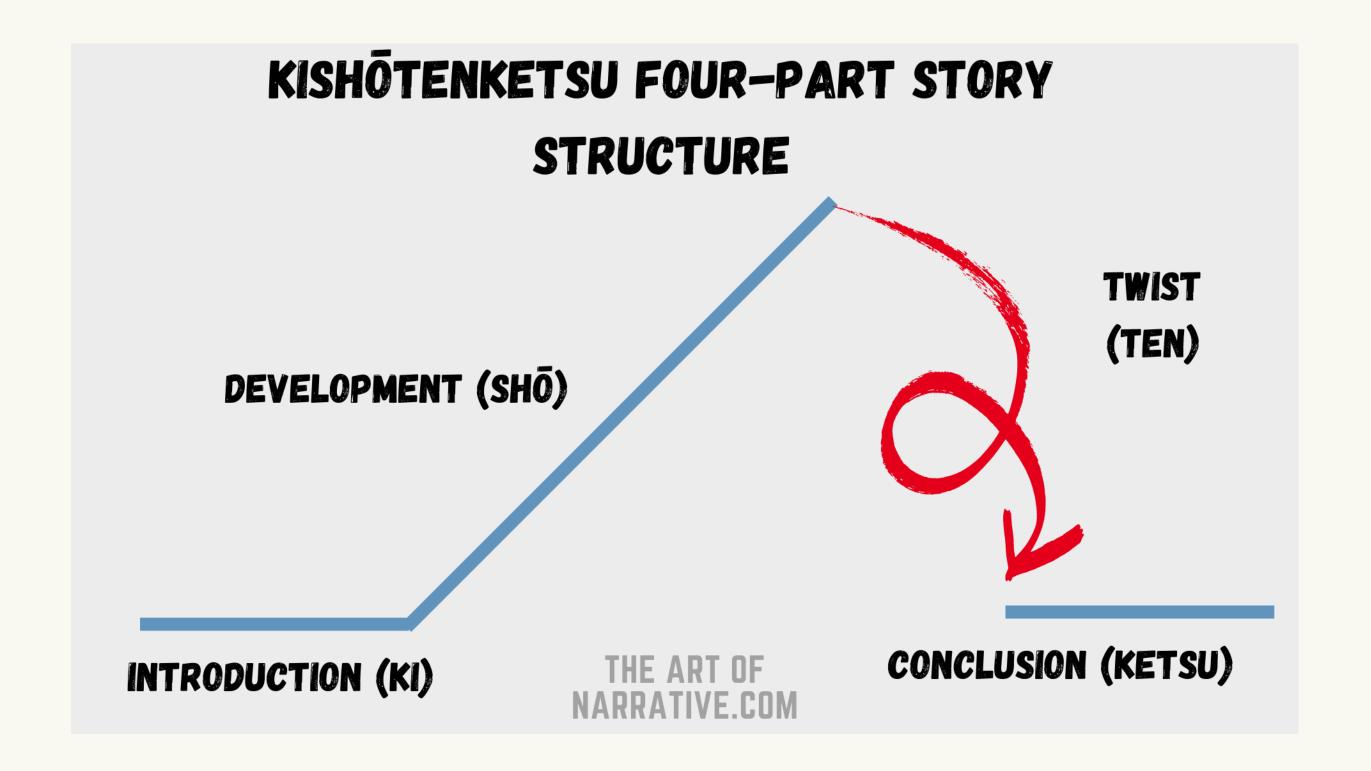
Track List



- 1. Where and Why
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- 6. How To

Player Tuned Experience

What do we need?



- Not just about
 - Optional Content
 - Sidequests
 - Collectables

Includes

- Immersive Sims
- Puzzles
- Jrpg Leveling

Even without challenging mechanics

We can give the player tools to shape their experience

Why this Level?





No combat

Mostly dialogue

Counters previous tone

The Goal



Reward the people who want to linger Enable the people that want to rush

Let them both have a compelling time

Track List



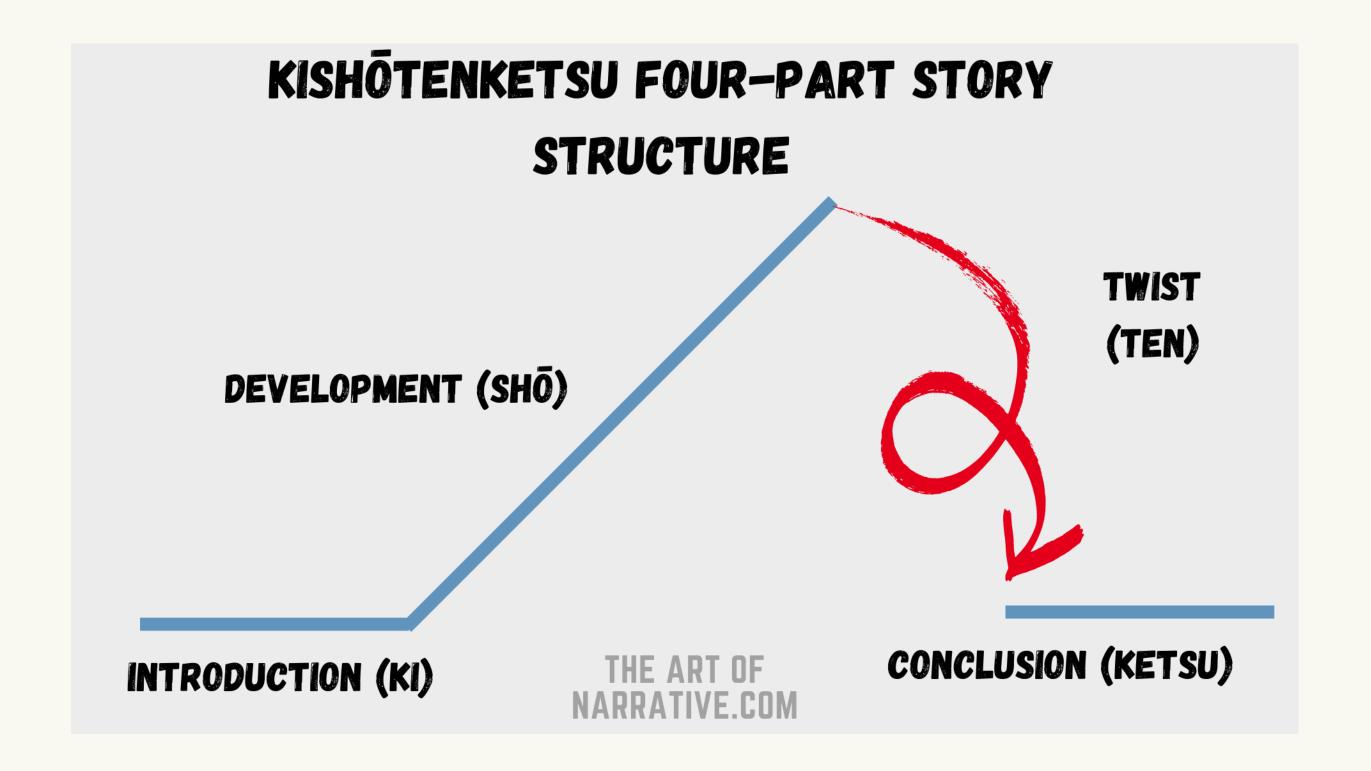
- 1. Where and Why
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Track 2 - Focal Points

