

Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

Narration

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BIO SHOCK

INFINITE

Narrative Elemente

Zum Erzeugen der Diegese,
der erzählten Welt

Setting

Story / Plot / Erzählung

Charakter

Konflikt

Thema / Motiv

Struktur / Makrostruktur



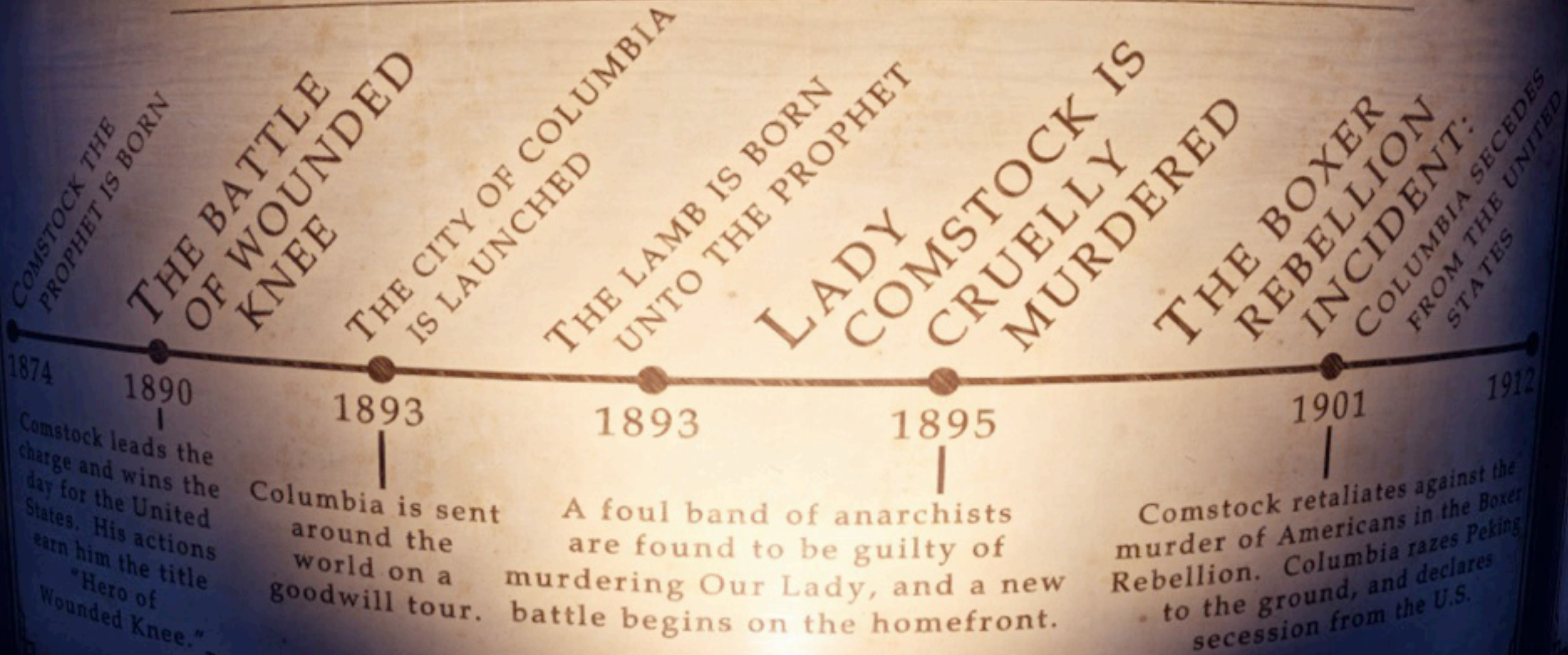
Setting

Ort und Zeit der Handlung



Hintergrundgeschichte

THE CITY OF COLUMBIA



A HISTORICAL TIMELINE

Story, Plot, Erzählung



Umgebung (Level)





Situation (Szene)



Ereignis (Plotrelevant)





Geschehnis
(Plotirrelevant)

Charakter



Charaktere

Erzählperspektive (Point of View)

Protagonist / Antagonist

Haupt-/Nebenfigur

Nicht-Spieler-Charaktere (NPC)

Charakterentwicklung

Characters vs. Avatars

Free Will vs. Player Control

Pre-designed characters;
backstories, motivations



Player-created characters;
role-playing, growth, customization



"Free will"
AI-controlled
character



Mixture:
Player-controlled
characters w/elements
of simulation that
provide "character"



"Automaton"
Player-controlled
character



Konflikt




X
HARVEST

Y
ADOPT



Player vs. Society



NO GODS OR KINGS.
ONLY MAN.

Player vs. Nature



Player vs. Machine

SELECTED TILE
Overload

Overloads will cause a short circuit that delivers a massive, damaging shock.

