Narration

Narrative Elemente

Zum Erzeugen der Diegese, der erzählten Welt

Setting

Story / Plot / Erzählung

Figur / Charakter

Konflikt

Thema / Motiv

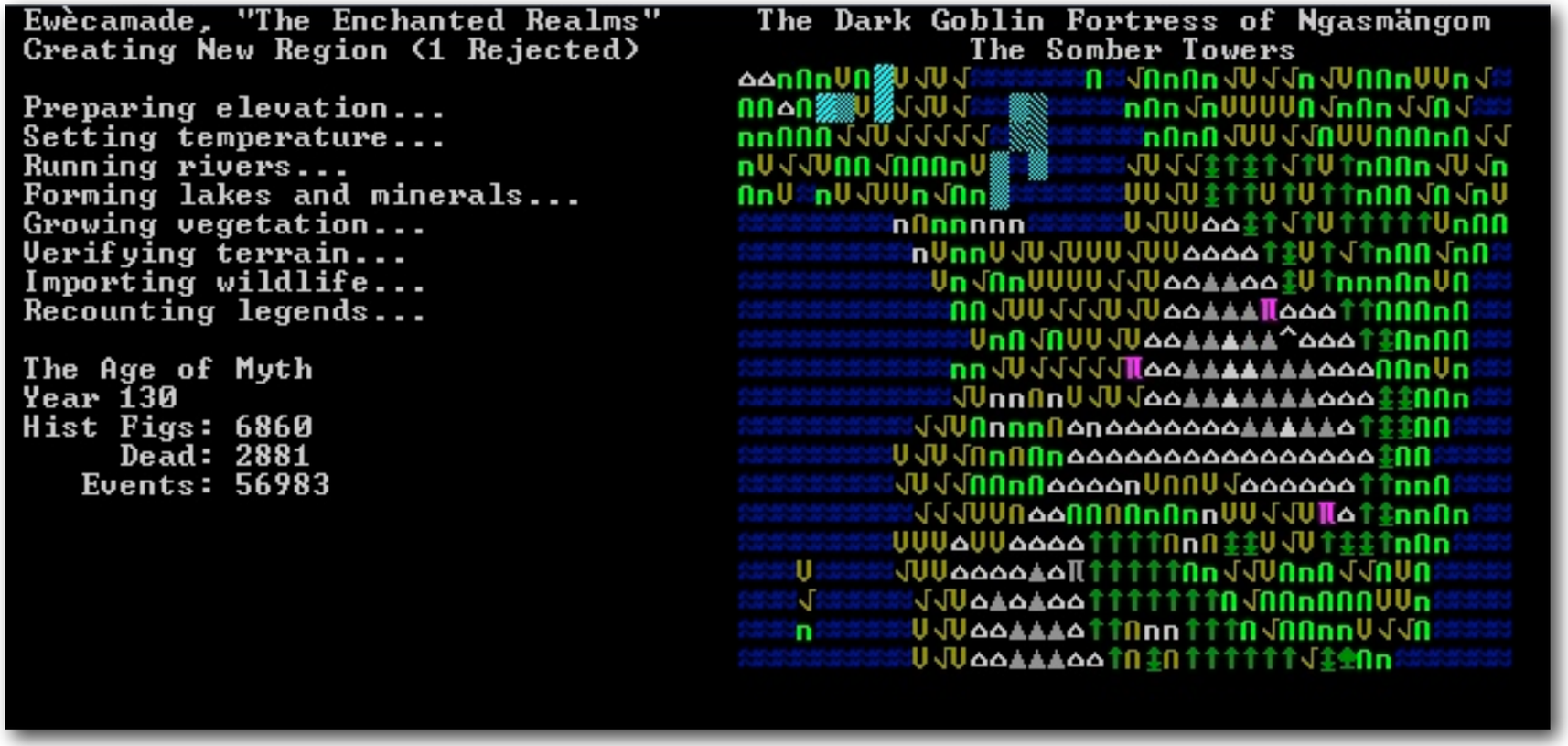
Struktur / Makrostruktur

Setting

Ort und Zeit der Handlung

Hintergrundgeschichte

Prozedurale Hintergrundgeschichte



Dwarf Fortress

Umgebung / Szene (Level)