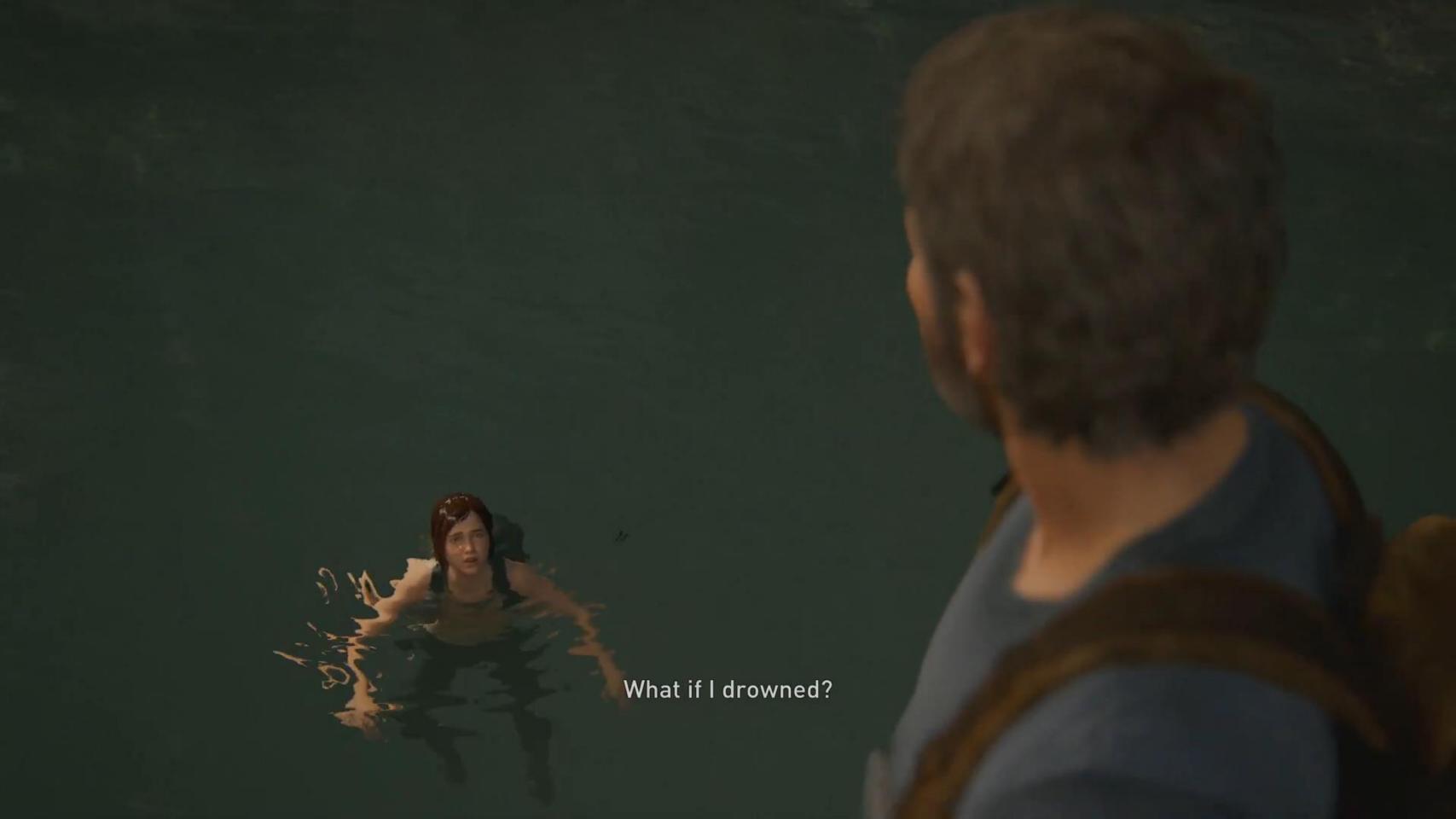
Important and Unmissable

Track 2 - Focal Points

Should be a complete experience Without anything else

















Track 2 - Focal Points

But how does the player seek out more?

