

Narration



The logo for the video game BioShock Infinite. It features the word "BIOSHOCK" in a large, stylized, red and gold font with a blue and white background. Below it, the word "INFINITE" is written in a smaller, gold font on a white banner with a red and yellow striped border. The logo is set against a background of a large, dark, mechanical structure with a glowing yellow eye-like component and a woman in a white dress.

Narrative Elemente

Zum Erzeugen der Diegese,
der erzählten Welt

Setting

Story / Plot / Erzählung

Figur / Charakter

Konflikt

Thema / Motiv

Struktur / Makrostruktur

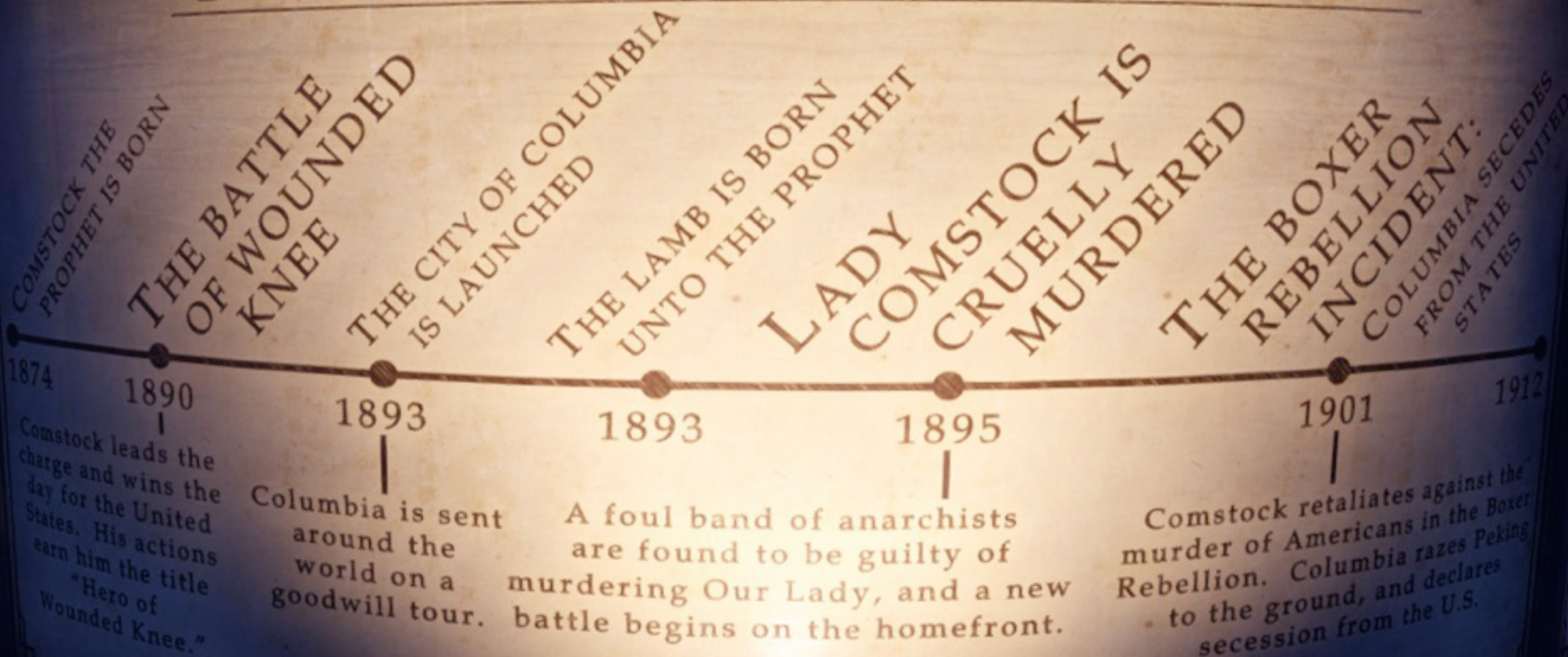
Setting

Ort und Zeit der Handlung



Hintergrundgeschichte

THE CITY OF COLUMBIA



A HISTORICAL TIMELINE

Prozedurale Hintergrundgeschichte

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Ewècamade, "The Enchanted Realms"
Creating New Region (1 Rejected)

Preparing elevation...
Setting temperature...
Running rivers...
Forming lakes and minerals...
Growing vegetation...
Verifying terrain...
Importing wildlife...
Recounting legends...

