Interactive Storytelling

Gail Carmichael

www.gailcarmichael.com

https://www.youtube.com/watch?v=bcweo19l9wM

The Big Question

CAN WE CREATE THE HOLODECK?

What is a Story?

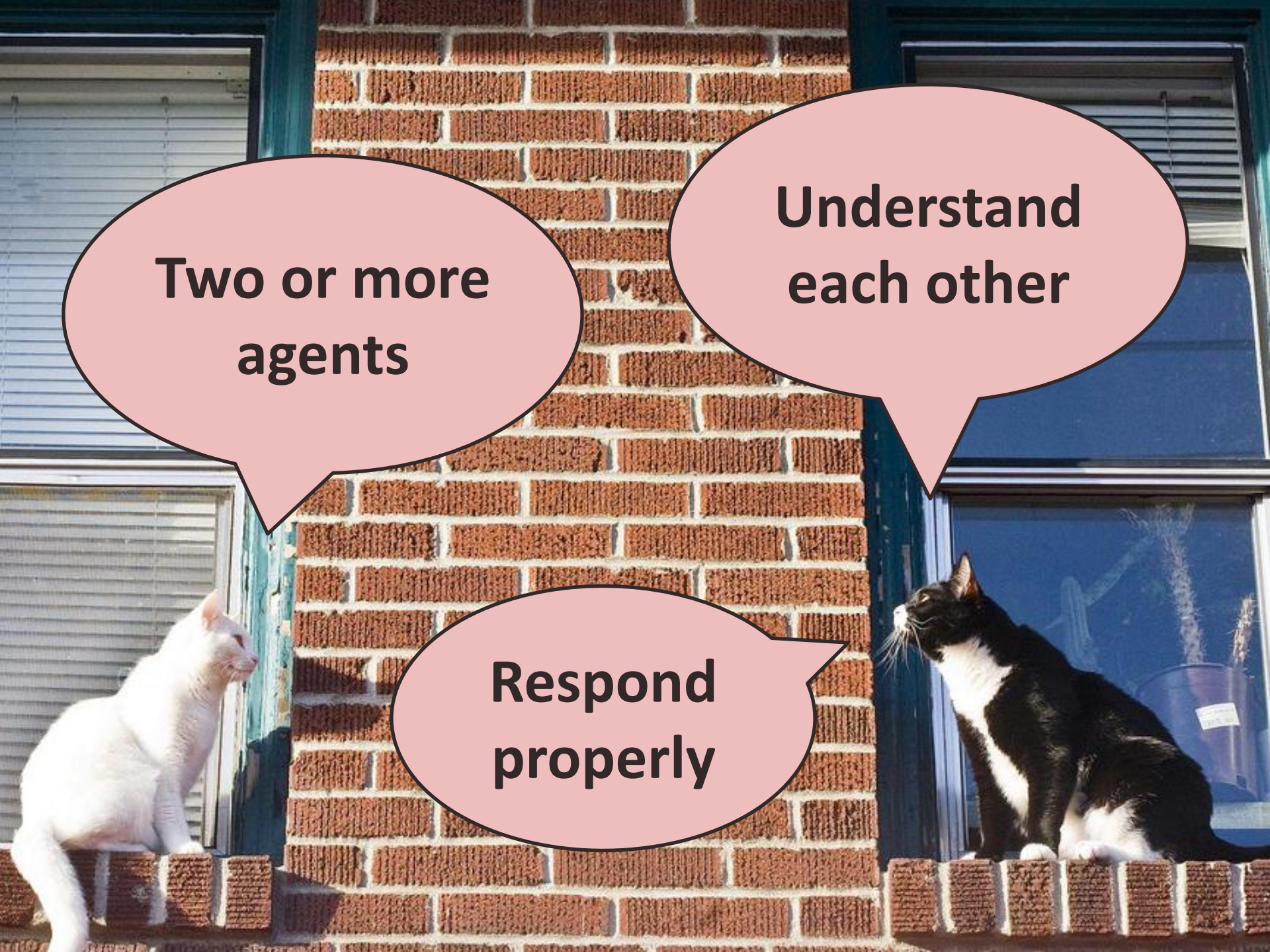
ACTORS
perform actions
THE WORLD
changes
EVENTS
relate to each other

STORIES:

About people, not things

conflict

Interactivity


Two or more agents
Understand each other
Respond properly

Hey! Games are interactive!