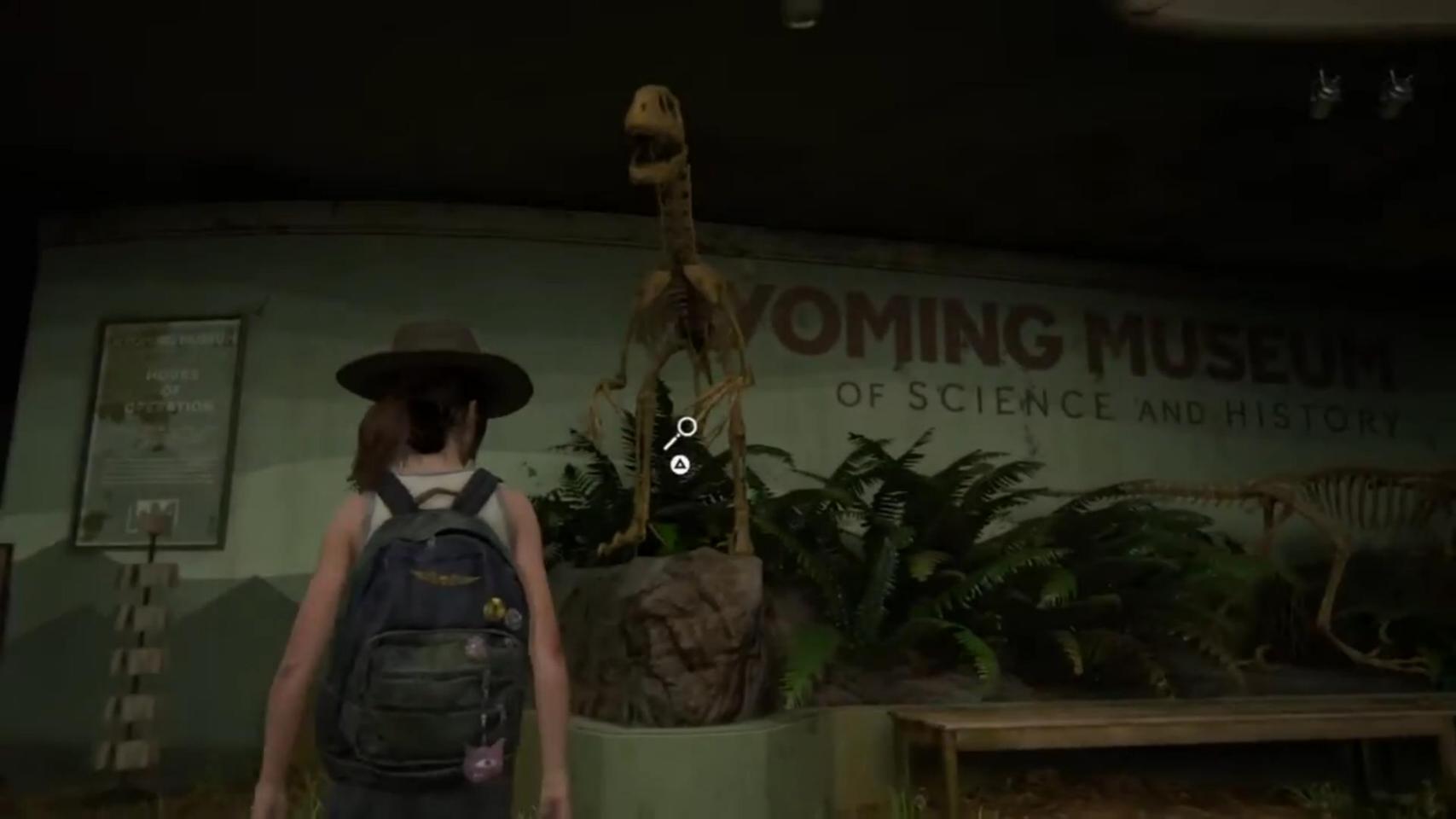
Track List

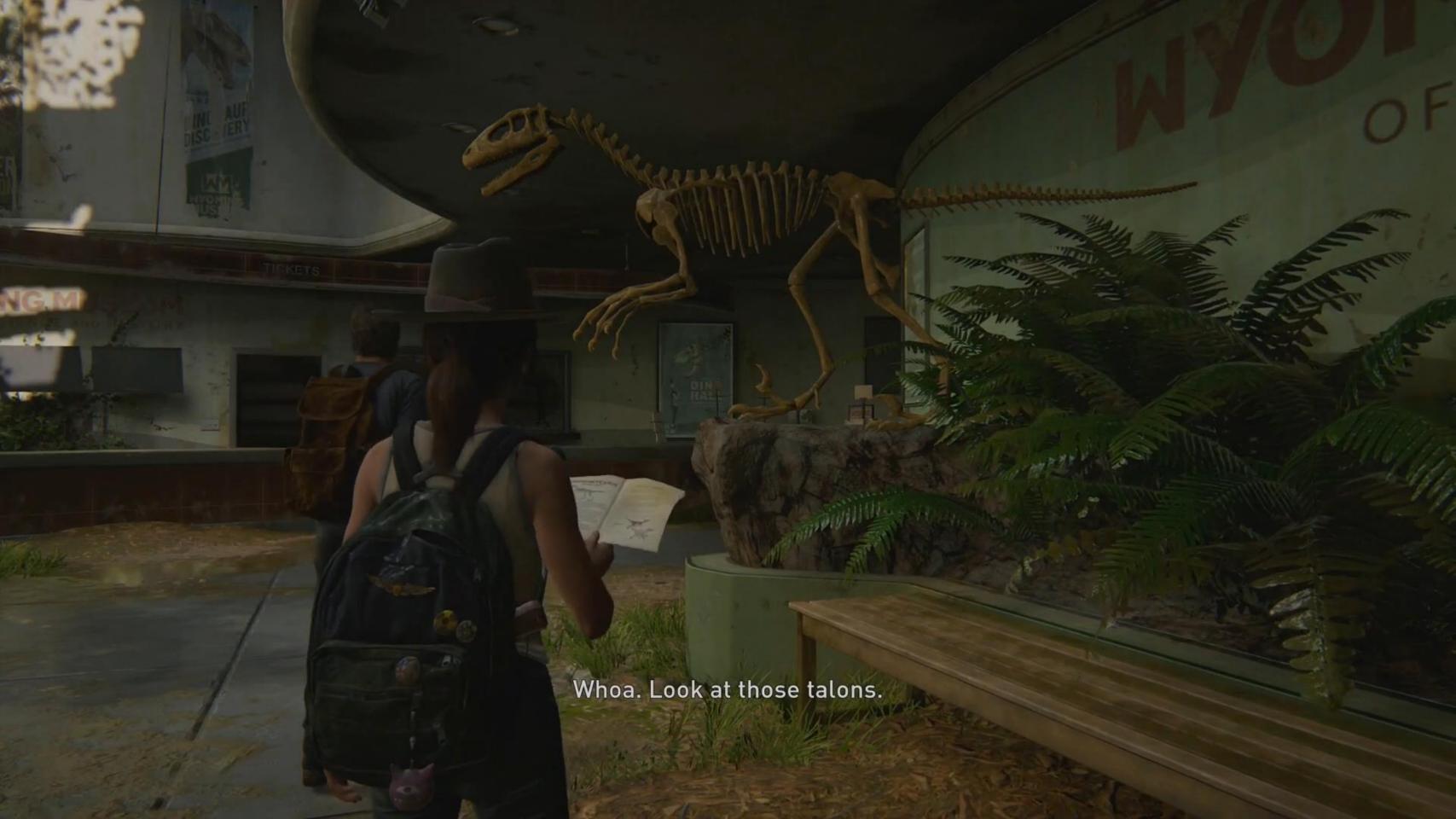


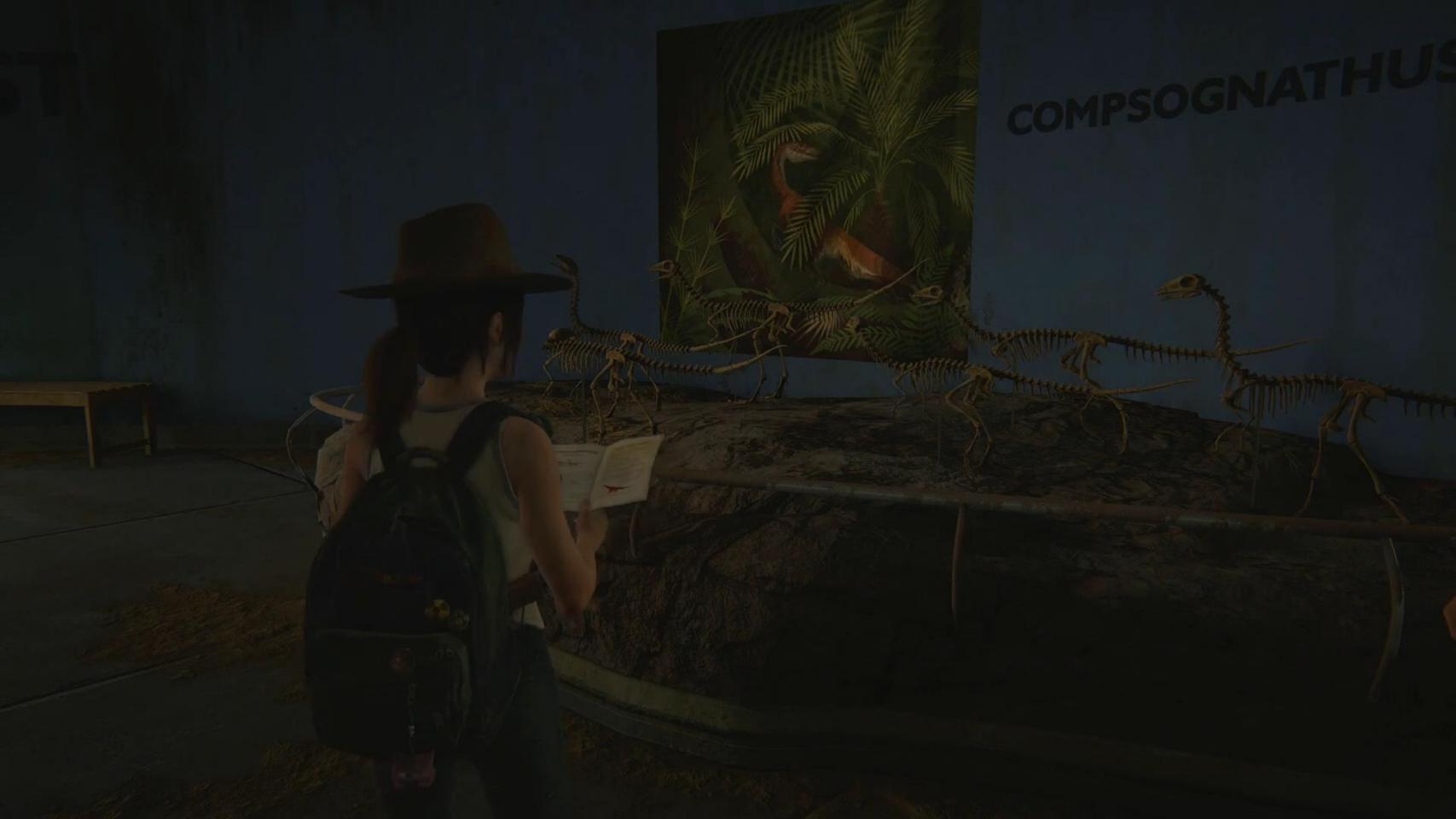
- 1. Where and Why
- 2. Focal Points
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- 4. Threads
- 5. Secrets
- 6. How To

Clear Options

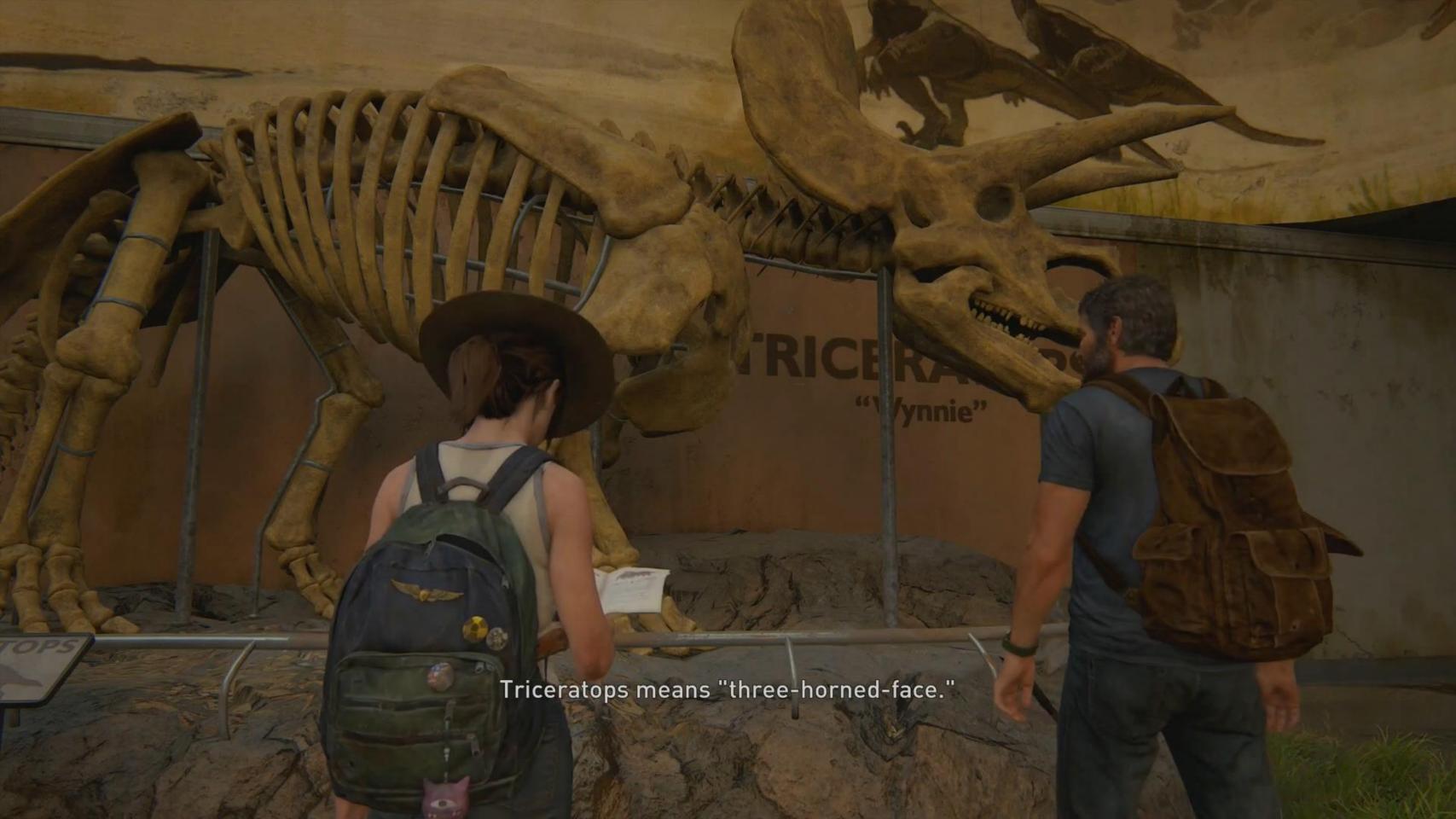
Give the player a bite let them decide how many to take