The Age of Myth
Year 130
Hist Figs: 6860
    Dead: 2881
    Events: 56983

The Dark Goblin Fortress of Ngasmängom
The Somber Towers

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The image displays a screenshot of the Dwarf Fortress game interface. On the left side, there is a text log showing the world generation process. The log includes the title 'Ewècamade, "The Enchanted Realms"', the action 'Creating New Region (1 Rejected)', and a list of procedural generation steps: 'Preparing elevation...', 'Setting temperature...', 'Running rivers...', 'Forming lakes and minerals...', 'Growing vegetation...', 'Verifying terrain...', 'Importing wildlife...', and 'Recounting legends...'. Below these steps, it indicates the current state: 'The Age of Myth', 'Year 130', and statistics: 'Hist Figs: 6860', 'Dead: 2881', and 'Events: 56983'. On the right side, there is a colorful ASCII art map titled 'The Dark Goblin Fortress of Ngasmängom' and 'The Somber Towers'. The map uses various characters and colors (green, yellow, blue, purple) to represent terrain features, structures, and the layout of the fortress. The map shows a complex arrangement of buildings and walls, with a central area that appears to be the main structure of the fortress.

Dwarf Fortress

Umgebung (Level)



Story, Plot, Erzählung





Ereignis (Plotrelevant)





Geschehnis
(Plotirrelevant)



Situation (Szene)

Figur / Charakter



Figuren / Charaktere

Erzählperspektive (Point of View)

Ensemble: Haupt-/Nebenfigur

Nicht-Spieler-Charaktere (NPC)

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

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

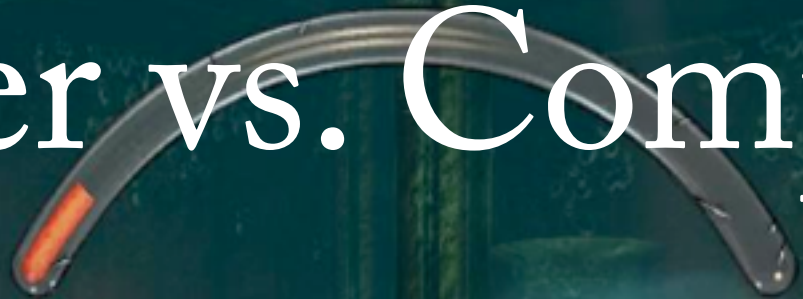
A SWAP



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

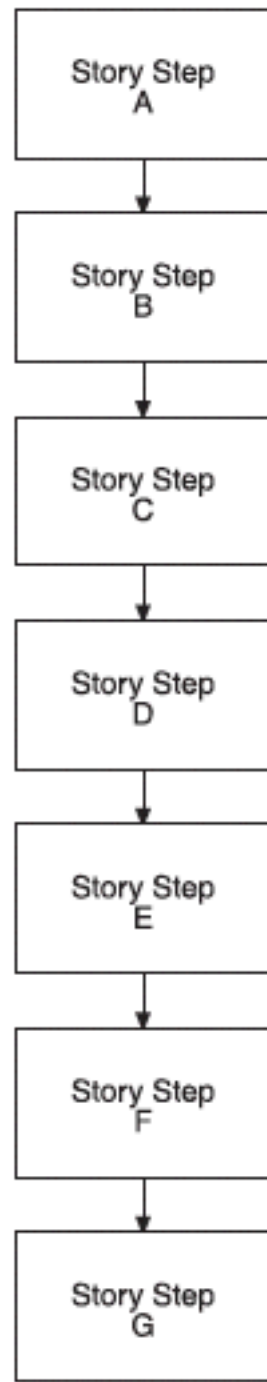
Thema / Motiv



Struktur



Lineare Story



Half Life 2

Figure 14.3 Linearity: storytelling at its simplest.