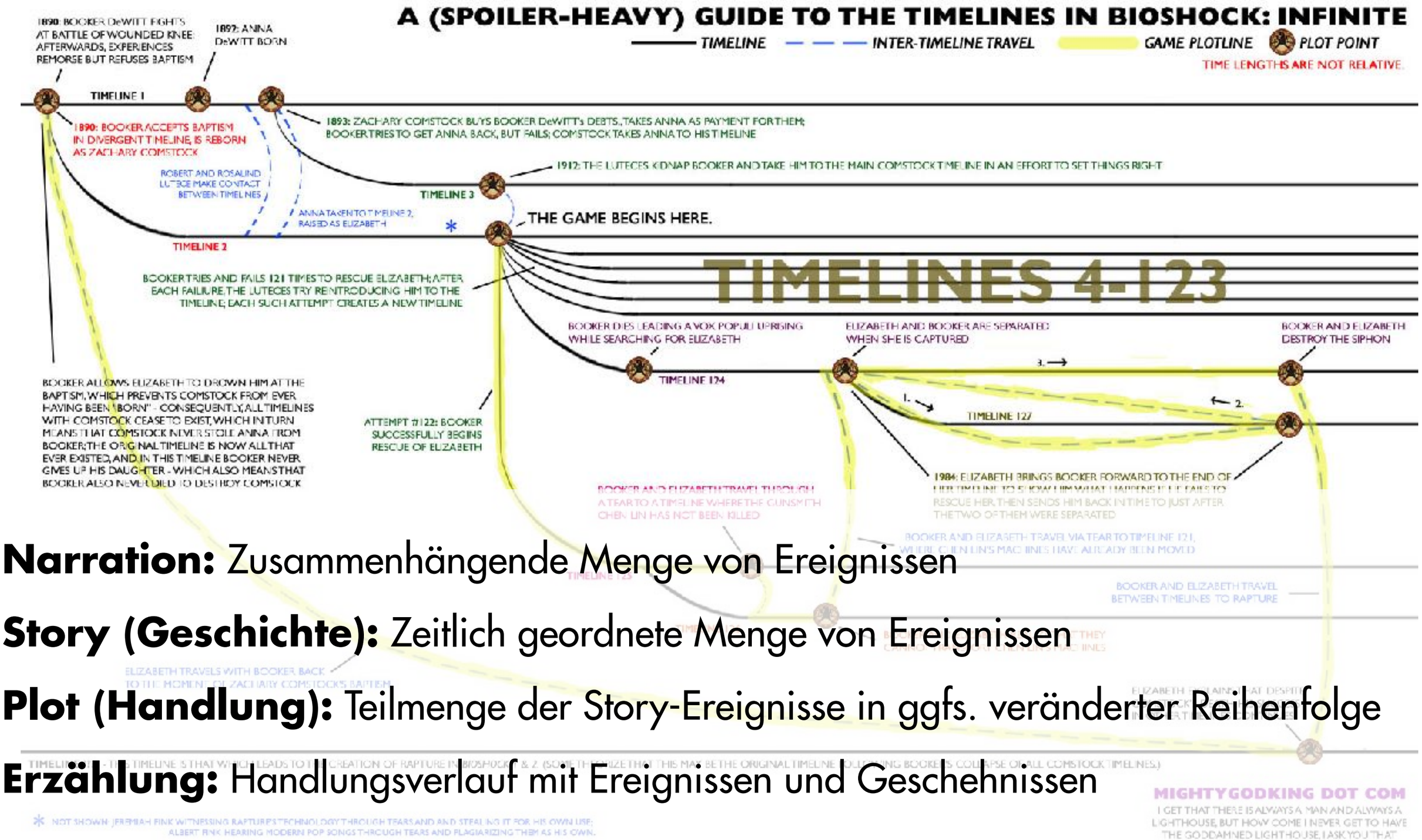
http://www.youtube.com/watch?v=Ee5M6Tz-rnQ

Situation

Narration, Story, Plot, Erzählung

Ereignis (Plotrelevant)

Geschehnis
(Plotirrelevant)