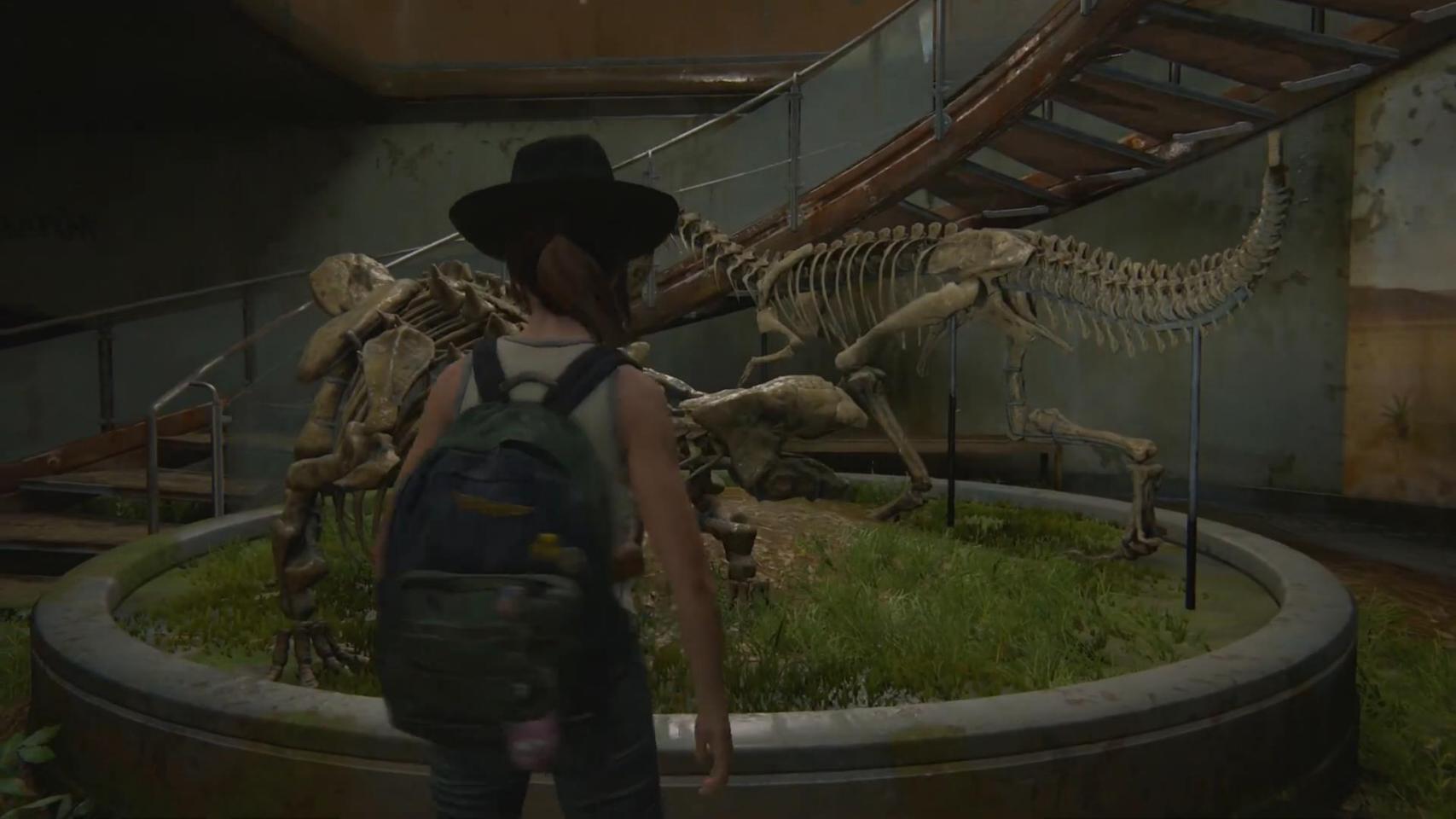






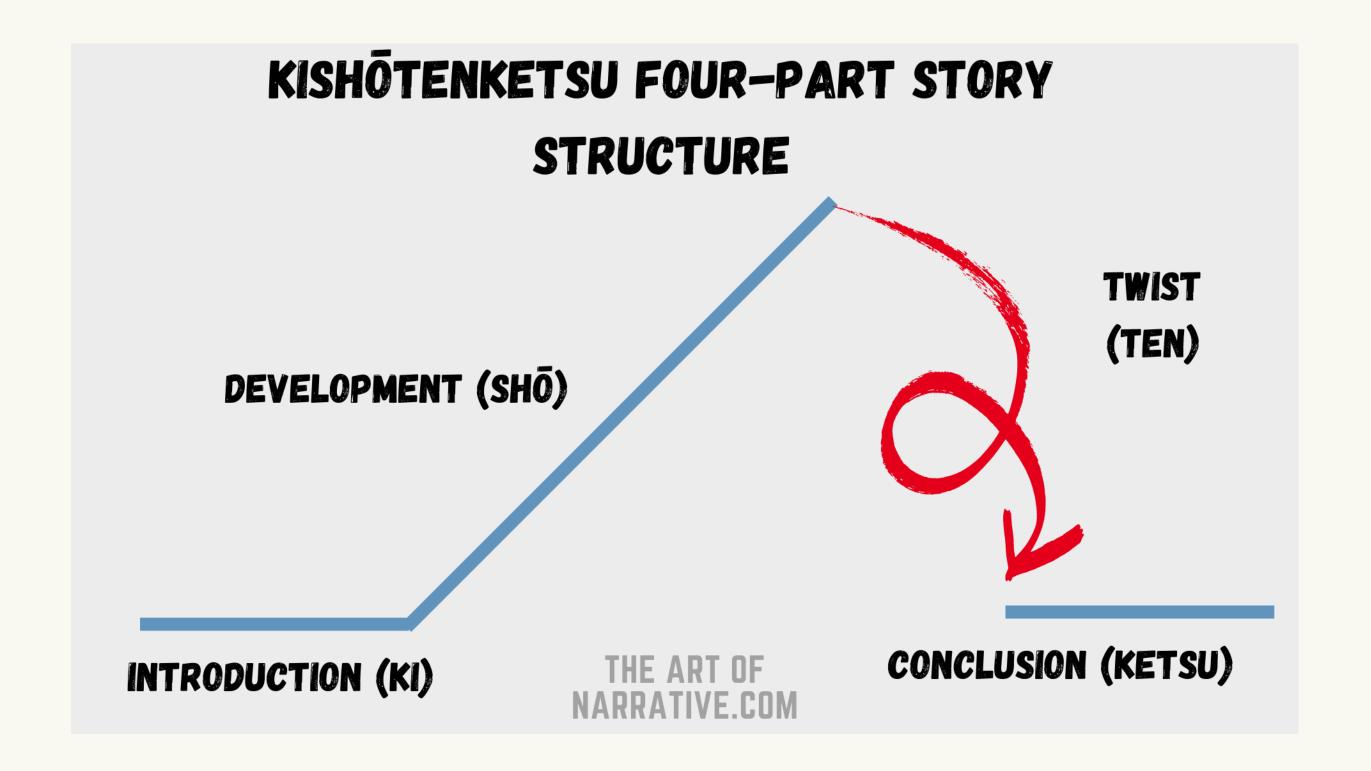








Give the player a bite let them decide how many to take



How do you keep it from being repetitive?