Avoid at all costs!

Y FINISHED

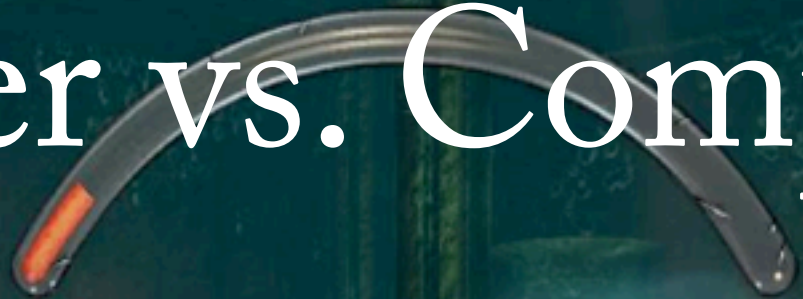
A SWAP



5
1
Winter Blast 2

Player vs. Computer

0:23



6-6
Solid Slug



Player vs. Player

12:33

(1st) BigDaddy404 0
(1st) Winterblaster22 0



Electro Bolt

Splicer26

7 - 27

v9 247

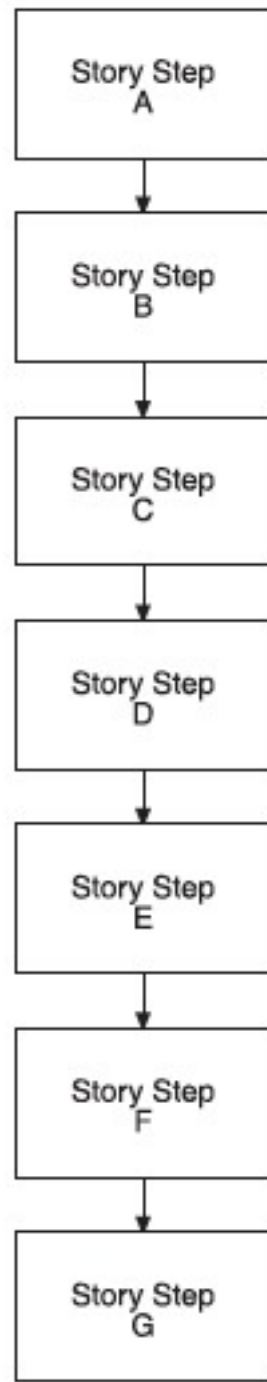
Thema / Motiv



Struktur



Lineare Story



Half Life 2

Figure 14.3 Linearity: storytelling at its simplest.