Narration: Zusammenhängende Menge von Ereignissen

Story (Geschichte): Zeitlich geordnete Menge von Ereignissen

Plot (Handlung): Teilmenge der Story-Ereignisse in ggfs. veränderter Reihenfolge

Erzählung: Handlungsverlauf mit Ereignissen und Geschehnissen

Figur / Character

Figuren / Characters

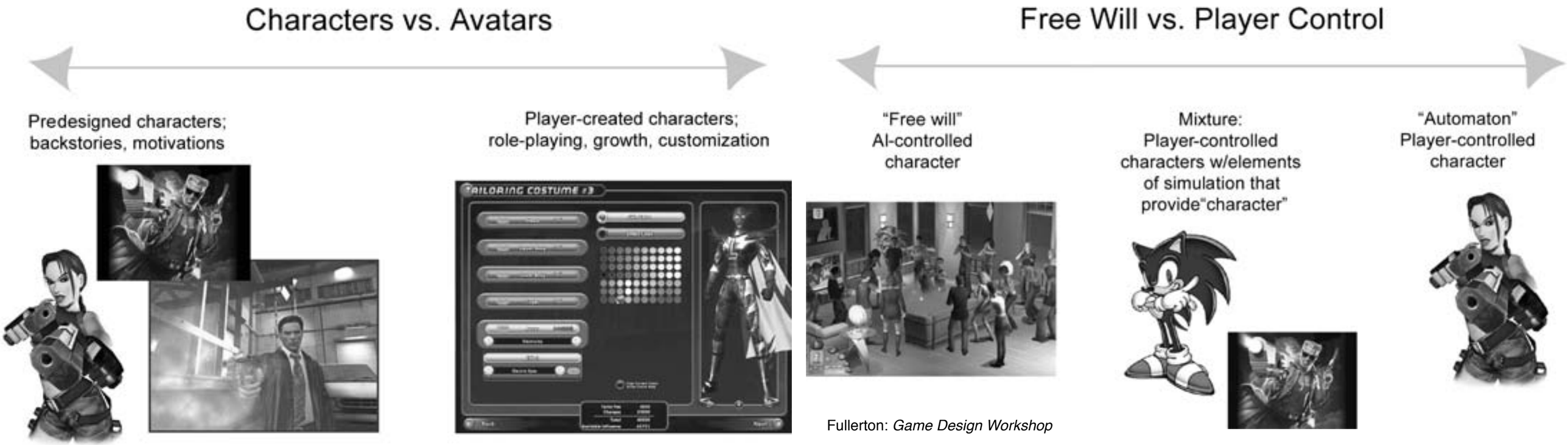
Analysemerkmale

Erzählperspektive (Point of View)

Ensemble: Haupt-/Nebenfigur

Agency: Non-Player/Playable-Character (NPC)

Funktion: subject, object, sender, helper, receiver, opponent



Fullerton: *Game Design Workshop*

Konflikt

Player vs. Society

Player vs. Nature

Player vs. Machine

Player vs. Computer

Player vs. Player

Thema / Motiv

http://www.ign.com/wikis/bioshock-infinite/Major_Themes

Struktur

Lineare Story

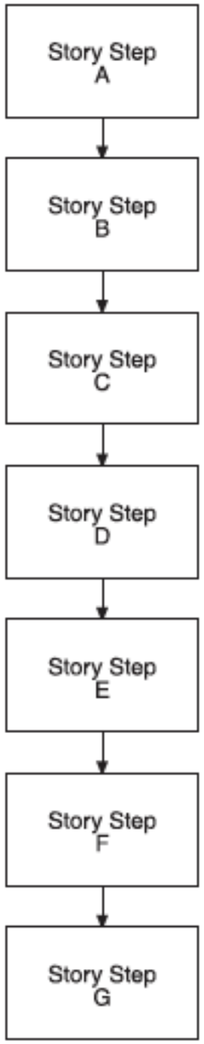


Figure 14.3 Linearity: storytelling at its simplest.

Half Life 2

Sheldon, Lee: Character Development and Storytelling.

Verzweigende Story

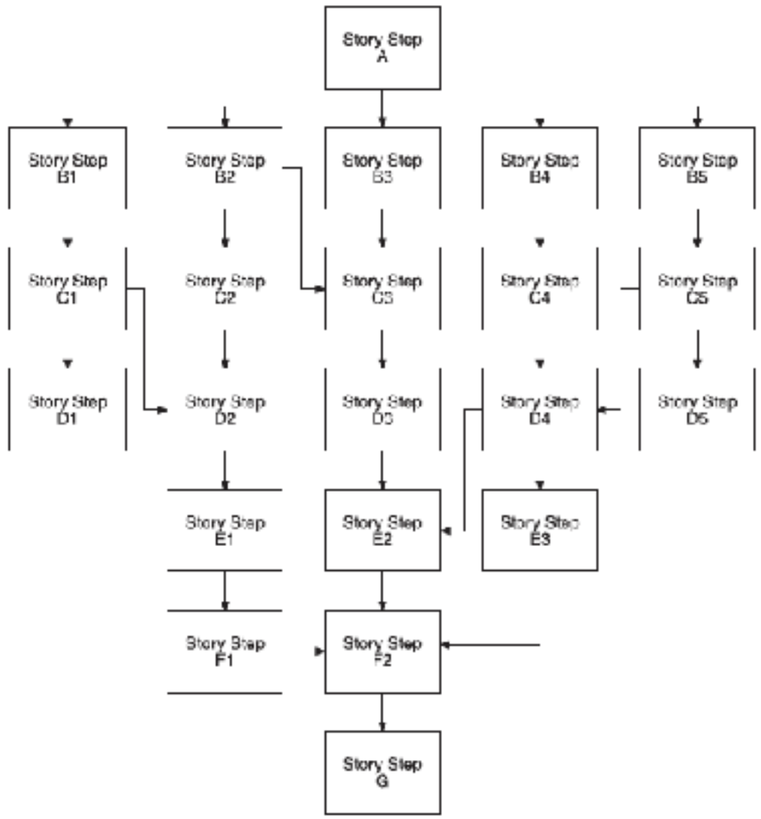


Figure 14.4 Branching: The perennial answer to interactive storytelling.