Track List



- 1. Where and Why
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Yes And-ing

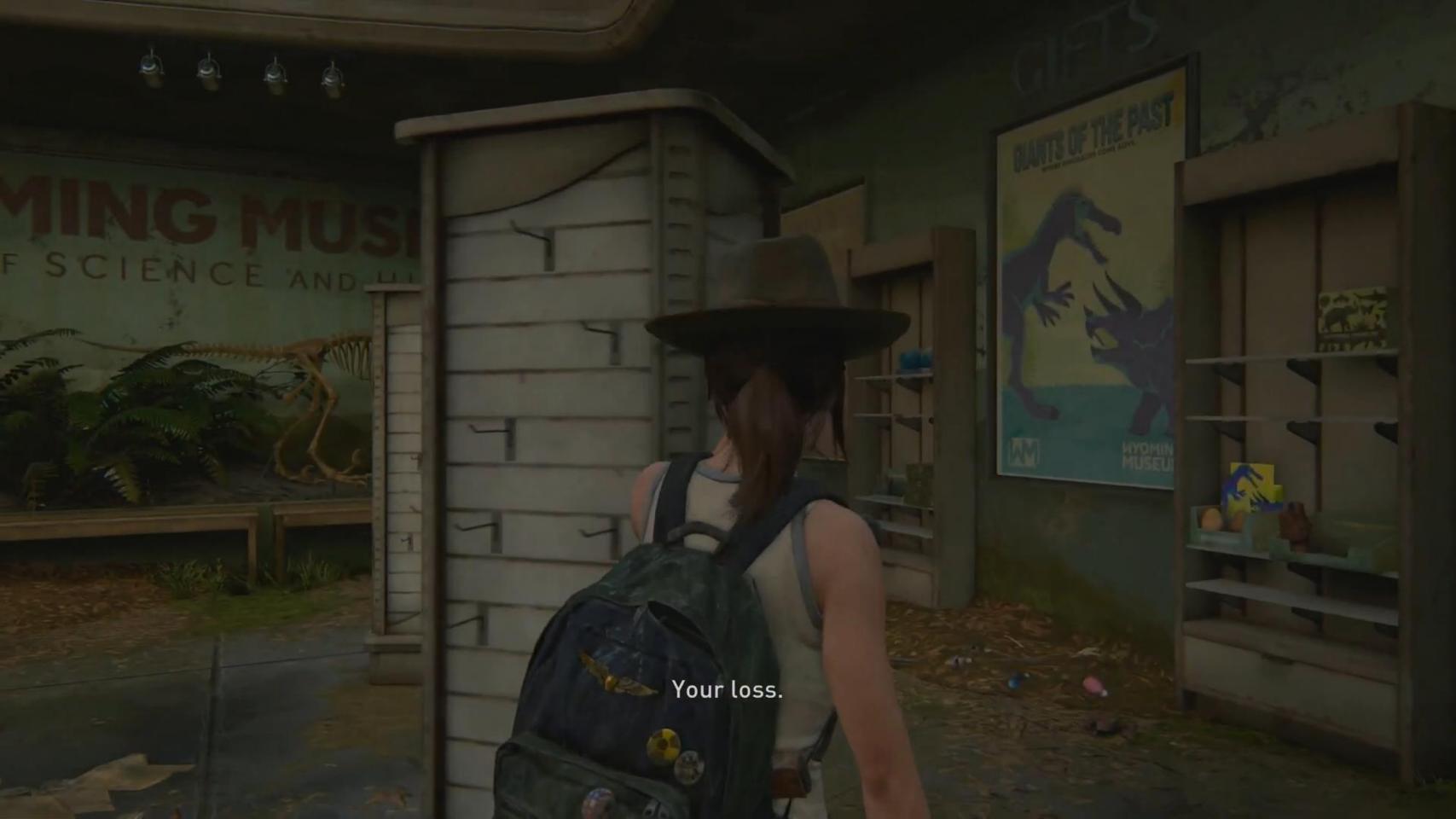


React
Expand
Throw back

Threads Yes-and Prospects

















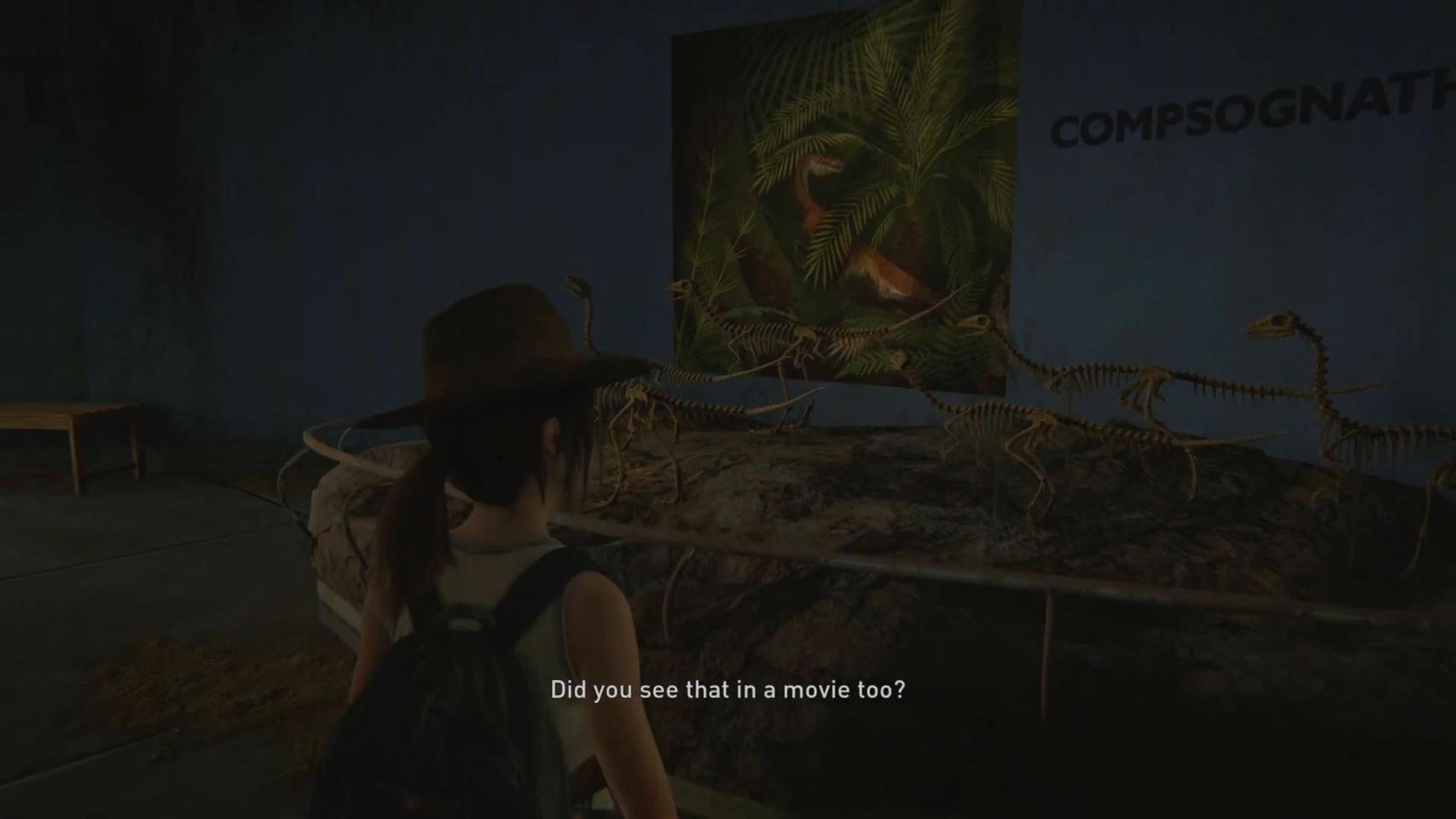


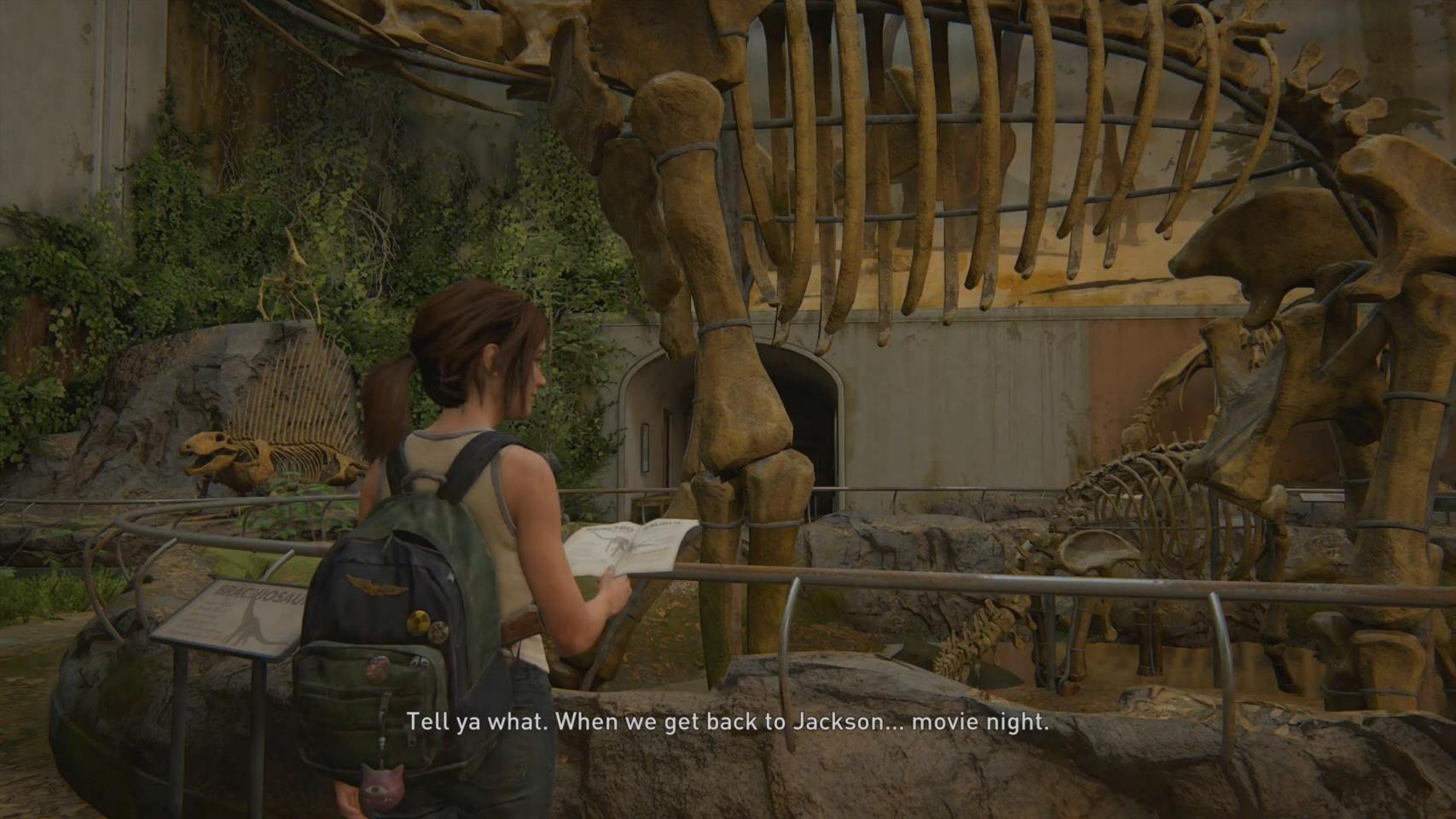