Verzweigende Story

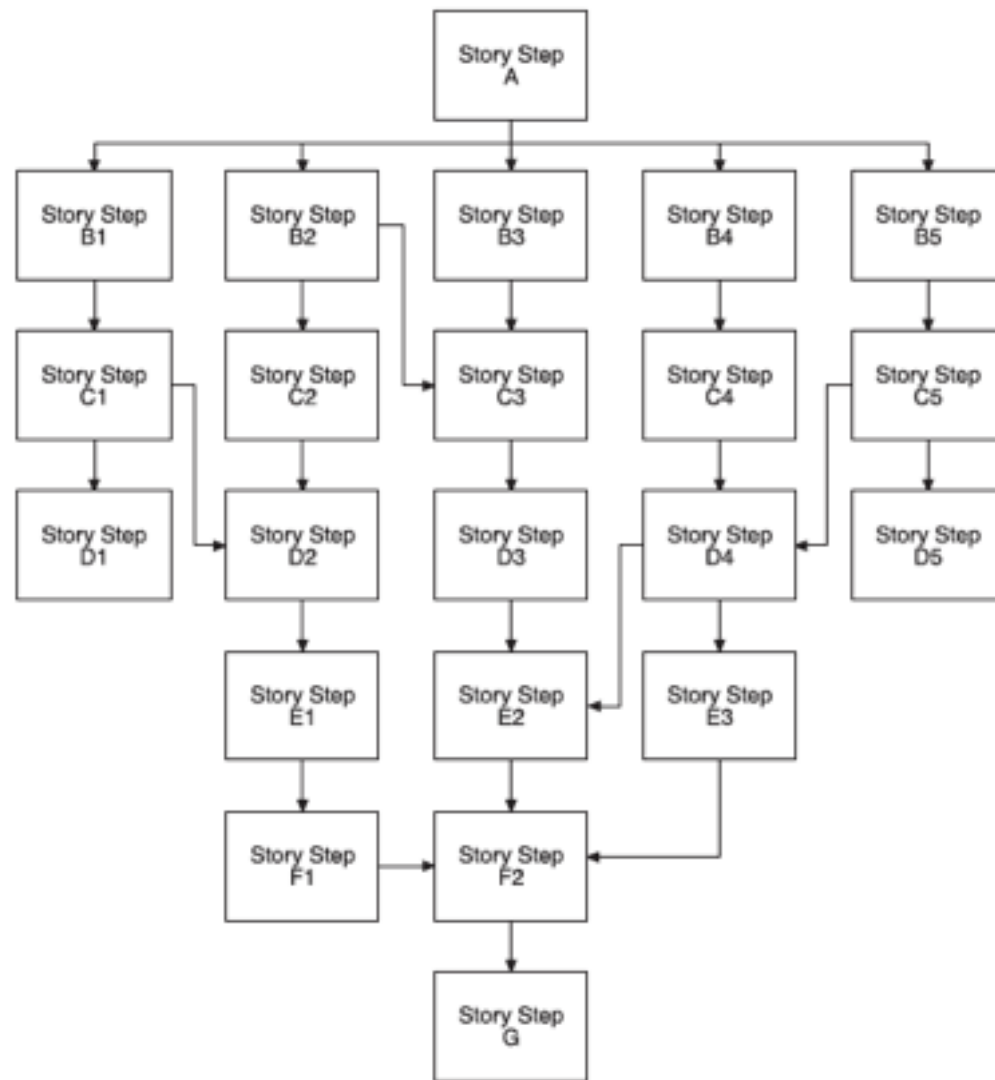


Figure 14.4 Branching: The perennial answer to interactive storytelling.