Verzweigende Story

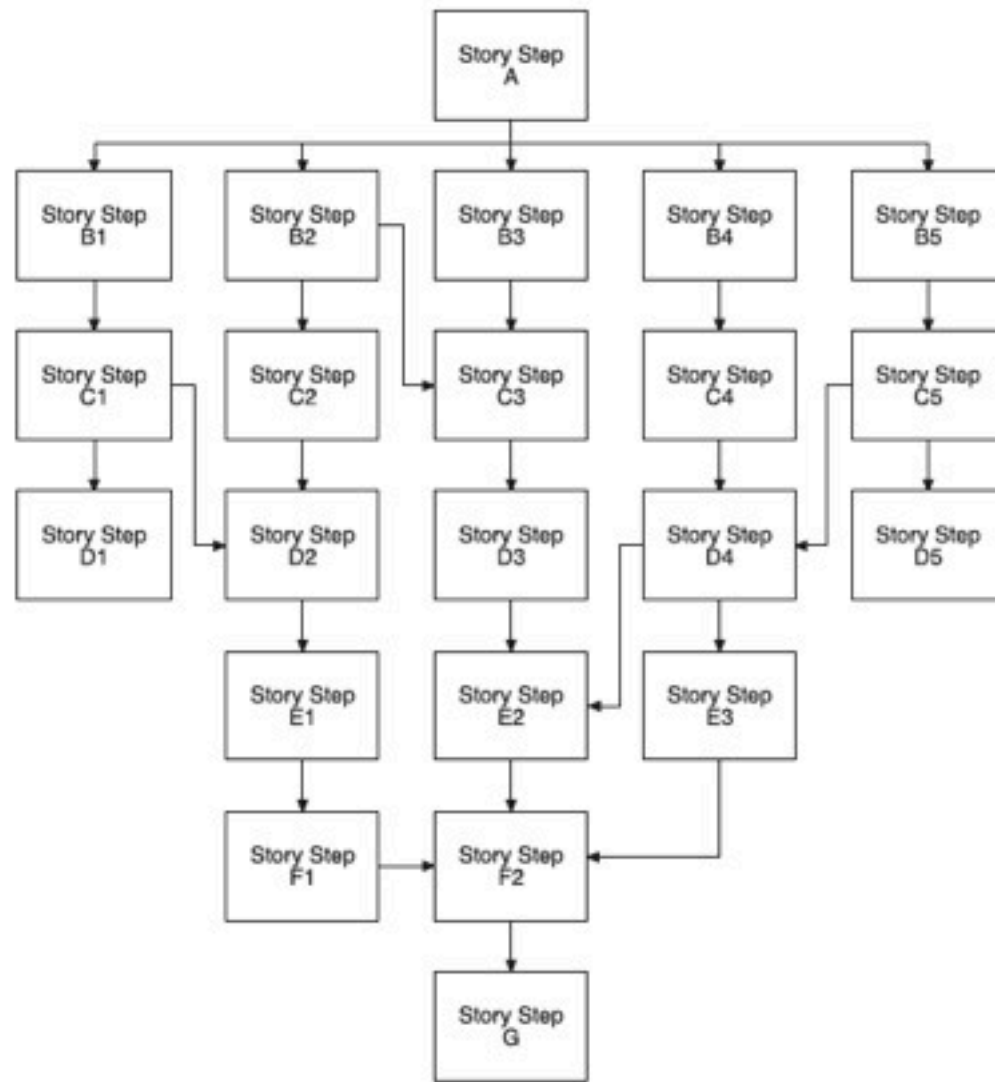


Figure 14.4 Branching: The perennial answer to interactive storytelling.



The Stanley Parable

Story-Knoten

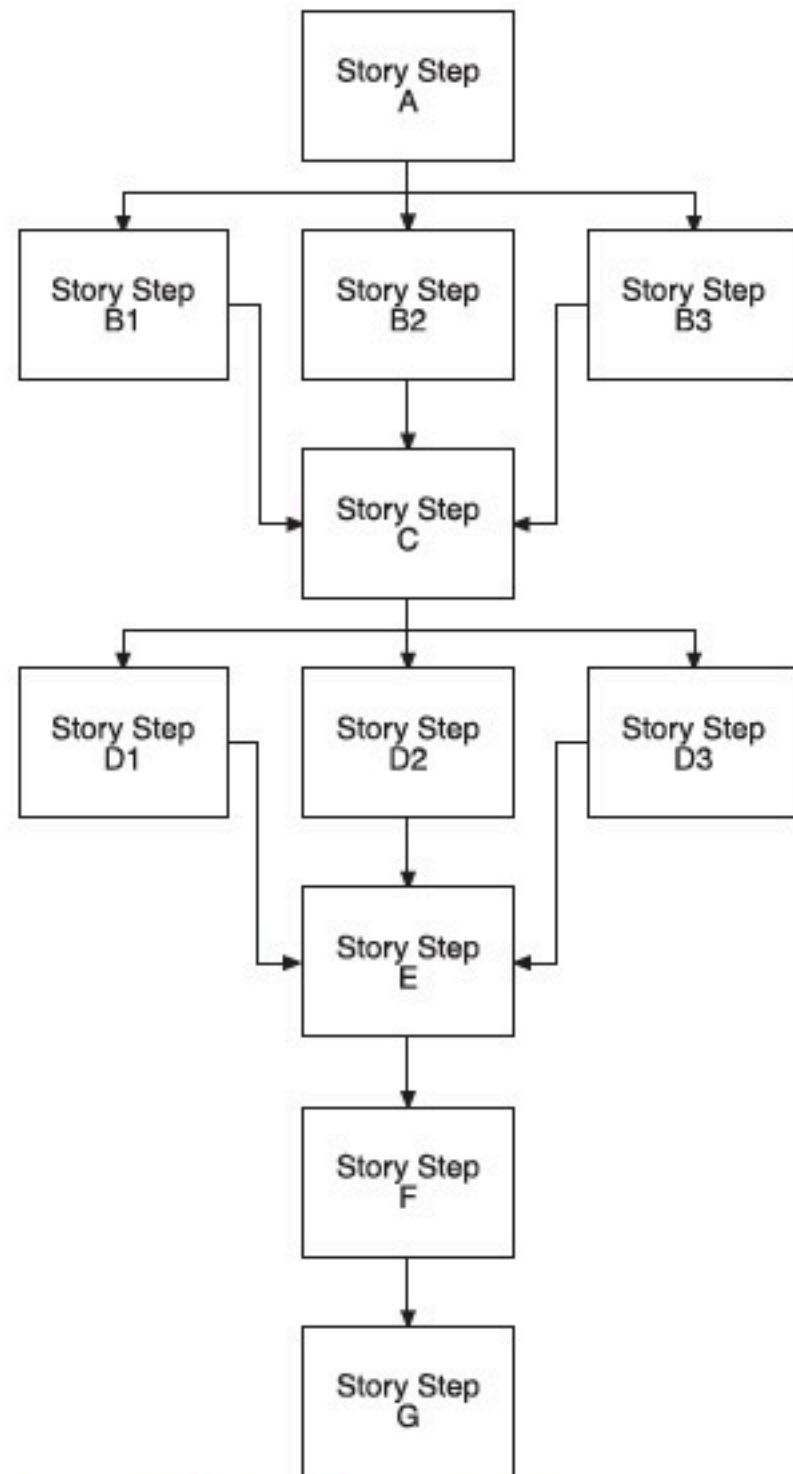


Figure 14.5 Retaining authorial control in branching stories.



