



# Narrative design

*Story through gameplay*



## Info: courses

- This week: Wrapping up Intro to Game Design
- QA, 2 weeks, with Paradox
- Level Design, 4 weeks, with Linnea Harrison
- Game Design, 3 weeks, Erik Wonevi

ItsLearning will be updated ASAP



## Info: Pitch

- On **Friday, 28 October**
- Pitch the game you made a **GDD** for
- **2 minutes** tops
- Think **extended Elevator Pitch**
- You will get more info on how to build a pitch on **Wednesday**



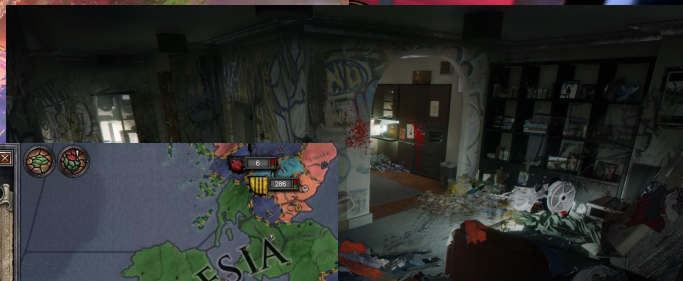
## Narr-what-design?

- Narrative design != game design
- ...But game designers often need to do it
- Part of it intertwined with gameplay
- The tighter game & story work, the better



# Still, narrative what?

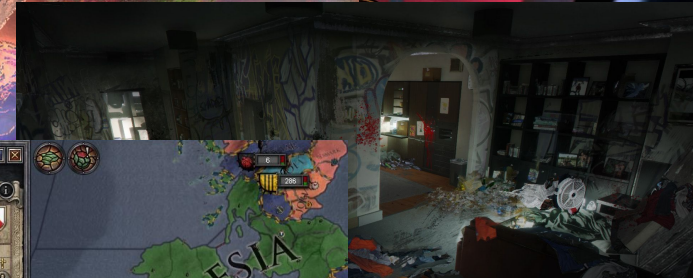
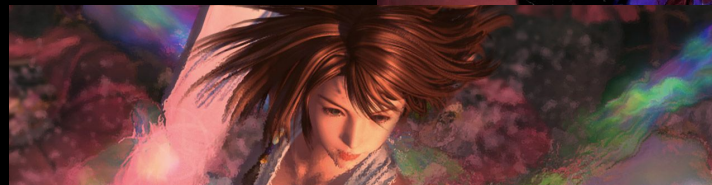
- The story
- Many types of narrative:
  - Dialogs
  - Cutscenes
  - Environmental narrative
  - Emergent narrative
  - Narrative through mechanics
  - Lore (books, references etc)
  - Audio logs, journals
  - Etc...





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# Emergent Narrative

- You provide the building blocks
- The story writes itself



# Emergent Narrative







# Emergent Narrative (Accidental)





# Bonus: Accidental Narrative (in the player's head)





# Narrative through mechanics

- Game mechanics tell (part of) the story
- Mechanics are affected by the narrative



# Narrative through mechanics





# Narrative through mechanics





## Ludo-narrative dissonance

- The story and the gameplay do not work together





“Just a regular guy”





“The good guy”







## How to avoid?

- Writers + game designers **need to talk!**
- Consider world's reactions
- Give consequences



# World's Reactions





# Consequence





## Story beats and gameplay

- What are story beats?
- How can we use gameplay to highlight the beats of the story?



## A story beat

- **SOMETHING HAPPENS!**
- And then you need to breathe...
- **UNTIL THE NEXT THING HAPPENS!**
- And then you need a quick breather...