The Stanley Parable

Story-Knoten

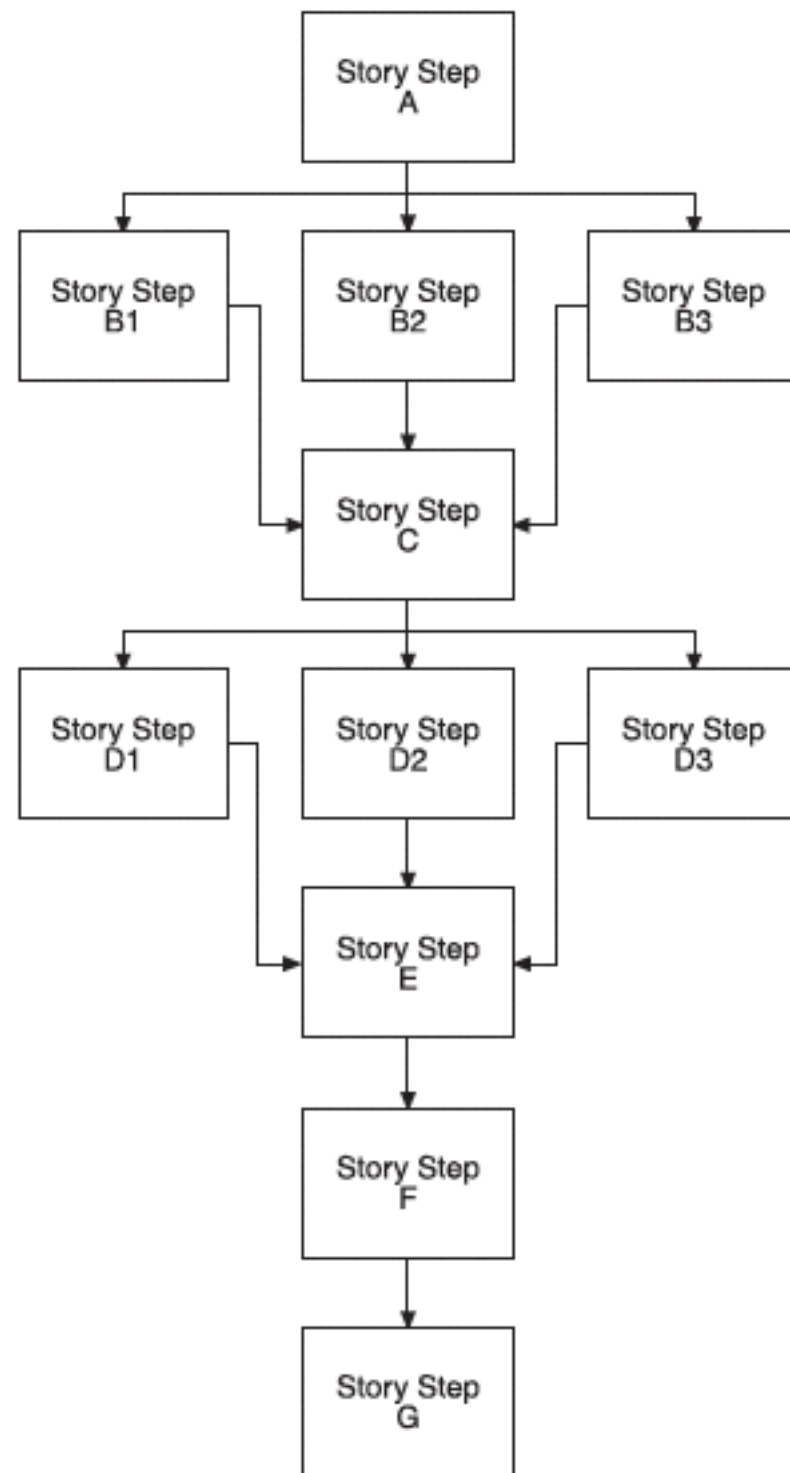


Figure 14.5 Retaining authorial control in branching stories.



Wolf Among Us

Vernetzte Story (Open World)

