

Narrative Theory

Key areas that will be covered

- Storytelling devices and techniques used by game designers
- Video game characters and gender representations
- How video game narratives are influenced by other media products.

Vital elements (class discussion)

- Character development ..
- Multiple endings/control over how the story ~~story~~ plays out

Narrative Arc

- 3 act structure
 - ↳ Introduce setting and characters
 - ↳ Challenges are given to the characters
 - ↳ Resolution

Todorov

Stories begin with ~~an~~ an equilibrium.

This is disrupted by an event, thus creating disequilibrium. It is then up to the protagonists to regain balance.

How to create conflict within a narrative

Claude Lévi-Strauss - Binary Opposites

- ▶ Sheriff / outlaws
- ▶ Law / criminal
- ▶ Human / Alien

Character Types - Vladimir Propp

Studied a wide range of Russian folk stories and identified 8 key roles

- ▶ Hero
- ▶ Villain
- ▶ Donor(s) - give you information / items
- ▶ Helper(s) - helps the hero
- ▶ False Hero - back stabs hero
- ▶ Dispatcher - send the hero out on the mission
- ▶ Father -
- ▶ Princess -

H: F: RWSM

Hero - Chai

Villain - Kale

Donor - ~~Peppermint~~ ~~808~~ ~~Peppermint~~ Macaron

Helper - Korsica

Dispatcher - ~~Peppermint~~ Peppermint

Narrative Components

McGuffin - something in a story that serves to set and keep the plot in motion despite usually lacking importance

Henry Jenkins - 4 different modes of interactive storytelling within video game design.

- ▶ Embedded ~~not story that you follow~~
- ▶ Emergent
- ▶ Evocative
- ▶ Enacted

Embedded

Pre-determined stories. The game creators decide the ~~story~~ narrative and the player follows their directions.

Emergent

Players' interactions influences narratives. There are still rules and structures to the game, but decisions by the player can change the direction of the narrative.

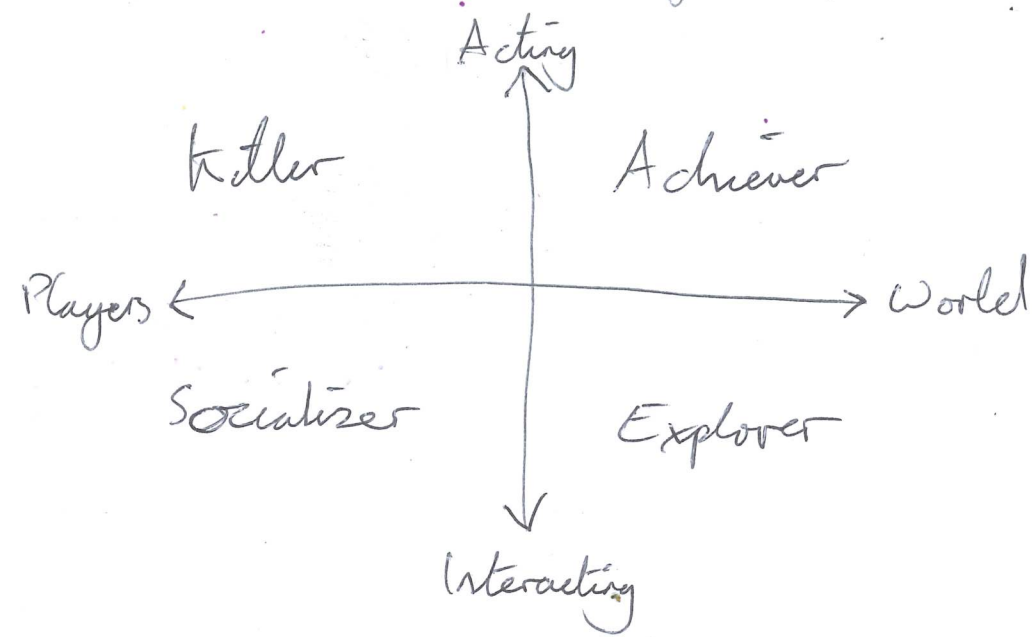
Evocative

Type of narrative that reference existing stories in other forms of media, ~~particularly those which already feel familiar~~

Enacted

Focus on character development and ~~the~~ the

Richard Bartle - Player Types



Revision Test - Narrative

Equilibrium - Normal ~~life~~ life before the main problem happens

Disequilibrium - The main problem and life during solving the ~~problem~~ problem

Binary Opposition - Two things that oppose each other

- Human vs Aliens
- Contrast each other that causes conflict
- Law vs criminals

Propp's Character Types -

1. Hero
2. Helper
3. Father
4. Princess
5. Antihero / false hero
6. Villain
7. Quest giver /
- 8

Mc Guffin - Something that the characters are going after.
That drives the story forward.

Bartle's Audience Types - Achiever, Explorer, Fighter, Socialiser

Four modes of interactive storytelling - Embedded, Emergent, Evocative, ~~Interactive~~ Enacted

↳ Henry Jenkins