The Stanley Parable

Story-Knoten

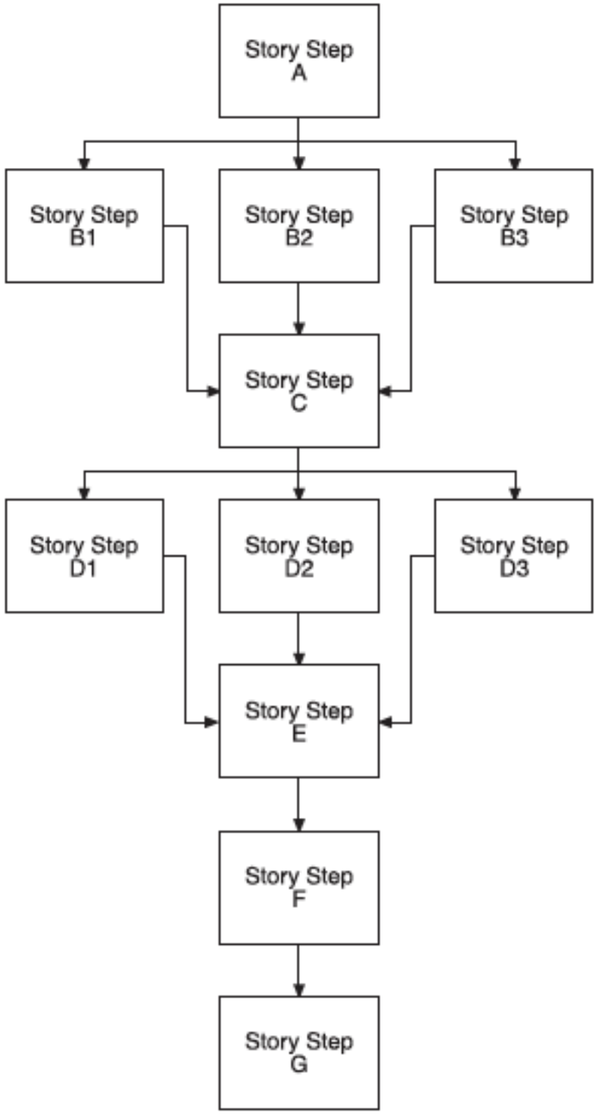


Figure 14.5 Retaining authorial control in branching stories.

The Wolf Among Us

Vernetzte Story (Open World)

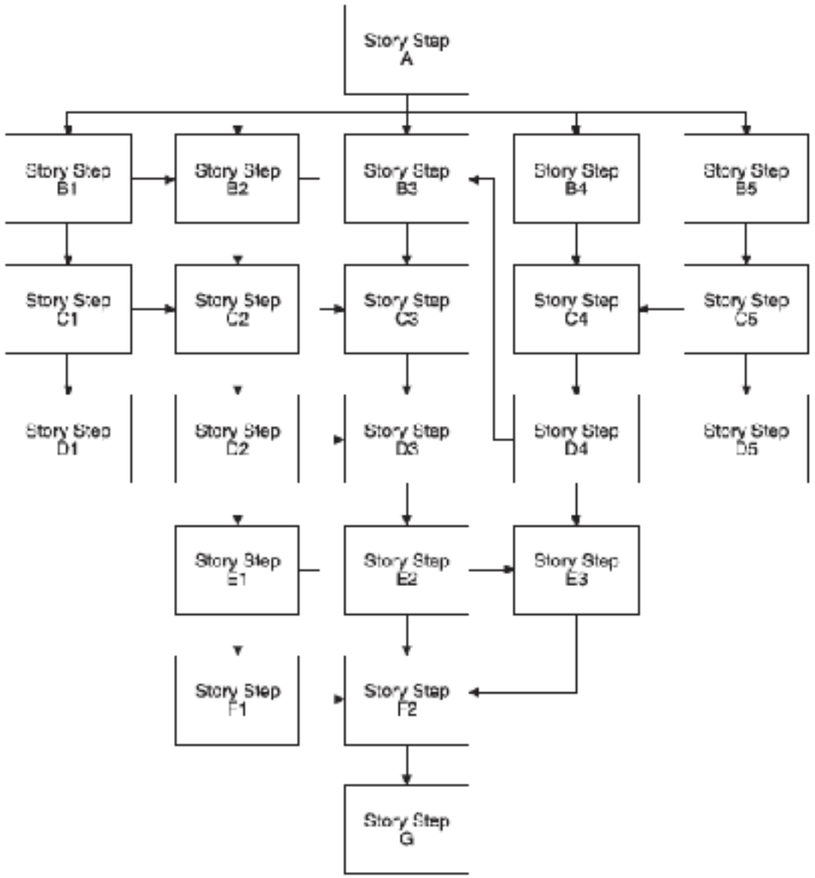


Figure 14.6 The Web: Less linear but still with strings attached.