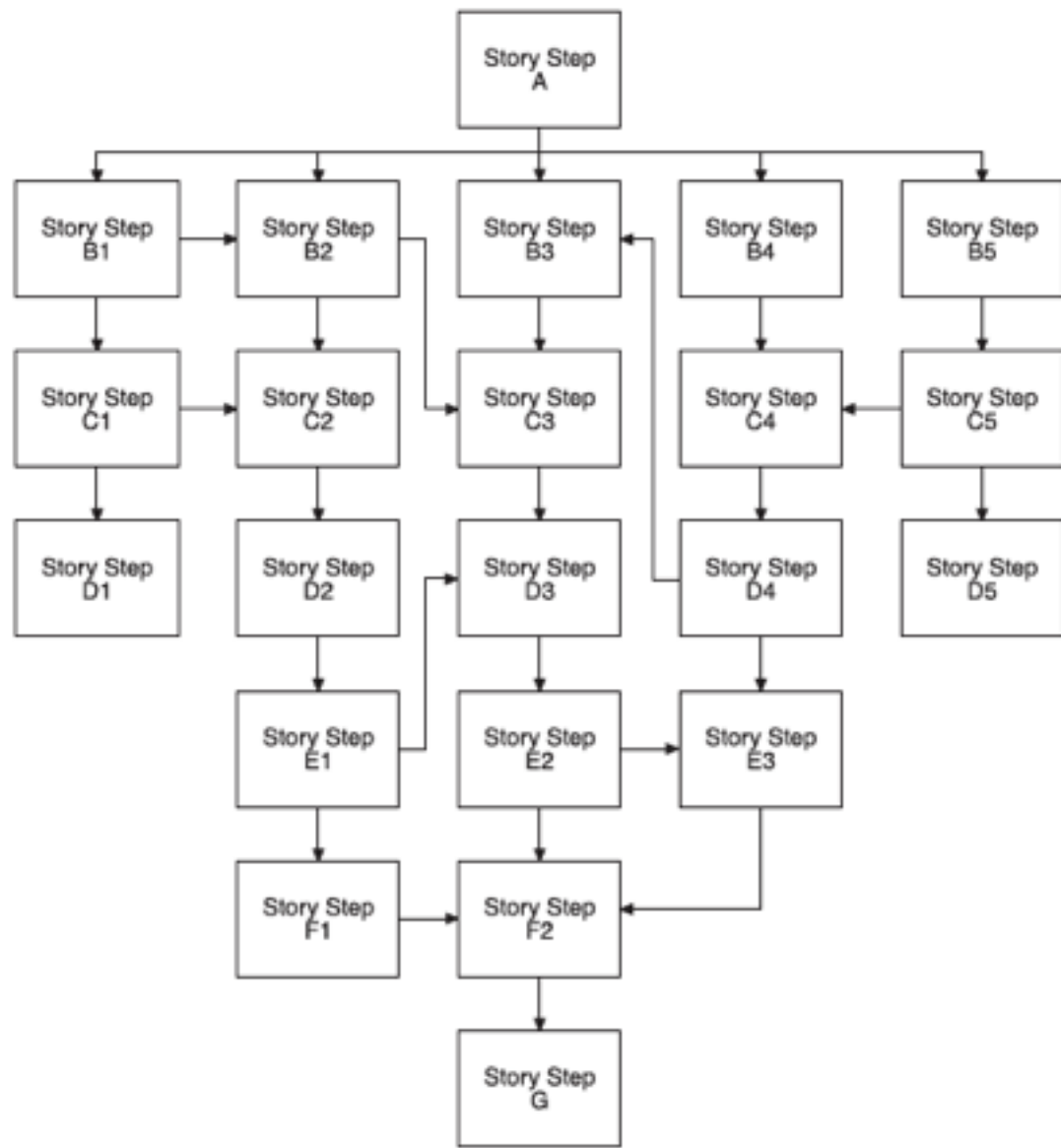


Figure 14.6 The Web: Less linear but still with strings attached.

Infamous 2

World Map

Zone Map: Never Show

Continent: Northrend

Zone: The Storm Peaks

Zoom Out

1 They Took Our Men!
- 0/5 Goblin Prisoner freed

2 Reclaimed Rations
- 0/16 Dried Gnoll Rations

3 Expression of Gratitude
- 0/1 Gnarlhide slain

4 Clean Up
- 0/10 Charred Wreckage

5 Equipment Recovery
- 0/8 K3 Equipment

6 The Missing Bronzebeard
- 0/1 Burlap-Wrapped Note

7 Emergency Measures
- 0/6 Worg Fur

THEY TOOK OUR MEN!
You have to help us! We were in the middle of an expedition into the mountains to set up a transmission tower when we were attacked.

They looked like vrykul, except their skin was blue and layered with frost... and they were all female! They took all the men in the expedition and let us women go. Please, Redish! We think they're being held in Sifieldar, the village overlooking K3.

REWARDS
You will be able to choose one of these rewards:

	Fur-Lined Shoulder Wa...		Fur-Lined Mittens
	Summit Bracers		Chestguard of the Frozen A...
	Frozen Mood Ring		

You will also receive: 13 8

World of Warcraft

Show Quest Objectives

Quest- basierter Plot

Main-/Sidequest

Questgeber

Questbedingung

Questitem

Questzone

Questziel: Kill, Collect,
Deliver, Escort

Belohnung: narrativ,
ludativ, audiovisuell

Questreihe/Questchain

Modulare Story (Sandbox)