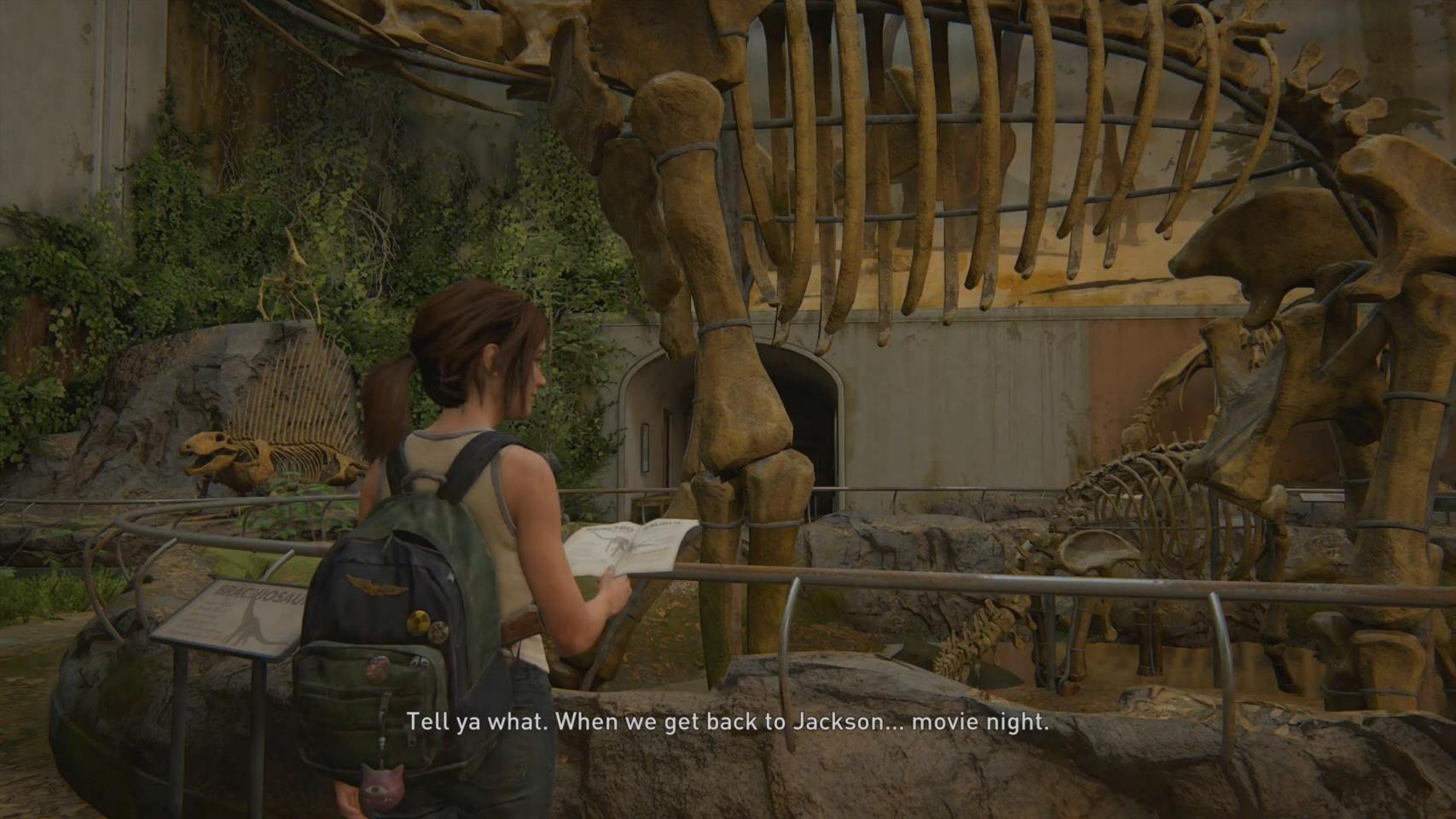
Moments and Connections Big and Small

Brings the sequence to life













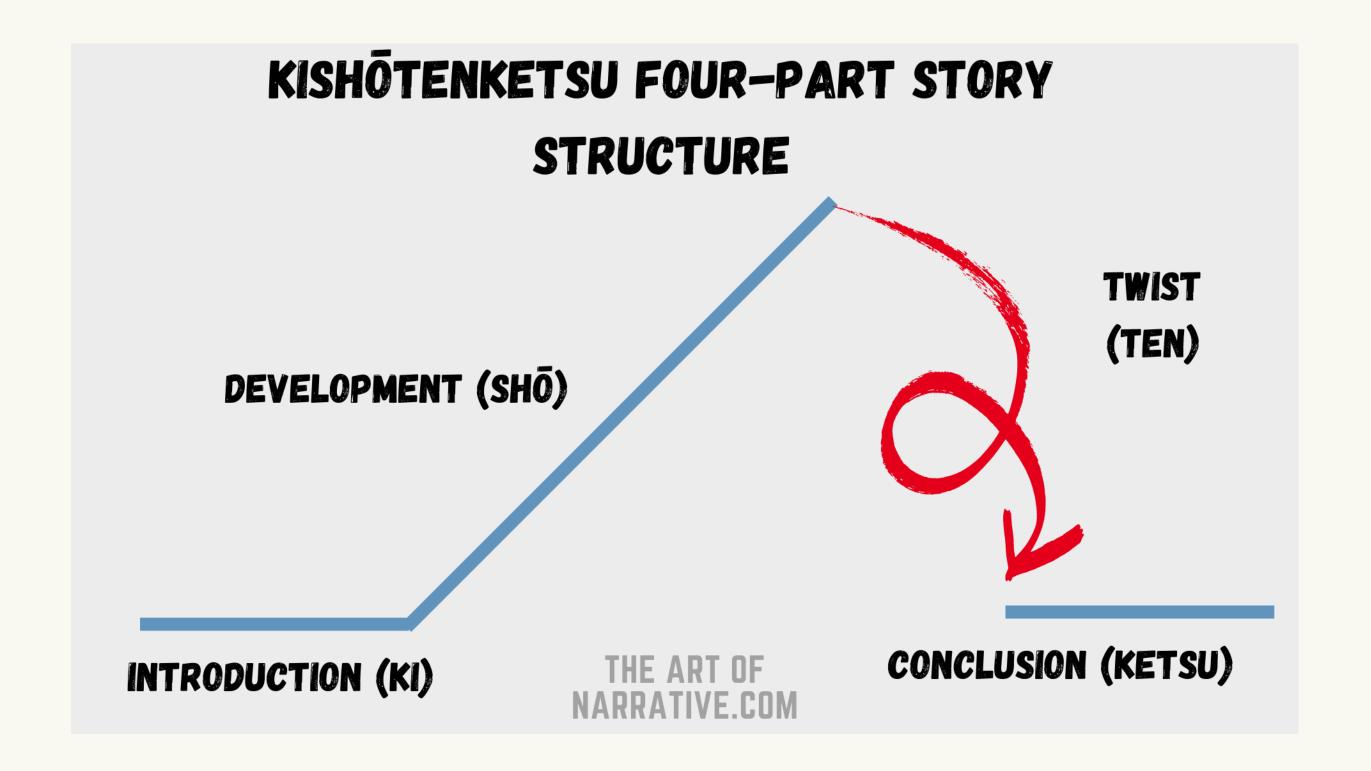




Track 4 - Threads

Brings the sequence to life





Track 4 - Threads

But can we take it further?