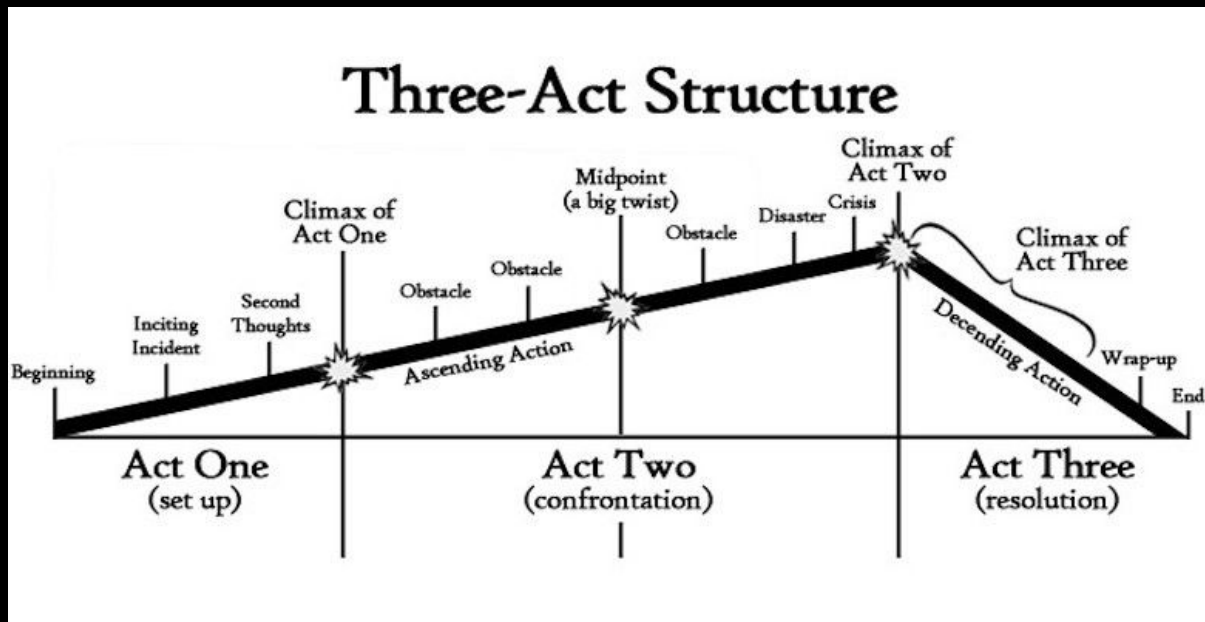
# Pace story with gameplay



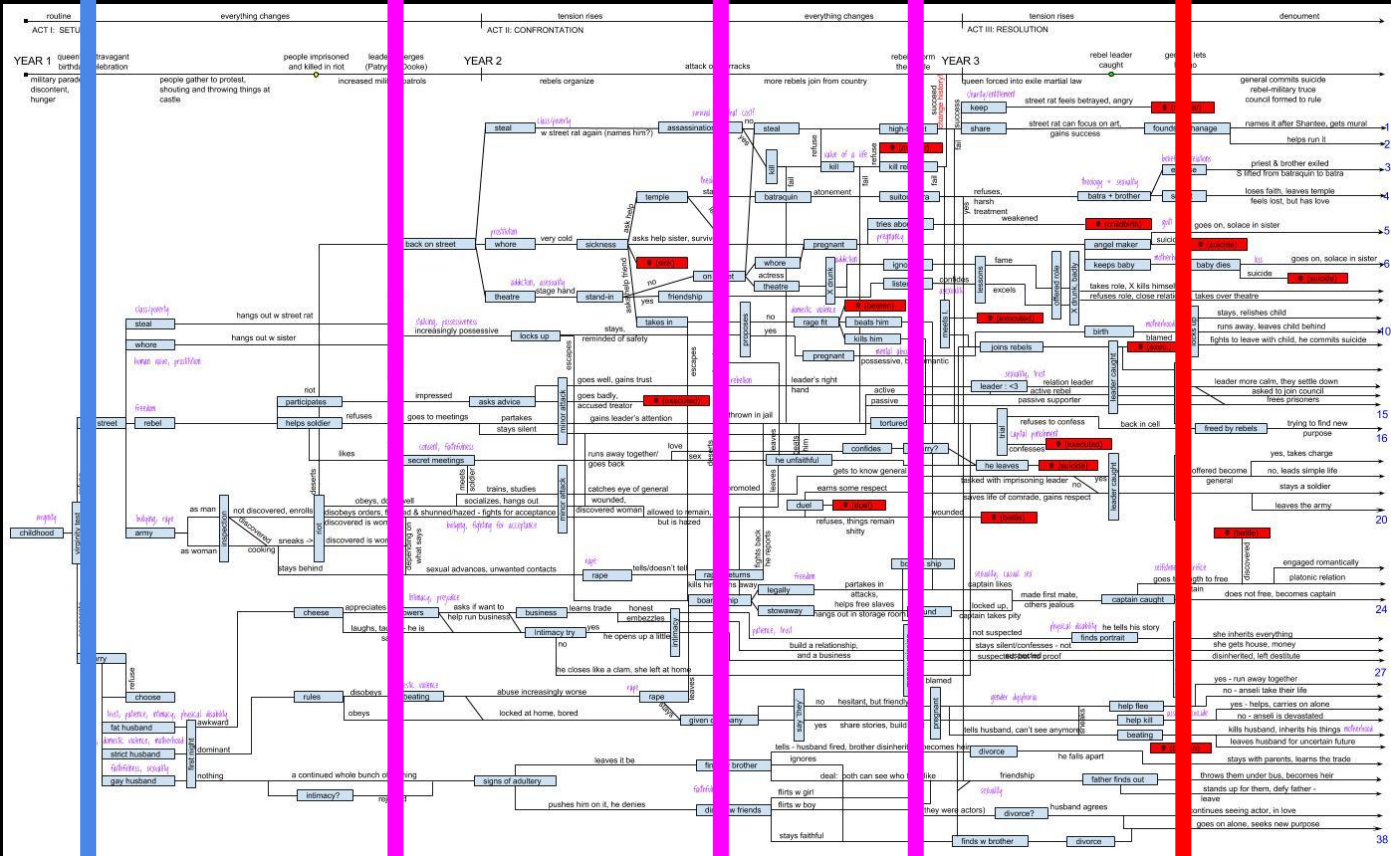


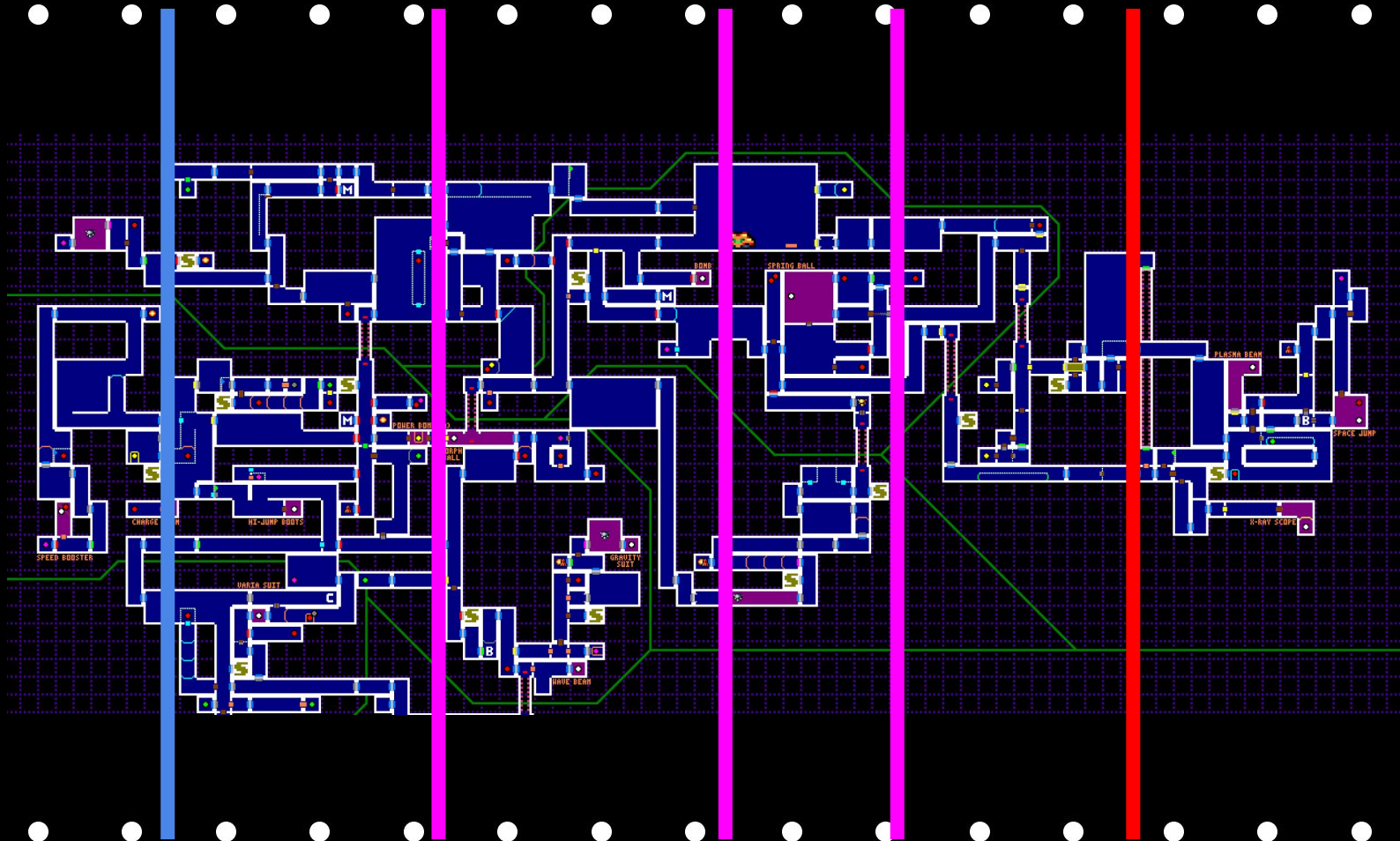


# Story beats and gameplay











## Summary

- Game designers and writers need to sync
- Narrative can be done in many ways
- Examples: Emergent narrative, Narrative through mechanics
- Avoid ludo-narrative dissonance
- Use the story's beats to your advantage