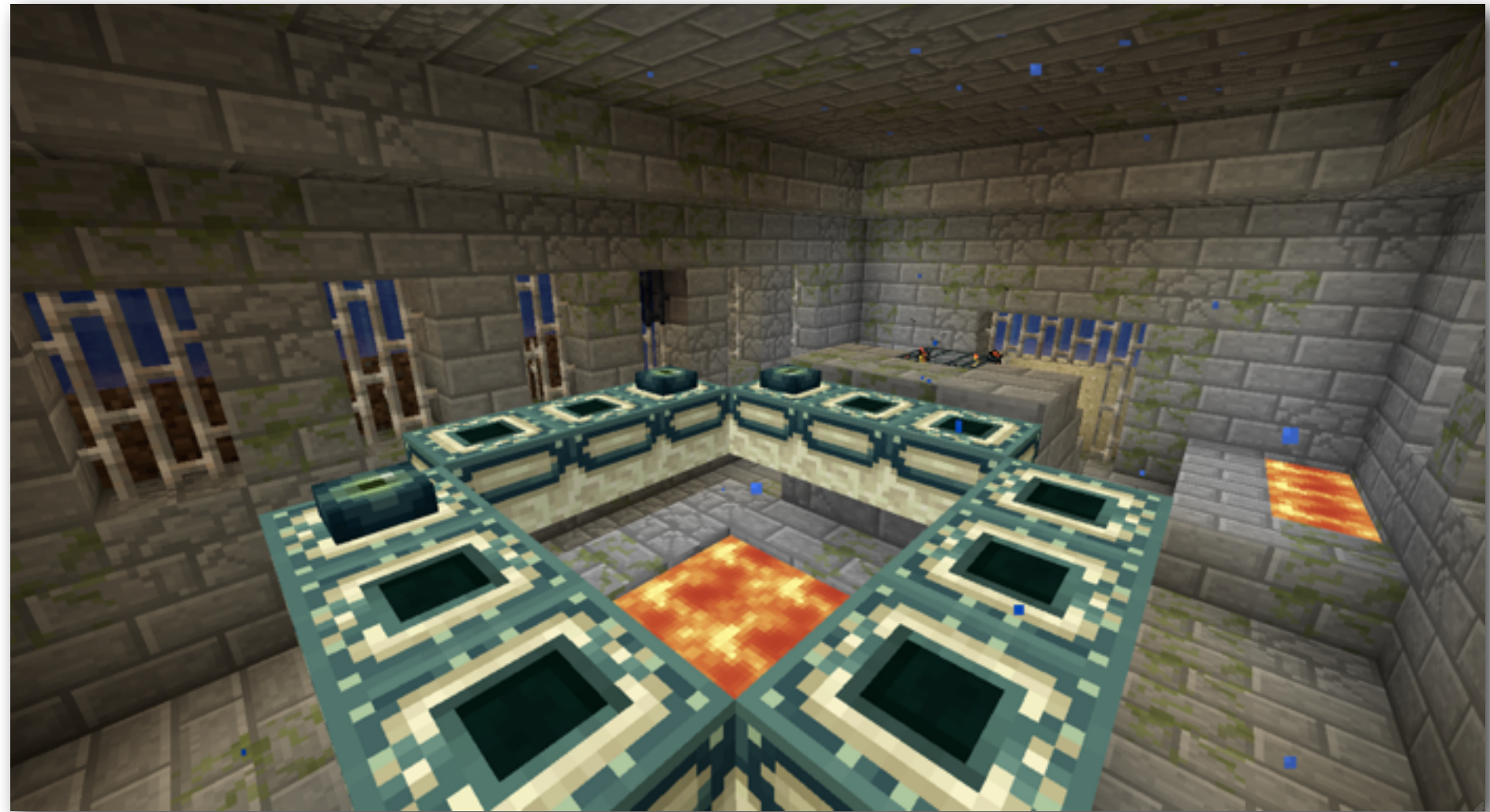
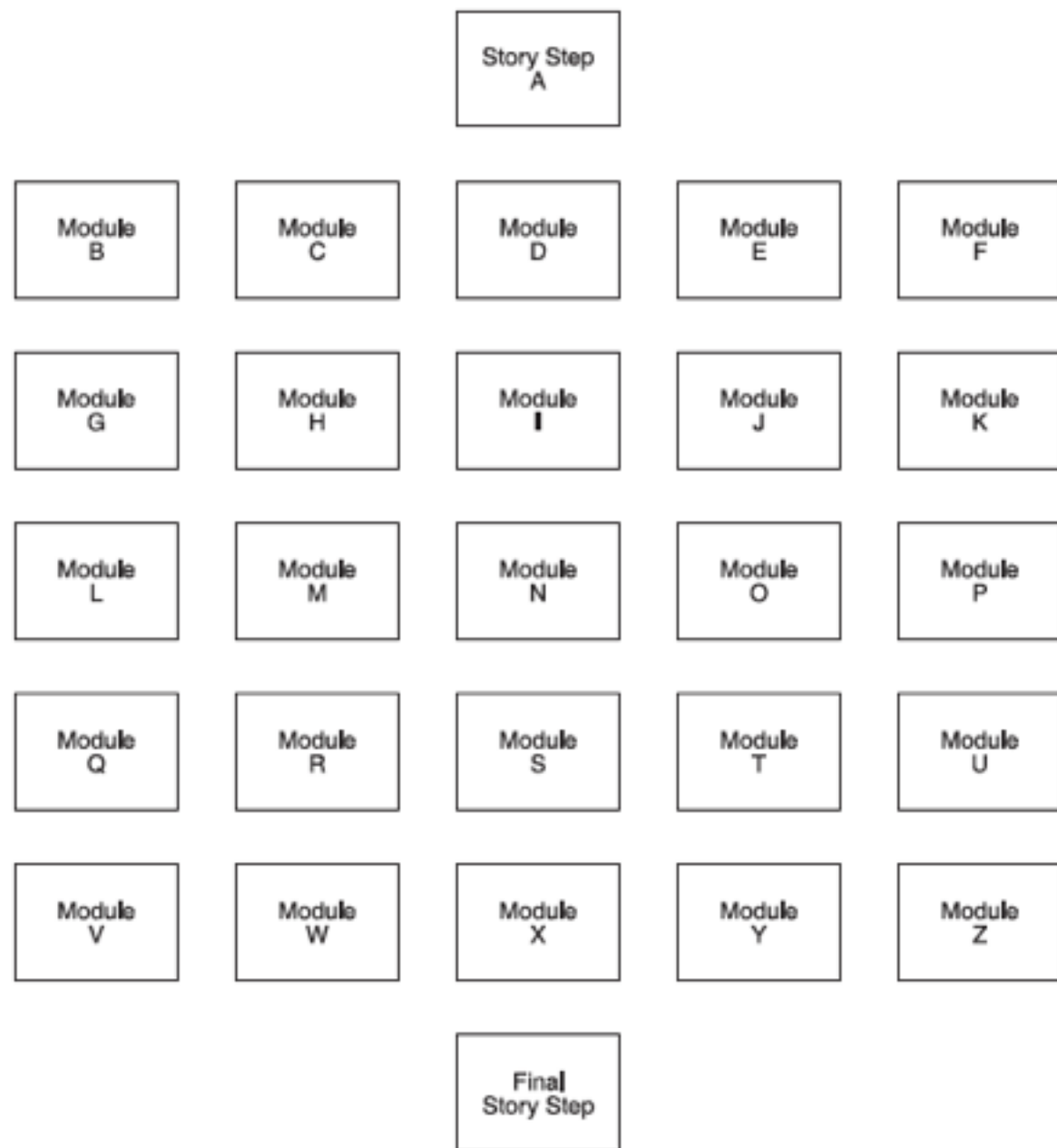