Track List

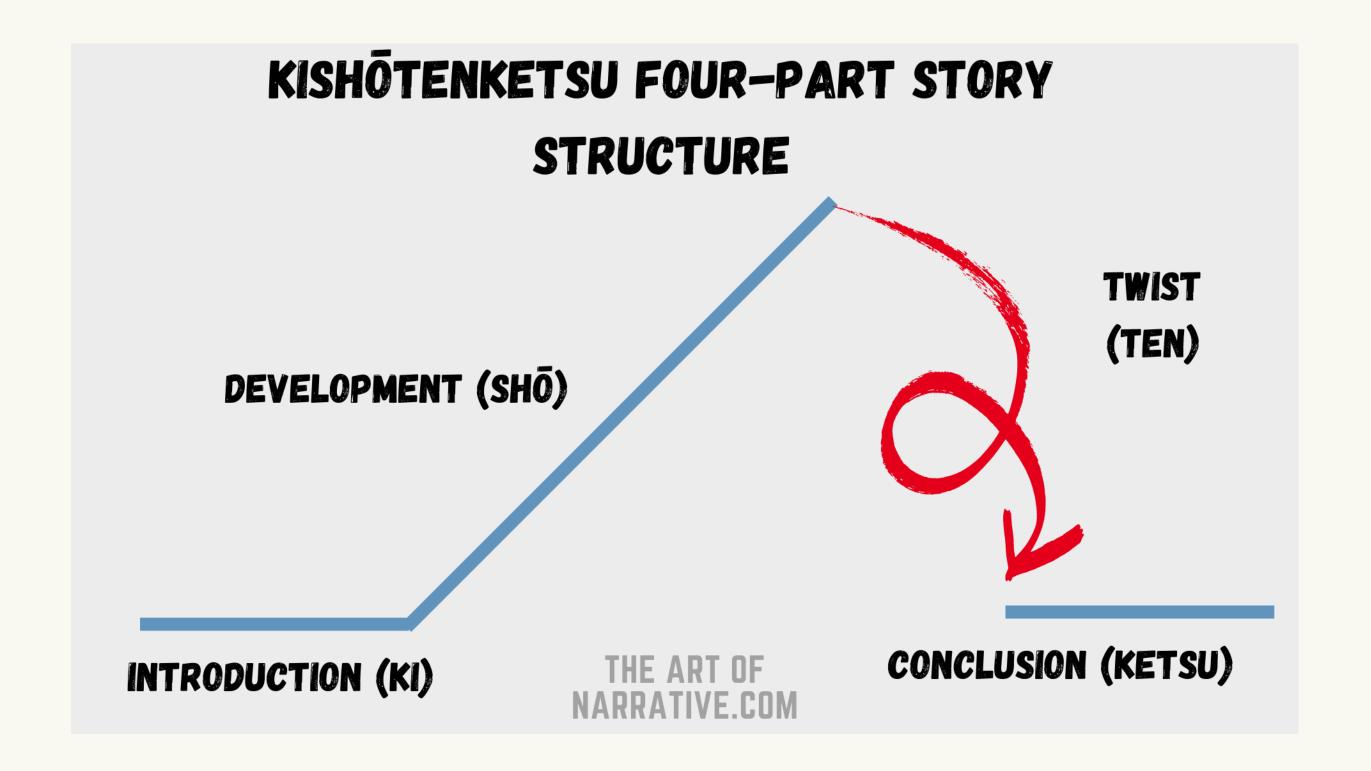


- 1. Where and Why
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- 5. Secrets
- 6. How To

The Mold Breakers



Memorable Departures Not hidden collectables



Make the player feel that anything is possible

If they lean in

Don't be afraid to let them miss out

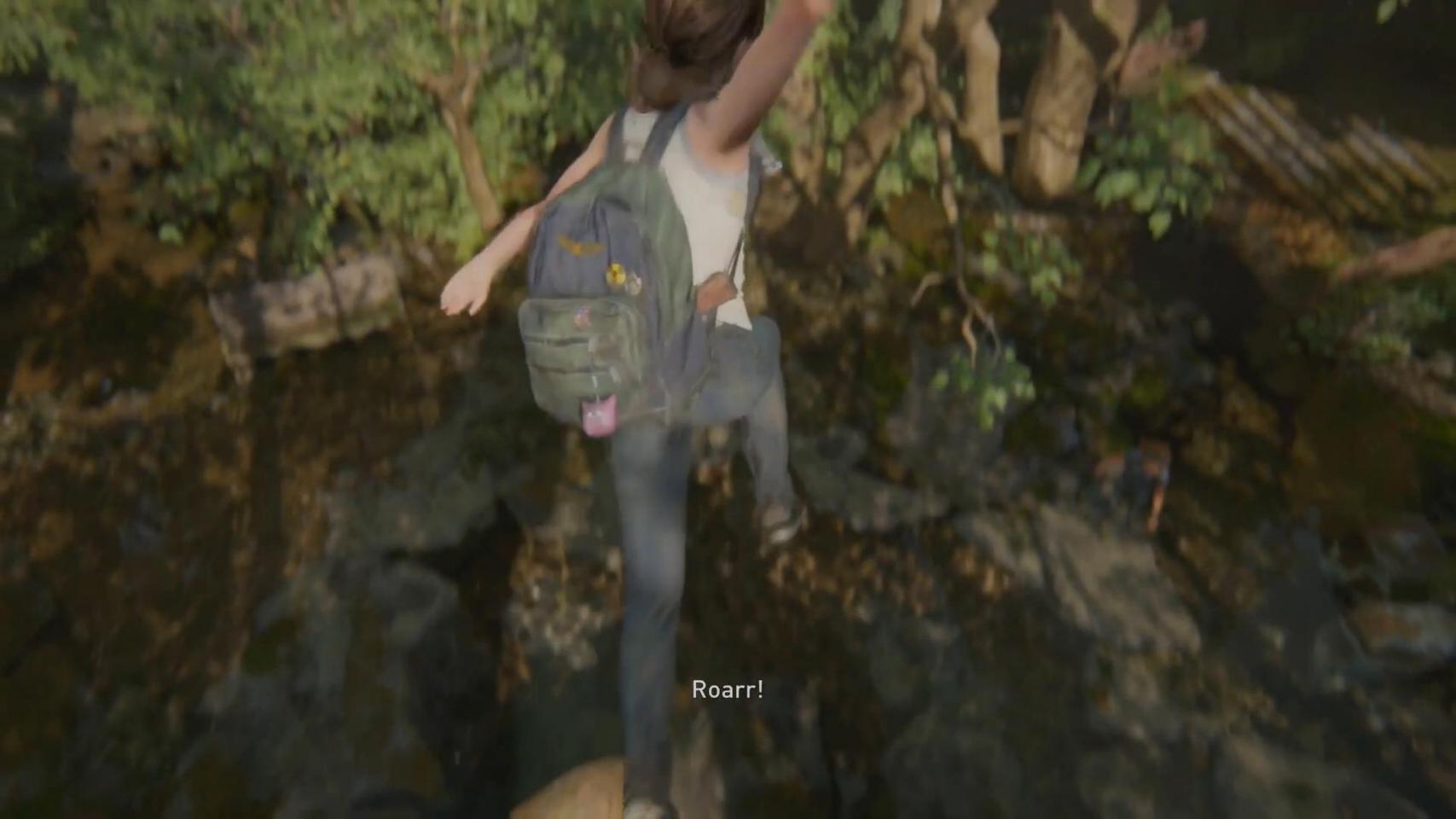
If they care, they'll hear about it

























Make the player feel that anything is possible

If they lean in

Track List



- 1. Where and Why
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- 6. How To

Track 6 - How to

How Do you find these moments?

Track 6 - Pacing & Process

Improv



Track 6 - Pacing & Process

Inspiration









Track 6 - Pacing & Process

Iteration

second time when a door at the end of the passage opened the a smell of boiled greens and old rag mats, and the aged prole who acted as porter and caretaker thrust out a grey, seamed face and stood for a moment sucking his teeth and watching, winston malignantly. why isn't it working bodowe features ! has trill nine of had a various when above his right askle, went days, nesting stored times on to way. On each landing, offernit the lift shaft, winston remembered now. It was part of the economy drive in the part with the lift shaft, proparation for late week. The great has seven fifthis up, and wins conscious of his thirty-nine years and of the varicose ulcer above of breath. On every landing the same poster was gummed to the wall ruggedly handsome features, thick black hair, a heavy moustache and on



Good writing is rewriting.

