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.

Narrative
- Characters
- Plot
- Scene
- Voice
- Genre

New Media

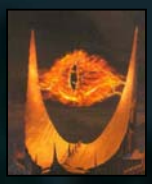
Interactive Media

Narrative in Games

Narrative Structure

Narrative Patterns

Characters:



Narrative
- Characters
- Plot
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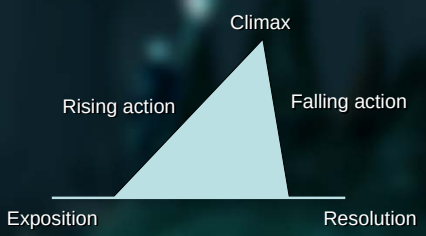
Narrative Patterns

Plot:



Narrative
- Characters
- Plot
- Scene
- Voice
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New Media

Interactive Media

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Narrative Structure

Narrative Patterns

Scene:

Narrative
- Characters
- Plot
- Scene
- Voice
- Genre

New Media

Interactive Media

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Voice:

Narrative
- Characters
- Plot
- Scene
- Voice
- Genre

New Media

Interactive Media

Narrative in Games

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Narrative Patterns

Genre:

Narrative

New Media
- Examples
- Genres

Interactive Media

Narrative in Games

Narrative Structure

Narrative Patterns

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

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:

- Nino Rodriguez's *Face Value: Notes on the Social Media and Self-Exchange*
- Shelley Jackson's *My Body*

Narrative

New Media

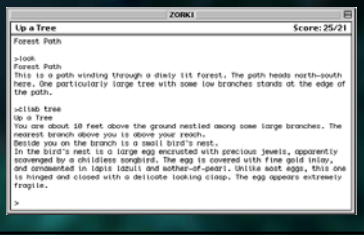
Interactive Media
- Hypertext
- Hypertext Fiction
- Hypertext Games
- Immersive Games

Narrative in Games

Narrative Structure

Narrative Patterns

Hypertext Games:



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
Narrative Structure
Narrative Patterns

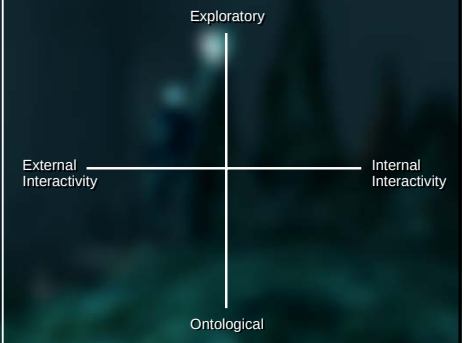
Immersive Games:

Lecture goals for second lectures

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

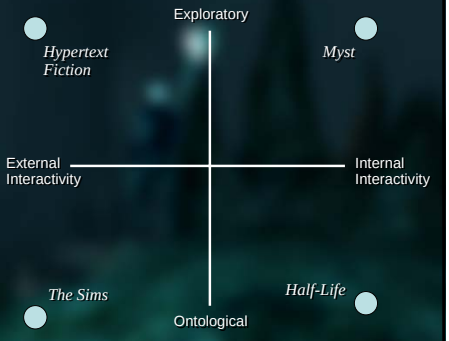
Narrative
New Media
Interactive Media
Narrative in Games
Narrative Structure
Narrative Patterns

Narrative in Games:



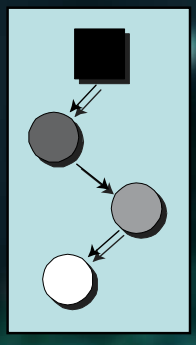
Narrative
New Media
Interactive Media
Narrative in Games
Narrative Structure
Narrative Patterns

Narrative in Games:



Narrative
New Media
Interactive Media
Narrative in Games
Narrative Structure
Narrative Patterns

Narrative Structure:



Narrative
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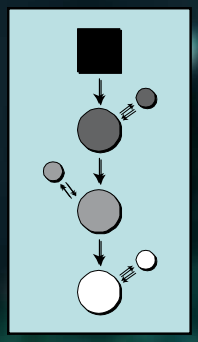
Narrative Structure:



Sequential structure with cul-de-sacs

Narrative
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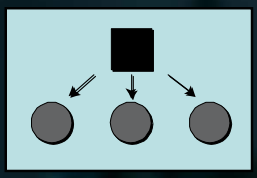
Narrative Structure:



Traditional branching structure

Narrative
New Media
Interactive Media
Narrative in Games
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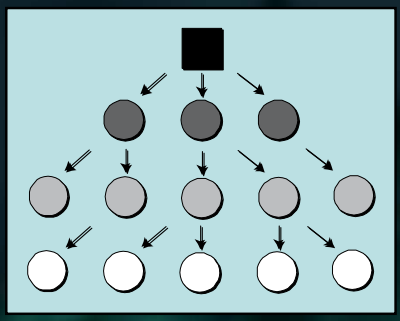
Narrative Patterns