Figure 14.7 Modular: Storytelling that matches the way gamers play.

Minecraft



Emergente Narration (Player Story)

Player Stories



EVE
ONLINE





Prozedurale Narration (Live-Kommentar)

Narrative Makrostrukturen



Spiritual Successors und Fortsetzungen

Einzelspiel

Outcast 1999



Sequel / Prequel / Interquel



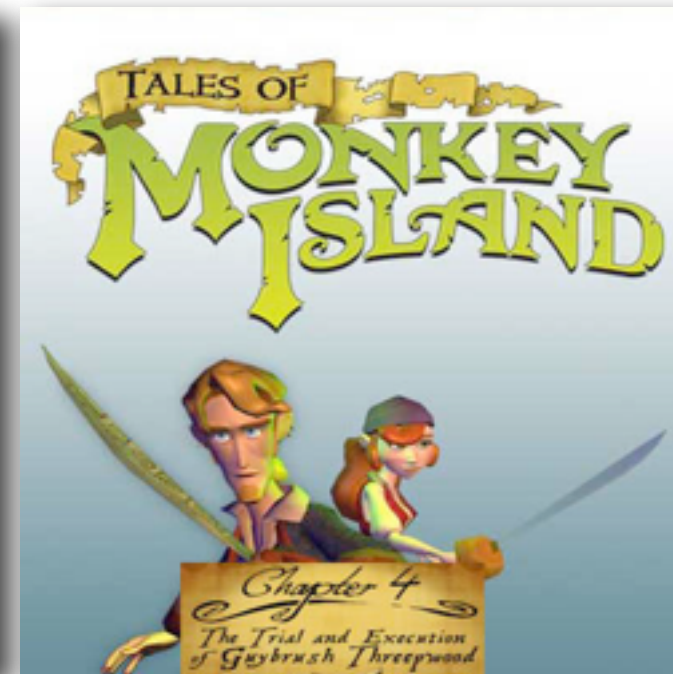
The Last of Us: Left Behind, 2014



Spin Off

Tales from the Borderlands, 2014

Episoden



Tales of Monkey Island, 2009

DEFIANCE



EXPLORE
THE SHOW



EXPLORE
THE GAME



Transmedia Storytelling

Cutscenes



Live Action Cutsценe



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?