Infamous 2

Quest-basierter Plot

World of Warcraft

Main-/Sidequest

Questgeber

Questbedingung

Questitem

Questzone

Questziel: Kill, Collect, Deliver, Escort

Belohnung: narrativ, luditiv, audiovisuell

Questreihe/Questchain

Modulare Story (Sandbox)

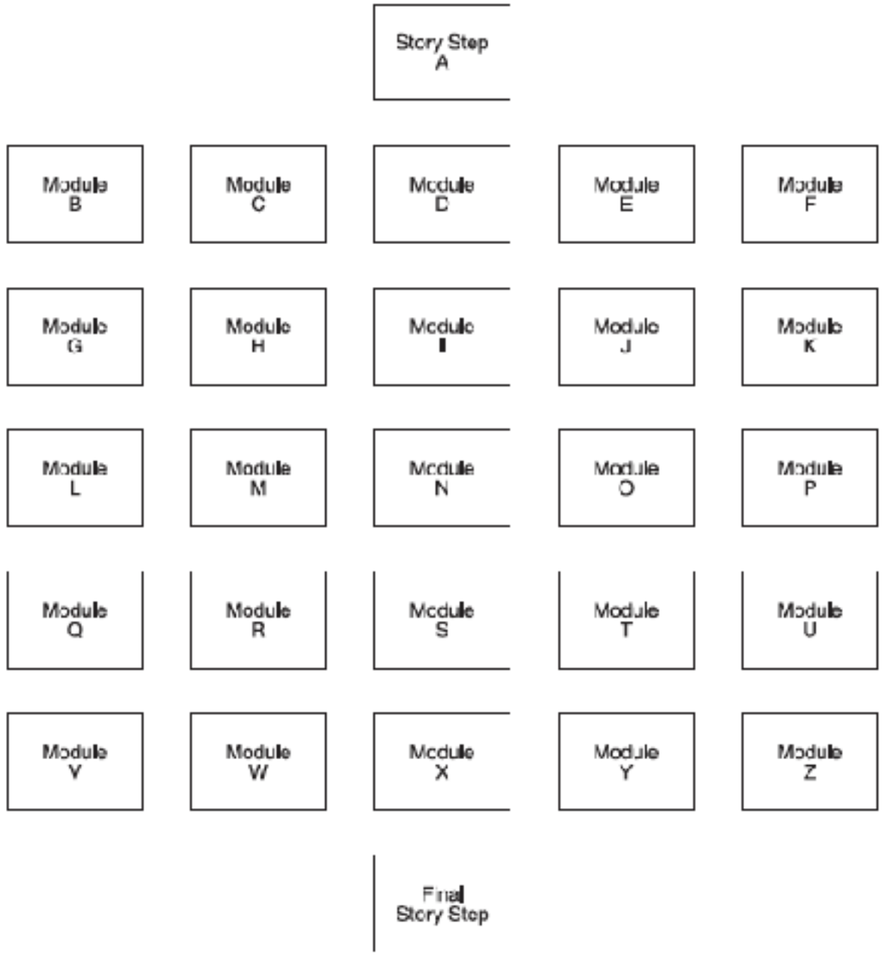
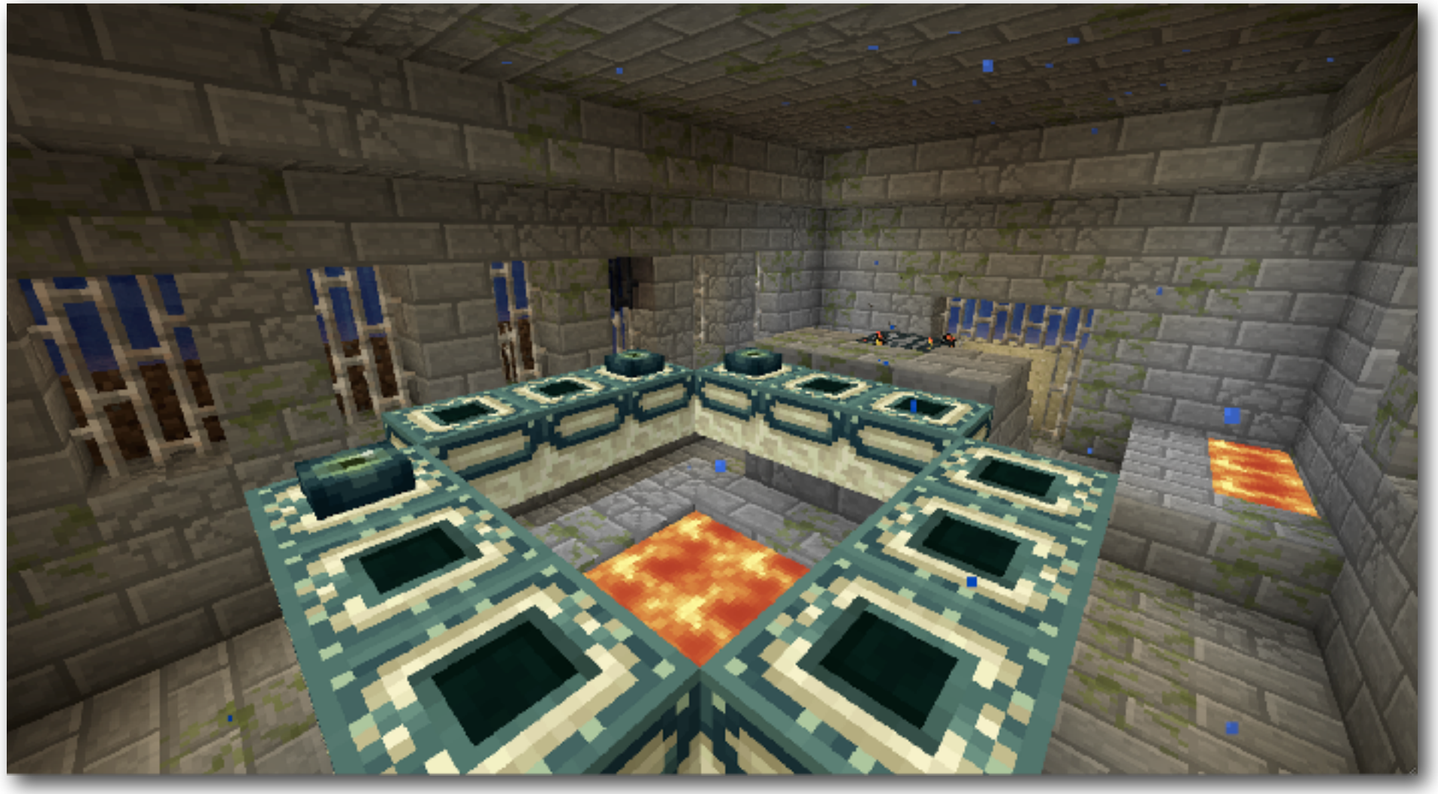