Wolf Among Us

Vernetzte Story (Open World)

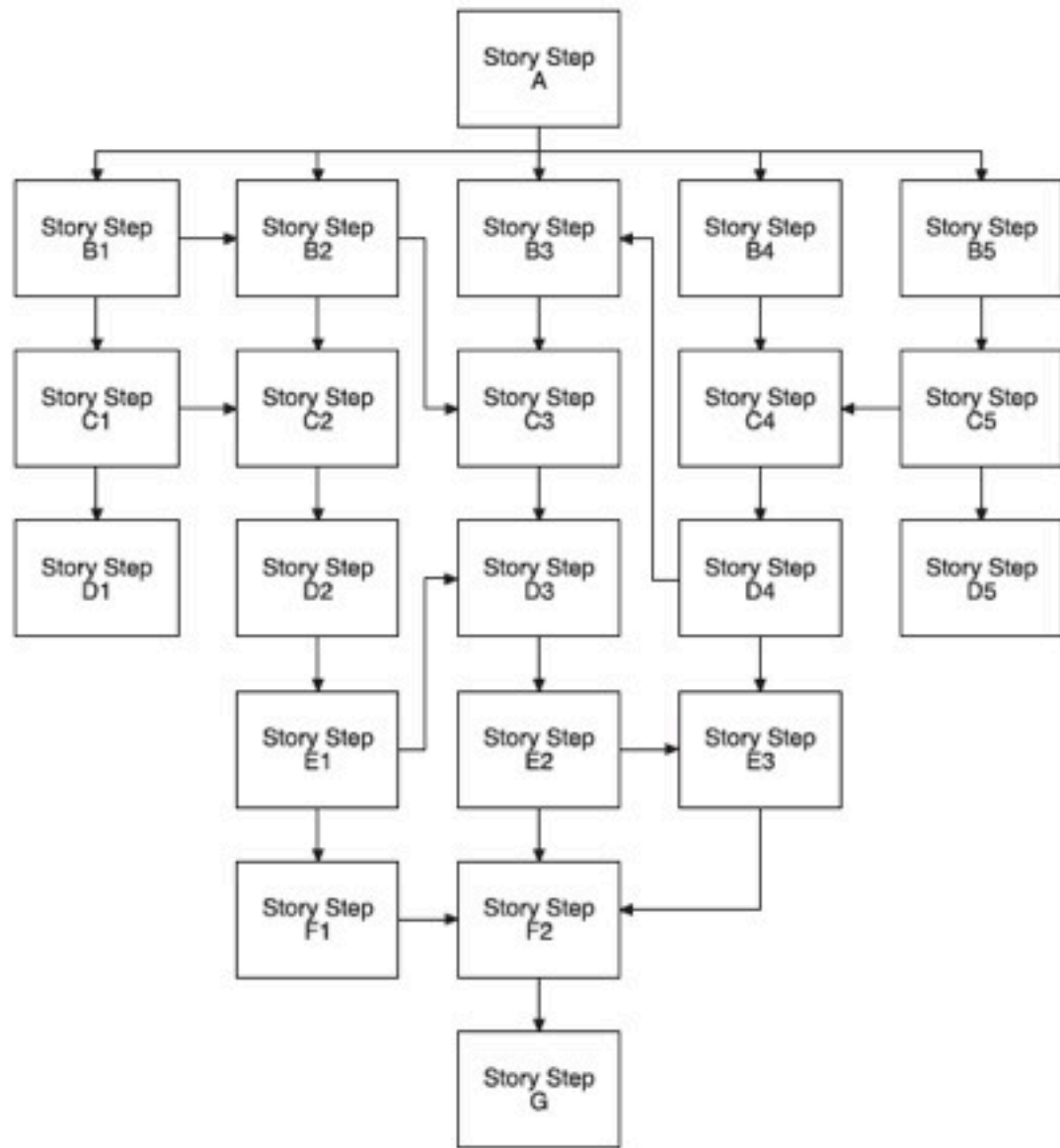


Figure 14.6 The Web: Less linear but still with strings attached.