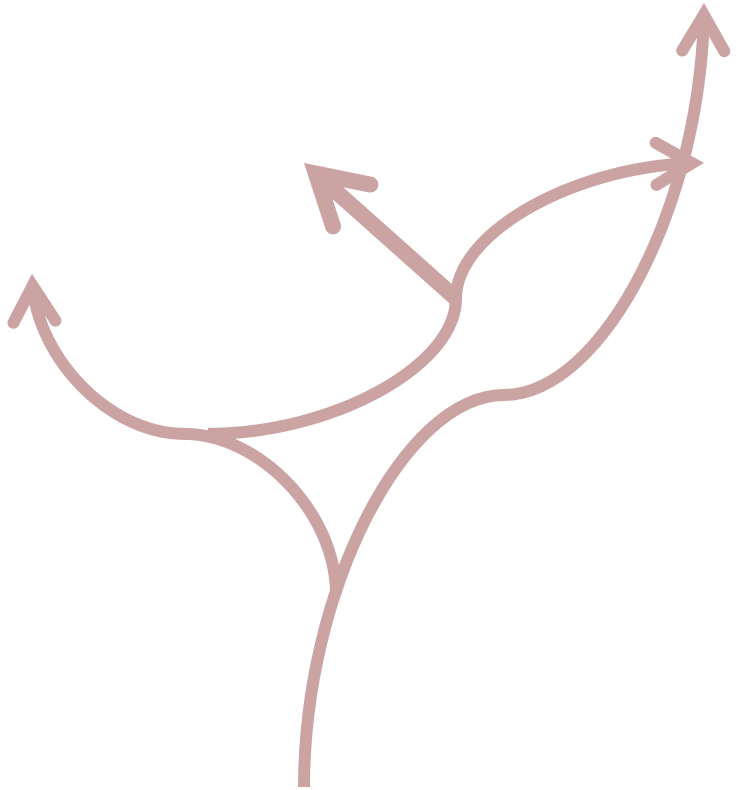
What is your favourite game that has a story?

Story choice?
Gameplay?

Game + Story: Why is it Hard?

STORIES:
Linear

Games:
Non-Linear



“Divergence from a story's path is likely to make for a less satisfying story; restricting a player's freedom of action is likely to make for a less satisfying game.”