Figure 14.7 Modular Storytelling that matches the way gamers play.



Minecraft

Emergente Narration (Player Story)

Player Stories

Prozedurale Narration (Live-Kommentar)

Narrative Makrostrukturen

Spiritual Successors und Fortsetzungen

Einzelspiel

Outcast 1999

Sequel / Prequel / Interquel

The Last of Us: Left Behind, 2014

Spin Off

Tales from the Borderlands, 2014

Episoden

Tales of Monkey Island, 2009

Transmedia Storytelling

Cutscenes

Live Action Cutscene

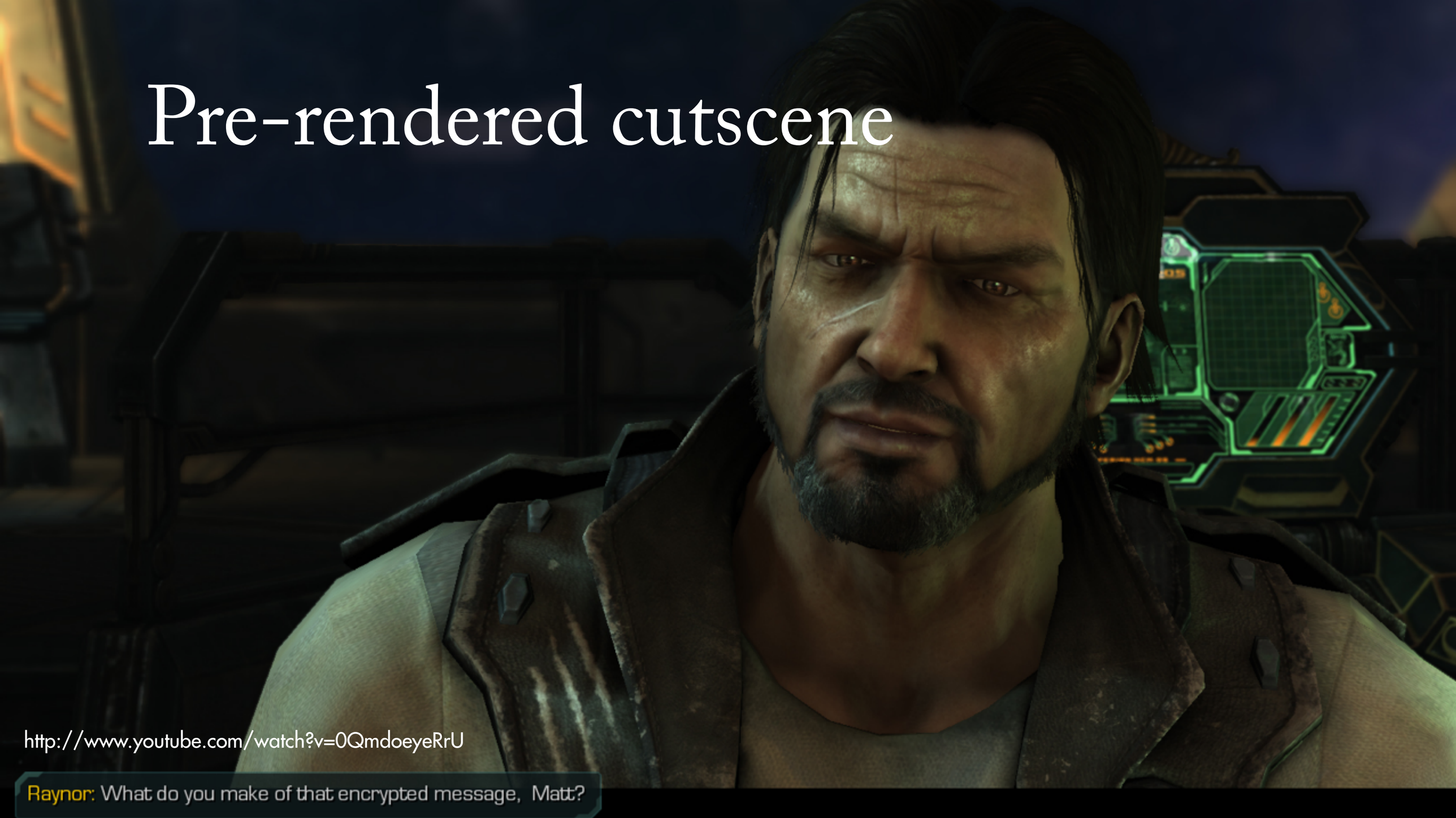
Wing Commander III

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

Command & Conquer IV

http://www.youtube.com/watch?v=ZEnMNdAifdI

Pre-rendered cutscene



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

In-Game / Machinima Cutscene

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

http://www.youtube.com/watch?v=T3CD6qOMGy4