Infamous 2

Modulare Story (Sandbox)

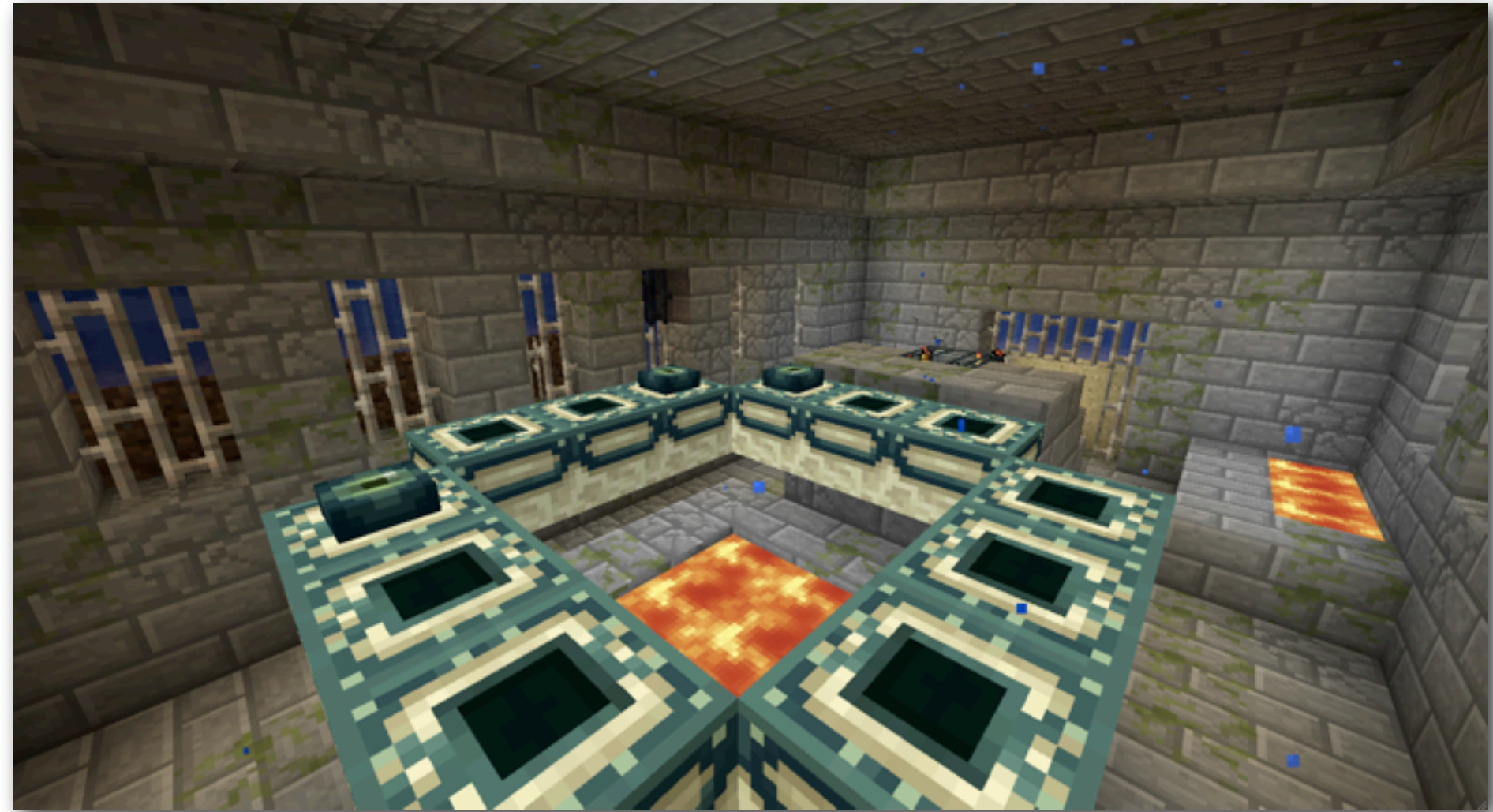
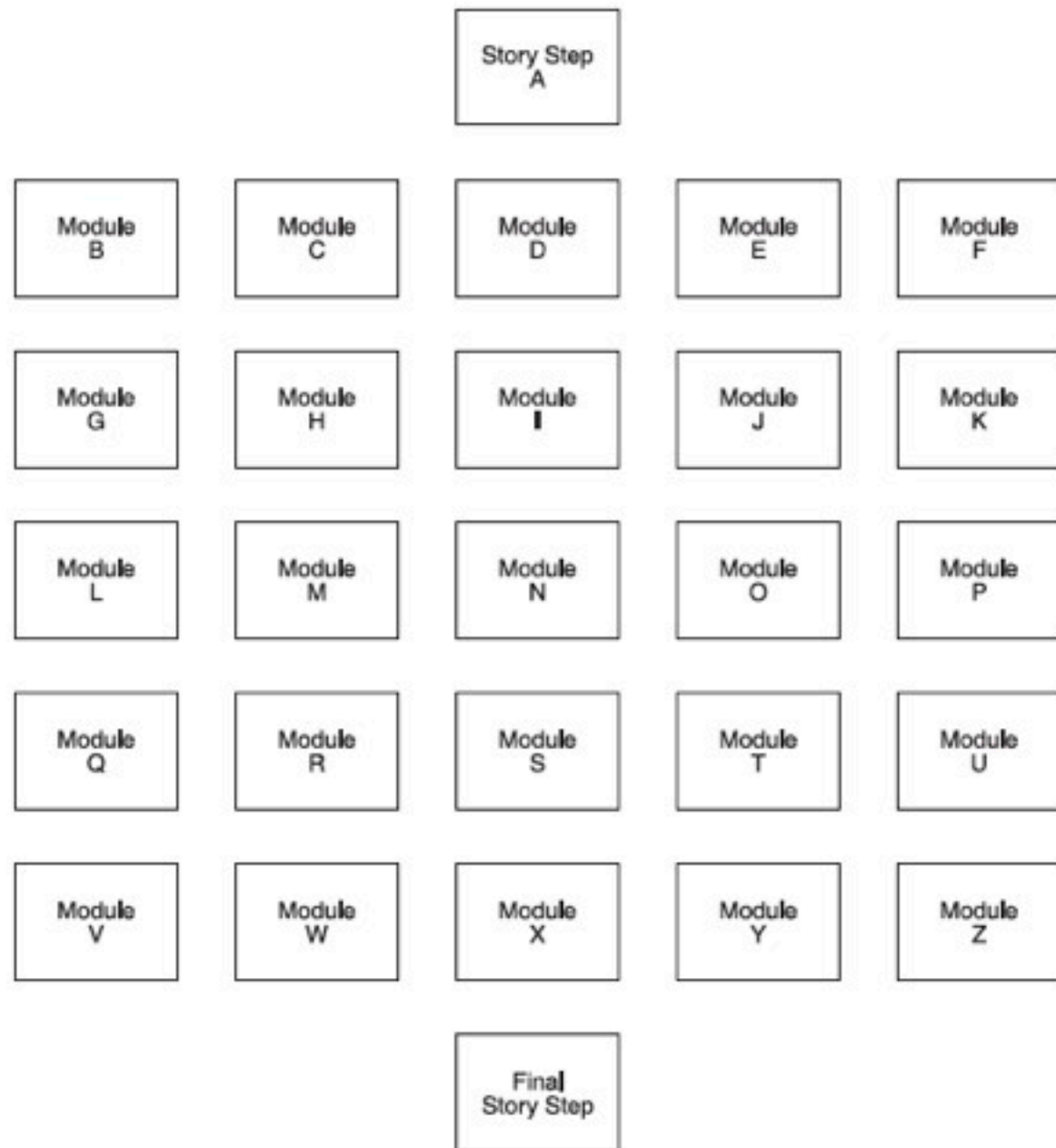