In-Game / 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



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.

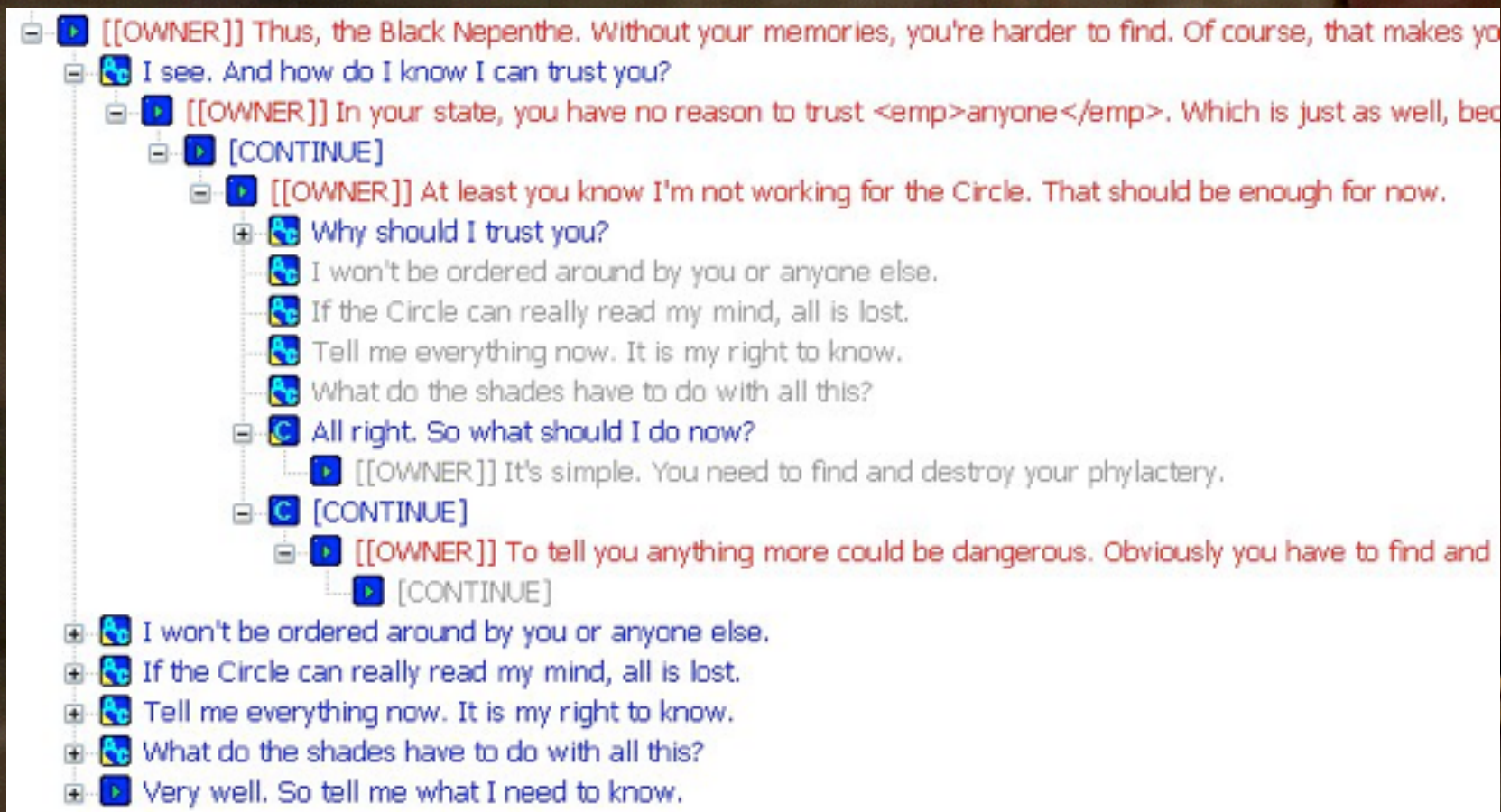
Release the body. Now.

Nicht-verzweigte Dialoge



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

Dialog-Baum



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."



6626



Themen



The Sims 3

Gestures

Hurrah!



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

Symbolische Interaktion

Dark Souls

Parser



Façade