10:00

Interactive Cutscene

Scripted Sequence

Half-Life 2

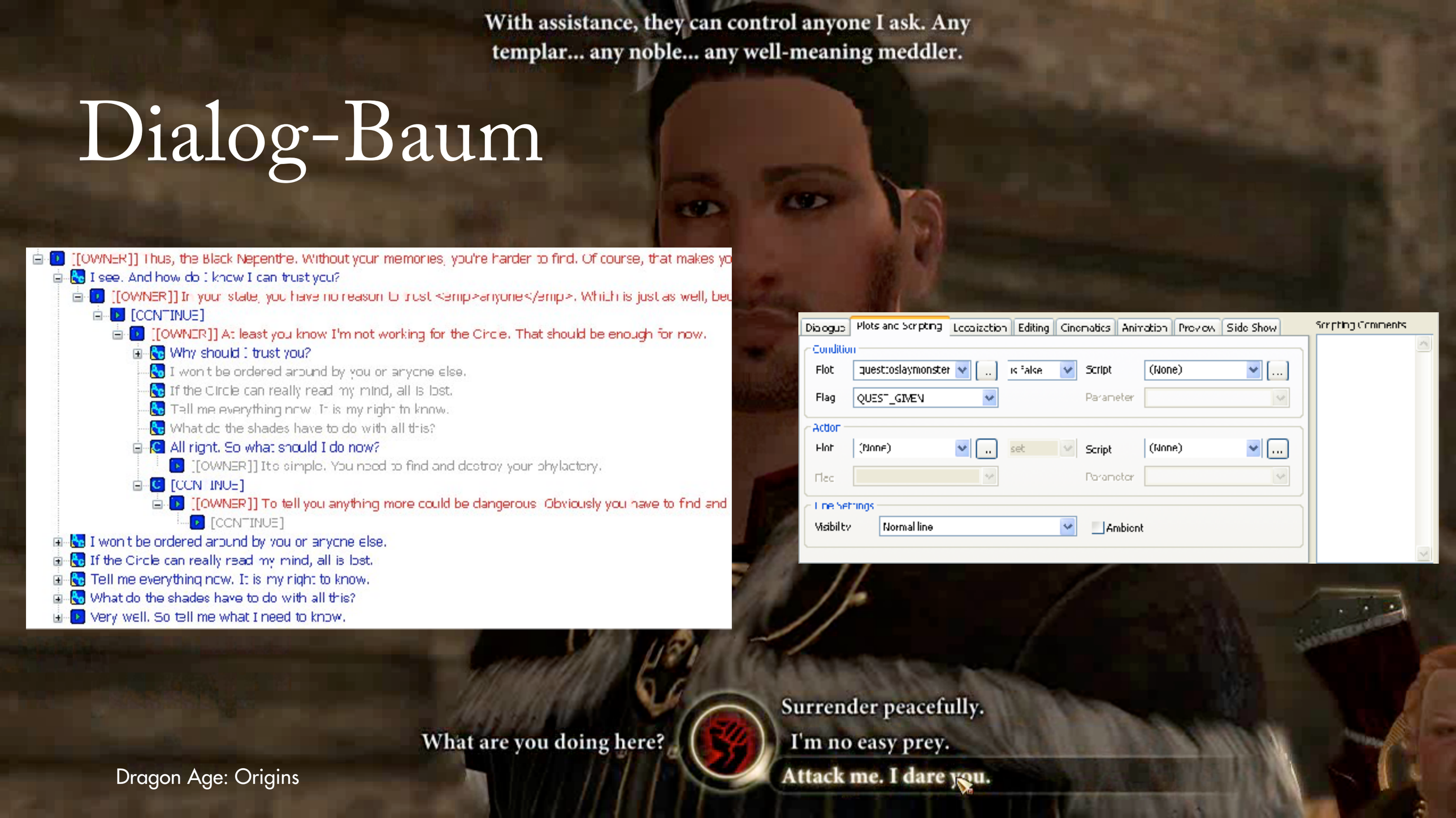
Dialogsysteme

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

Mass Effect 3

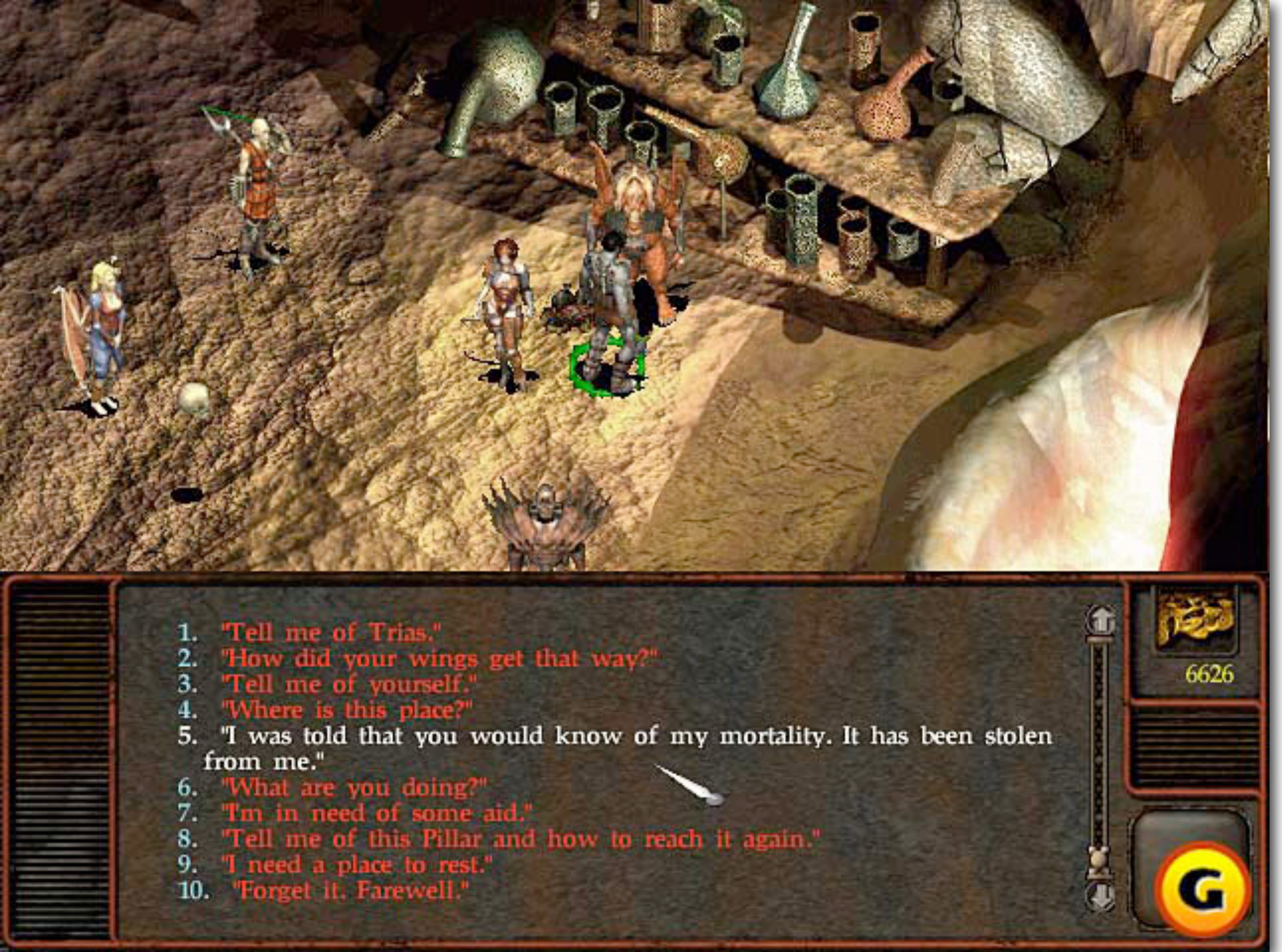
Nicht-verzweigte Dialoge

Dialog-Baum



Dragon Age: Origins

Dialog-Hub



Planescape: Torment, 1999

Themen

The Sims 3

Symbolische Interaktion

Dark Souls 3

Parser

Façade