Figure 14.7 Modular: Storytelling that matches the way gamers play.

Minecraft

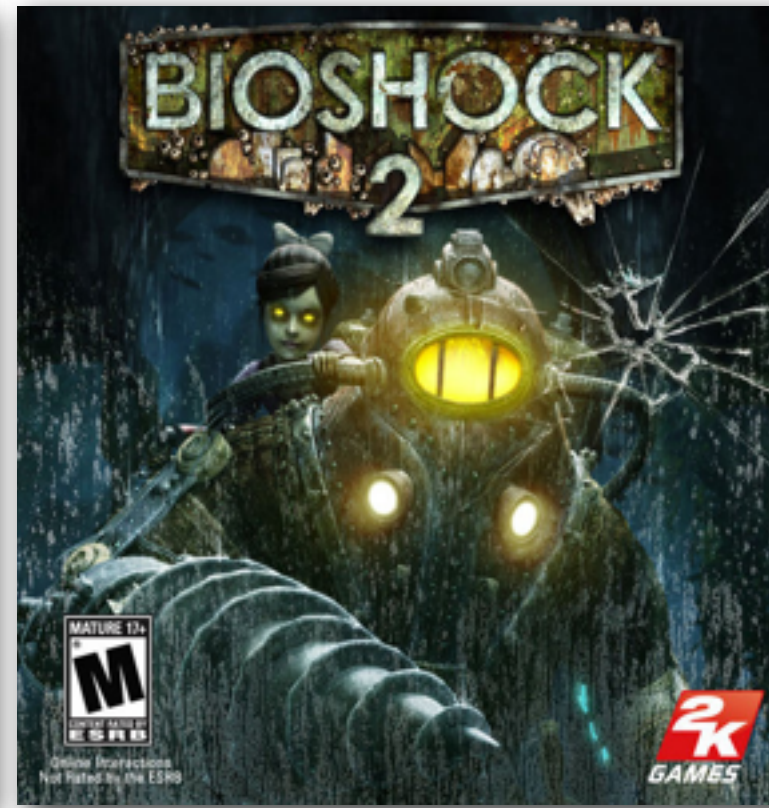
Player Stories





Prozedurale Narration (Live-Kommentar)