— Truman Capote —

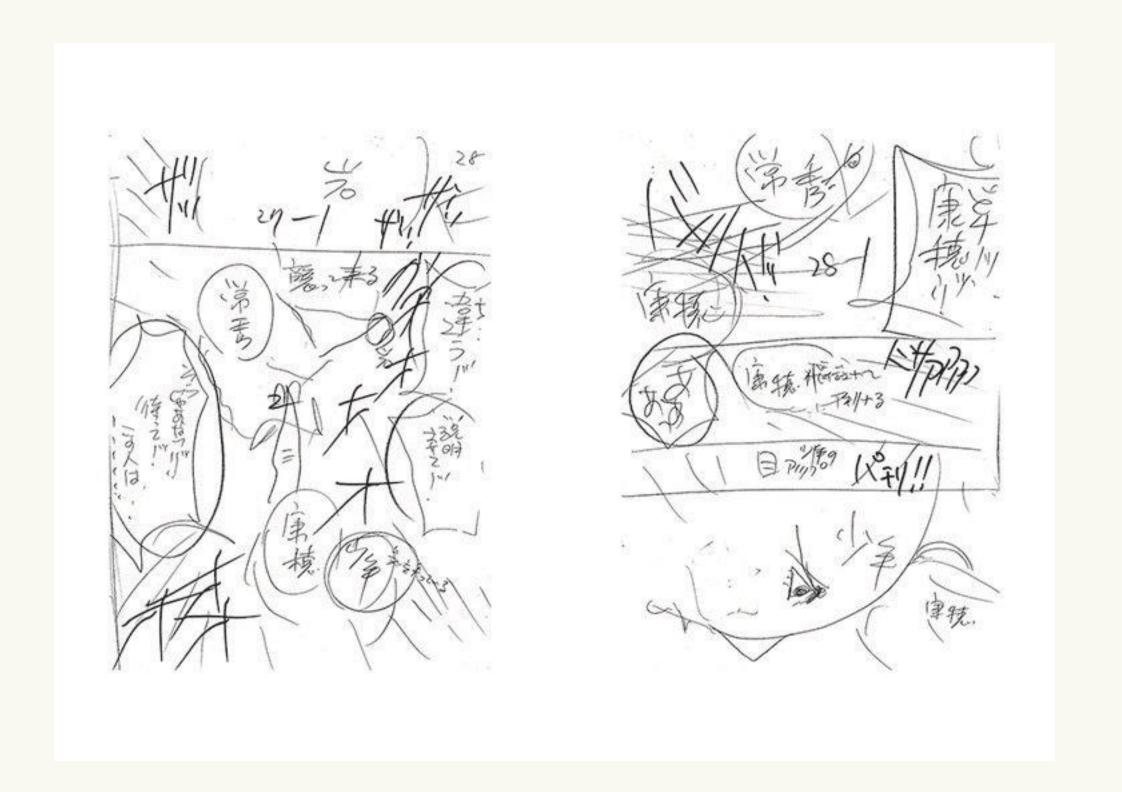
AZ QUOTES

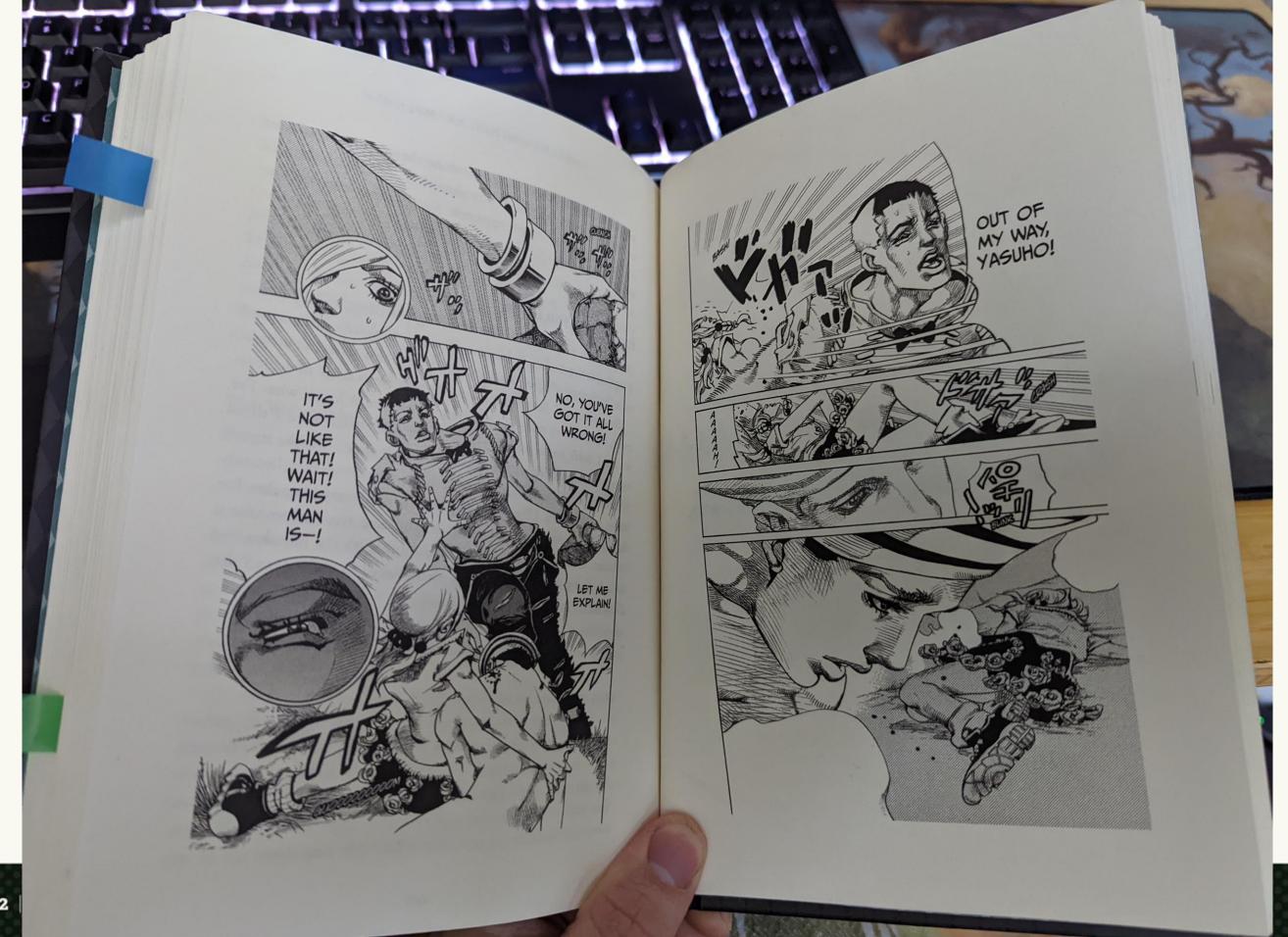


im still losing my mind at the storyboard for knives out













Track 6 - How Do

Find the tools that work for you

Then Give them to the player



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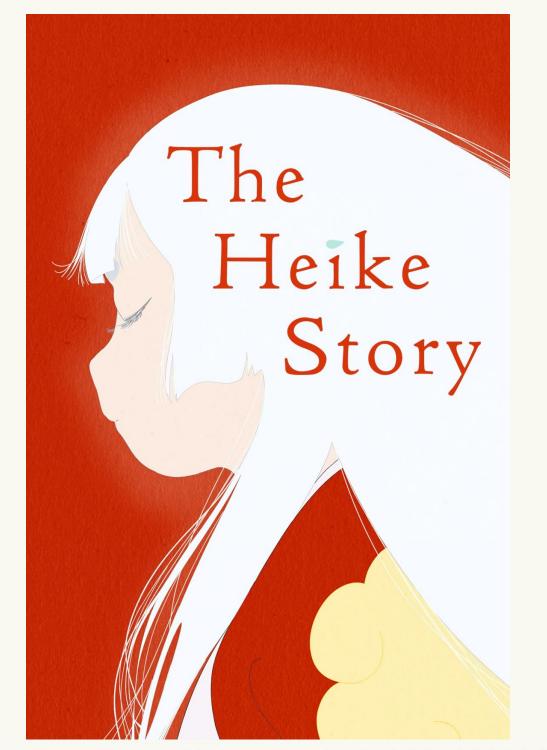


Watch Liz and the Blue Bird



Liz and the Blue Bird







TIME LEFT FOR QUESTIONS?

Resources

- Book List:
 - Manga in Theory and Practice by Hiro Hiko Araki
 - Story by Robert Mckee
 - The Art of Dramatic Writing by Largos Engri
 - Writing Character Arcs by K. M. Weiland
 - Form Space and Order by Francis DK Ching
 - The Visual Story by Bruce Block
 - Framed Ink by Marcos Mateu-Mestre
 - Directing Actors by Judith Weston
 - An Architectural Approach to Level Design by Christopher W. Totten
 - Understanding Comics by Scott Mccloud



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