Narrative Structure:



Traditional branching structure out of control

Narrative
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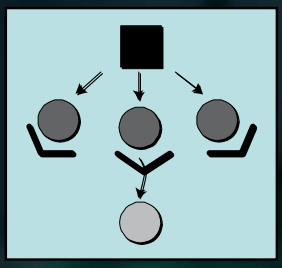
Narrative Structure:



Branching with barriers structure

Narrative
New Media
Interactive Media
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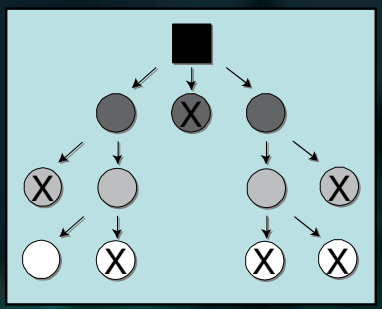
Narrative Structure:



Branching with forced path structure

Narrative
New Media
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Narrative Structure
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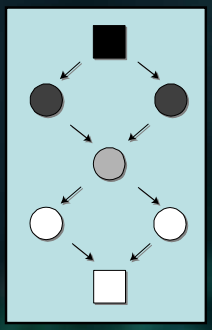
Narrative Structure:



Bottle-necking

Narrative
New Media
Interactive Media
Narrative in Games
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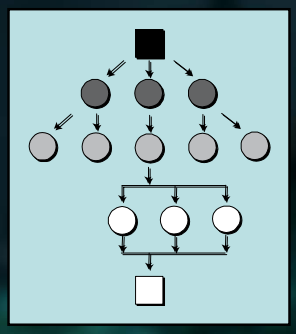
Narrative Structure:



Branching with optional scene structure

Narrative
New Media
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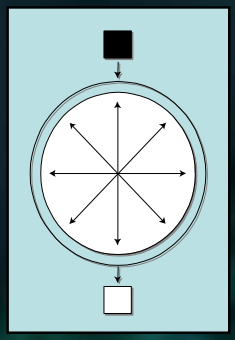
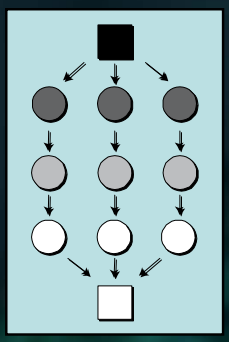
Narrative Structure:



Exploratorium

Narrative
New Media
Interactive Media
Narrative in Games
Narrative Structure
Narrative Patterns

Narrative Structure:



Parallel streaming structure

Narrative
New Media
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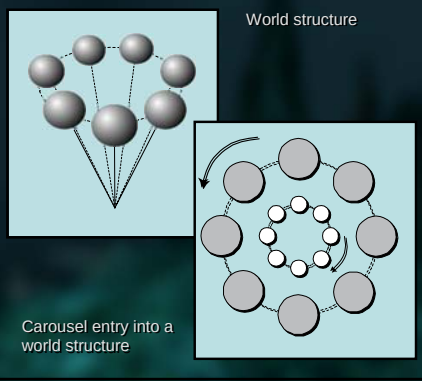
Narrative Structure
Narrative Patterns

Narrative Structure:



World structure

Carousel entry into a world structure

Narrative
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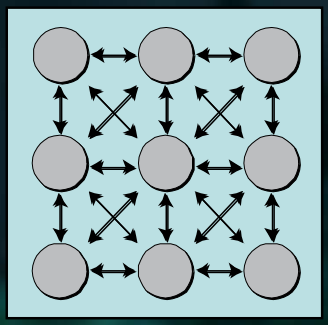
Narrative Structure:



Multilinear or hypermedia

Narrative
New Media
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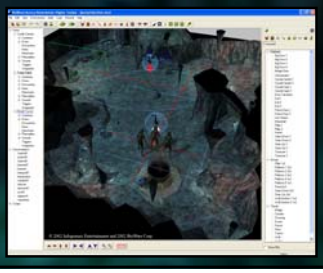
Narrative in Games
Narrative Structure
Narrative Patterns
- Separation
- Initiation
- Return

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



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Narrative Patterns

2. Initiation
   A. The road of trials
   B. Meeting with the goddess
   C. Woman as temptress
   D. Atonement with father
   E. Apotheosis
   F. The ultimate boon

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Narrative Patterns

3. Return
   A. Refusal of the return
   B. Rescue from without
   C. Magic flight
   D. Crossing of the return threshold
   E. Master of the two worlds
   F. Freedom to live