Narrative Makrostrukturen



Spiritual Successors und Fortsetzungen

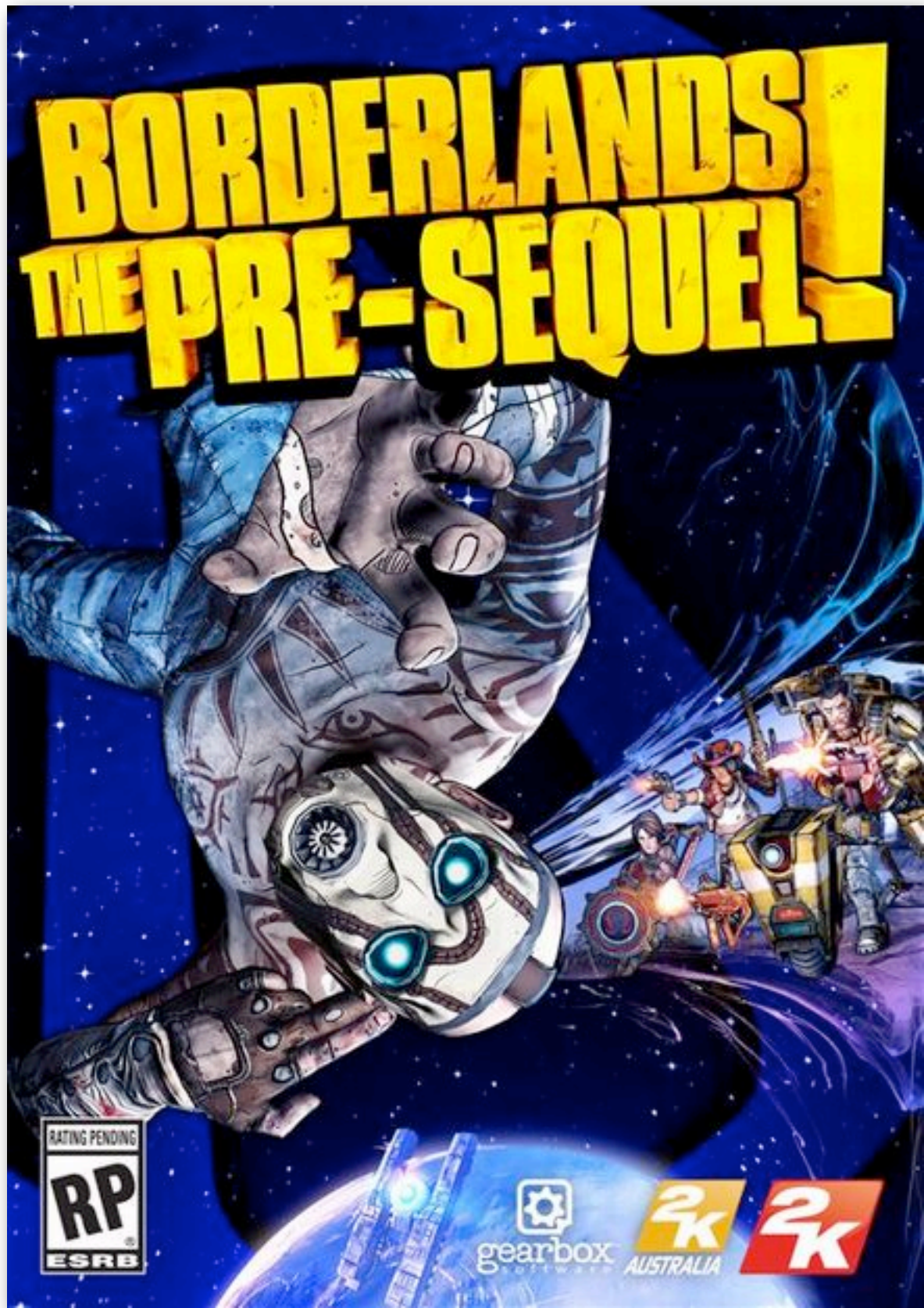
Einzelspiel

THE
LAST
OF US

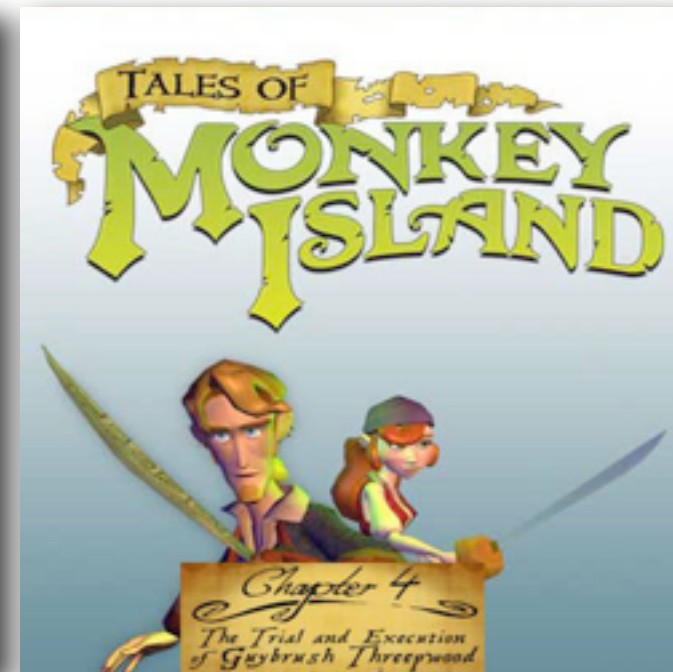
NAUGHTY DOG



Prequel



Episoden



Tales of Monkey Island, 2009

DEFIANCE

EXPLORE
THE SHOW



EXPLORE
THE GAME

Transmedia Storytelling

Cutscenes



Live Action Cutscene



Wing Commander III

<http://www.youtube.com/watch?v=BWprgkjLvW0>



Command & Conquer IV

<http://www.youtube.com/watch?v=ZEnMNdAifdl>

Pre-rendered cutscene



<http://www.youtube.com/watch?v=0QmdoeyeRrU>

Raynor: What do you make of that encrypted message, Matt?

Machinima Cutscene



Horner: Glad we made it in time, sir. Now let's get you boys outta there.

SIE

OPFER

VERDÄCHTIGER



Interactive Cutscene

Scripted Sequence



HEALTH 100

SUIT 55

AMMO 45 137

Half Life 2

Dialogsysteme

http://www.gamasutra.com/view/feature/3719/defining_dialogue_systems.php?print=1

Clerk Bosker: Hello again, Commander. Can I help you?

This isn't right.

Please help Samesh.

Investigate

Goodbye.

I'm releasing the body.

Release the body. Now.

Nicht-verzweigte Dialoge



With assistance, they can control anyone I ask. Any templar... any noble... any well-meaning meddler.

Dialog-Baum

[[OWNER]] Thus, the Black Nepenthe. Without your memories, you're harder to find. Of course, that makes you harder to find.

I see. And how do I know I can trust you?

[[OWNER]] In your state, you have no reason to trust **anyone**. Which is just as well, because you're a templar.

[CONTINUE]

[[OWNER]] At least you know I'm not working for the Circle. That should be enough for now.

Why should I trust you?

- I won't be ordered around by you or anyone else.
