


## Narrative:

### Concepts of Narrative in Interactive New Media Art Forms




## Lecture Goals for the next two classes

1. Introduce concepts of traditional narrative, most of which apply to later technologies.
2. Discuss the application of these concepts to new media art forms brought on by the digital age.
3. Introduce the complexities brought about by increasing levels of interactivity.
4. Introduce some interpretive paradigms that attempt to assess patterns in story-telling.
5. Relate all this to your assignment.

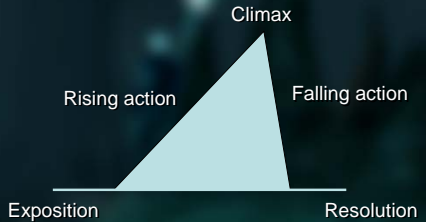
## Characters:

- Narrative
  - Characters
  - Plot
  - Scene
  - Voice
  - Genre
- New Media
- Interactive Media
- Narrative in Games
- Narrative Structure
- Narrative Patterns



## Plot:

- Narrative
  - Characters
  - Plot
  - Scene
  - Voice
  - Genre
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## Scene:

- Narrative
  - Characters
  - Plot
  - Scene
  - Voice
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## Voice:

- Narrative
  - Characters
  - Plot
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Narrative

Characters

Plot

Scene

Voice

Genre

New Media


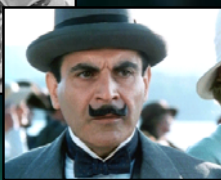
Interactive Media

Narrative in Games

Narrative Structure

Narrative Patterns

Genre:

Narrative

New Media

Examples

Genres

Interactive Media

Narrative in Games

Narrative Structure

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Examples:

Do New Media Art Forms invoke a fundamentally different set of concepts from traditional narrative?

1. [HTML](#)

2. [Flash](#)

3. [Machinima](#)

Narrative

New Media

Examples

Genres



Interactive Media

Narrative in Games

Narrative Structure

Narrative Patterns

Genres:

Narrative

New Media

Interactive Media

Hypertext

Hypertext Fiction

Hypertext Games




Immersive Games

Narrative in Games

Narrative Structure

Narrative Patterns

Hypertext:

Narrative

New Media

Interactive Media

Hypertext

Hypertext Fiction

Hypertext Games

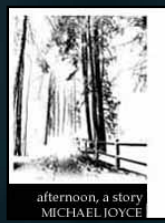
Immersive Games

Narrative in Games

Narrative Structure

Narrative Patterns

Hypertext Fiction:



afternoon, a story

MICHAEL JOYCE

Nino Rodriguez's [Face Value: Notes on the Social Media and Self-Exchange](#)

Shelley Jackson's [My Body](#)

Narrative

New Media

Interactive Media

Hypertext

Hypertext Fiction

Hypertext Games



Immersive Games

Narrative in Games

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Hypertext Games:

Up a Tree

Forest Path

look

Forest Path

This is a path winding through a daisy lit forest. The path heads north-south here. One particularly large tree with some low branches stands at the edge of the path.

climb tree

You are about 50 feet above the ground nestled among some large branches. The nearest branch above you is above your reach.

Beside you on the branch is a small bird's nest.

In the bird's nest is a large egg encrusted with precious jewels, apparently covered by a childrens songbird. The egg is covered with fine gold filigree, and ornamented in lapis lazuli and mother-of-pearl. Unlike most eggs, this one is hinged and closed with a delicate looking clasp. The egg appears extremely fragile.

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Narrative
New Media
Interactive Media

- Hypertext
- Hypertext Fiction
- Hypertext Games
- Immersive Games

Narrative in Games
Narrative Structure
Narrative Patterns

## Immersive Games:

Narrative
New Media
Interactive Media

- Hypertext
- Hypertext Fiction
- Hypertext Games
- Immersive Games

Narrative in Games
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## Immersive Games:

## Lecture goals for second lectures

- Discuss the application of traditional narrative poetics to computer games.
- Explore two aspects of these poetics:
  - We will examine the narrative structure of New Media objects to see if some are particularly appropriate to computer role playing games.
  - We will explore the tradition of the hero myth to see how well it fits this genre.
- Relate all this to your assignment.

Narrative
New Media
Interactive Media
Narrative in Games
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## Narrative in Games:

Narrative
New Media
Interactive Media
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## Narrative in Games:

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## Narrative Structure:

Sequential structure

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## Narrative Structure:

Sequential structure with cul-de-sacs

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## Narrative Structure:

Traditional branching structure

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## Narrative Structure:

Traditional branching structure out of control

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## Narrative Structure:

Branching with barriers structure

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## Narrative Structure:

Branching with forced path structure

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## Narrative Structure:

Bottle-necking



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## Narrative Structure:

Branching with optional scene structure

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## Narrative Structure:

Exploratorium

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## Narrative Structure:

Parallel streaming structure

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## Narrative Structure:

World structure

Carousel entry into a world structure

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## Narrative Structure:

Multilinear or hypermedia

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## Narrative Patterns


1. Separation
  - A. Call to adventure (or action)
  - B. Supernatural aid
  - C. The crossing of the first threshold
  - D. The belly of the whale

Narrative
New Media
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- Separation
- Initiation
- Return

## Narrative Patterns

- Initiation
  - The road of trials
  - Meeting with the goddess
  - Woman as temptress
  - Atonement with father
  - Apotheosis
  - The ultimate boon



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## Narrative Patterns

- Return
  - Refusal of the return
  - Rescue from without
  - Magic flight
  - Crossing of the return threshold
  - Master of the two worlds
  - Freedom to live