- If the Circle can really read my mind, all is lost.
- Tell me everything now. It is my right to know.
- What do the shades have to do with all this?

All right. So what should I do now?

- [[OWNER]] It's simple. You need to find and destroy your phylactery.

[CONTINUE]

[[OWNER]] To tell you anything more could be dangerous. Obviously you have to find and destroy your phylactery.

[CONTINUE]

- I won't be ordered around by you or anyone else.
- If the Circle can really read my mind, all is lost.
- Tell me everything now. It is my right to know.
- What do the shades have to do with all this?
- Very well. So tell me what I need to know.

Dialogue | **Plots and Scripting** | Localization | Editing | Cinematics | Animation | Preview | Slide Show | Scripting Comments

Condition

Plot: questtoslaymonster ... is false ... Script: (None) ...

Flag: QUEST_GIVEN ... Parameter: ...

Action

Plot: (None) ... set ... Script: (None) ...

Flag: ... Parameter: ...

Line Settings

Visibility: Normal line ... Ambient:

What are you doing here?

Surrender peacefully.

I'm no easy prey.

Attack me. I dare you.

Dialog-Hub



1. "Tell me of Trias."
2. "How did your wings get that way?"
3. "Tell me of yourself."
4. "Where is this place?"
5. "I was told that you would know of my mortality. It has been stolen from me."
6. "What are you doing?"
7. "I'm in need of some aid."
8. "Tell me of this Pillar and how to reach it again."
9. "I need a place to rest."
10. "Forget it. Farewell."

A vertical scroll bar with a yellow icon of a dragon and the number 6626. Below the scroll bar is a yellow button with a black 'G'.

Themen



The Sims 3

Gestures

Hurrah!



◀▶ : Select X : Perform ○ : Close ▲ : Change

Symbolische Interaktion

Dark Souls

Parser



Façade