Greg Costikyan

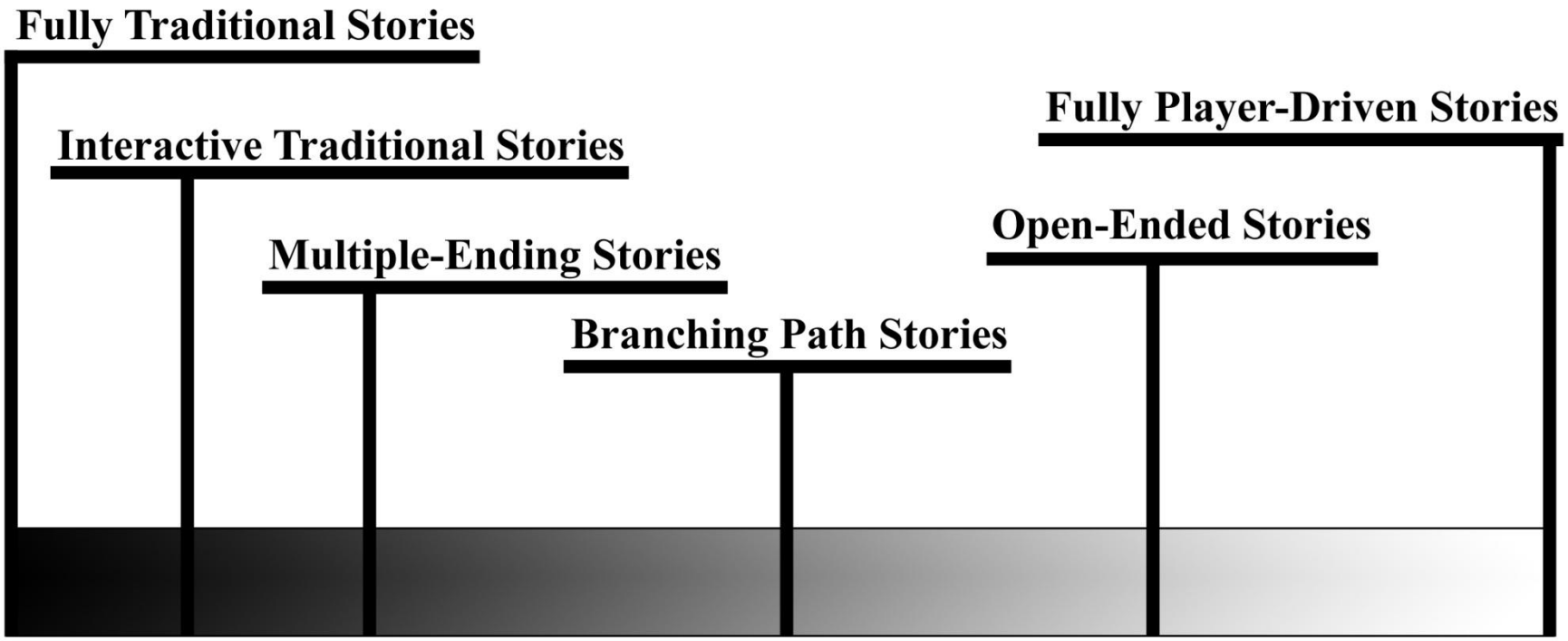
CHOICE OF PLAYER

versus

CHOICE OF CHARACTER

https://www.youtube.com/watch?v=MByLJ3mseBU

The Interactive Storytelling Spectrum

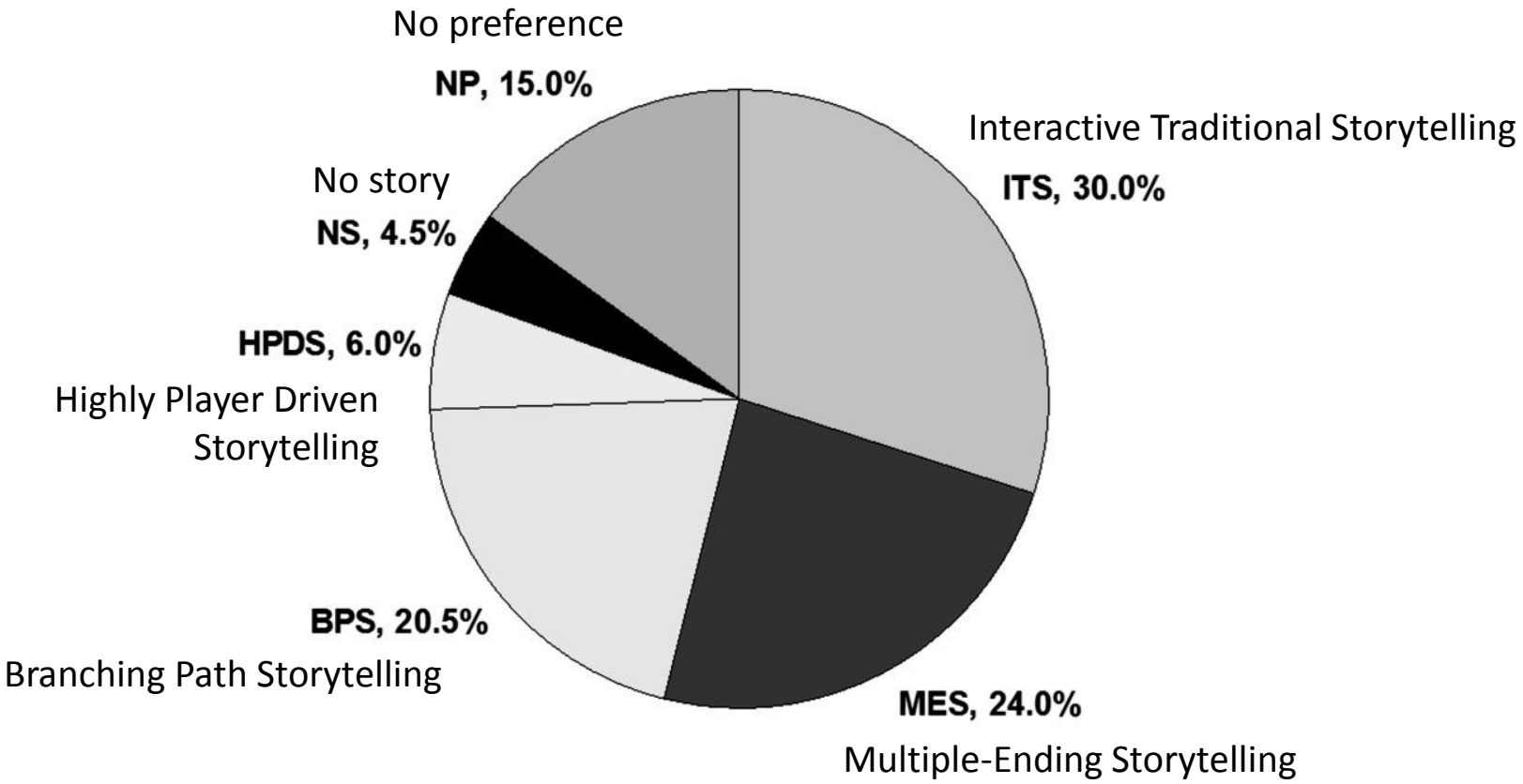


Josiah Lebowitz and Chris Klug

TYPES OF PLAYERS

Audience
Performer
Immersionist

Preferred Storytelling Styles



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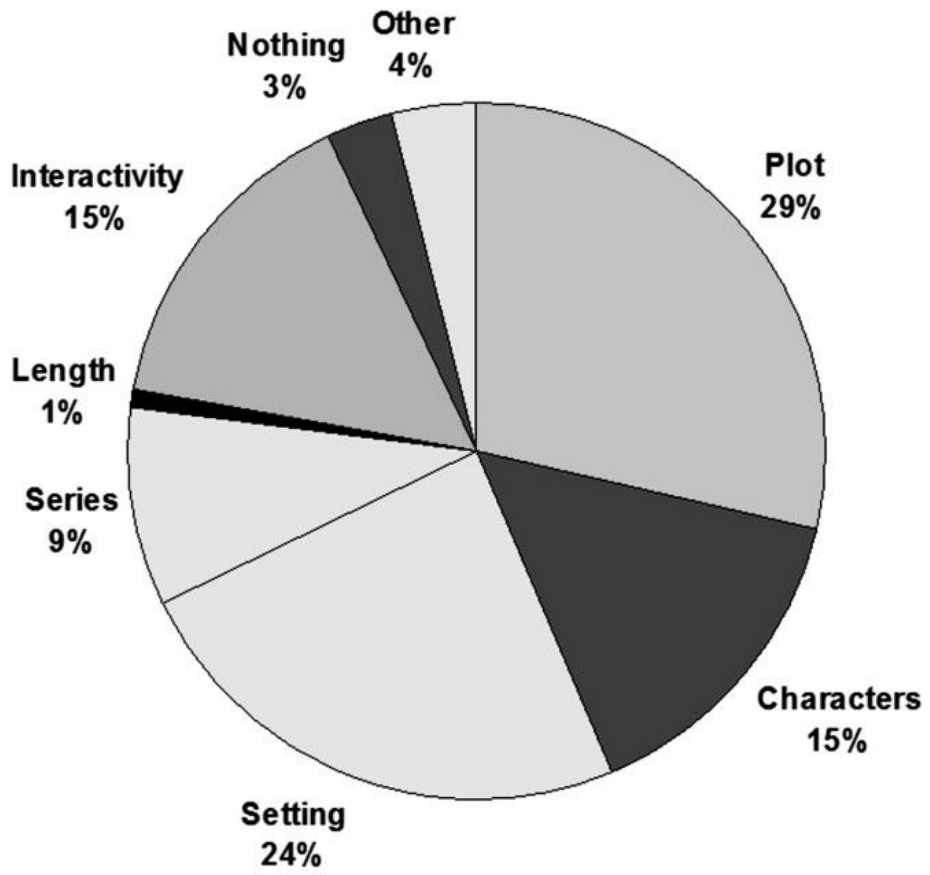
Most Important Story Elements When Buying a Game



Josiah Lebowitz and Chris Klug

What should we do?

…p zzle ⇨ story uzzle ⇨ st y…

Violet rejects Gossip because she does not trust you enough.

Violet

You've been wanting to talk to me a lot lately.
Why not find someone else to bother for a change?

https://www.youtube.com/watch?v=IMzmnwWK0dY

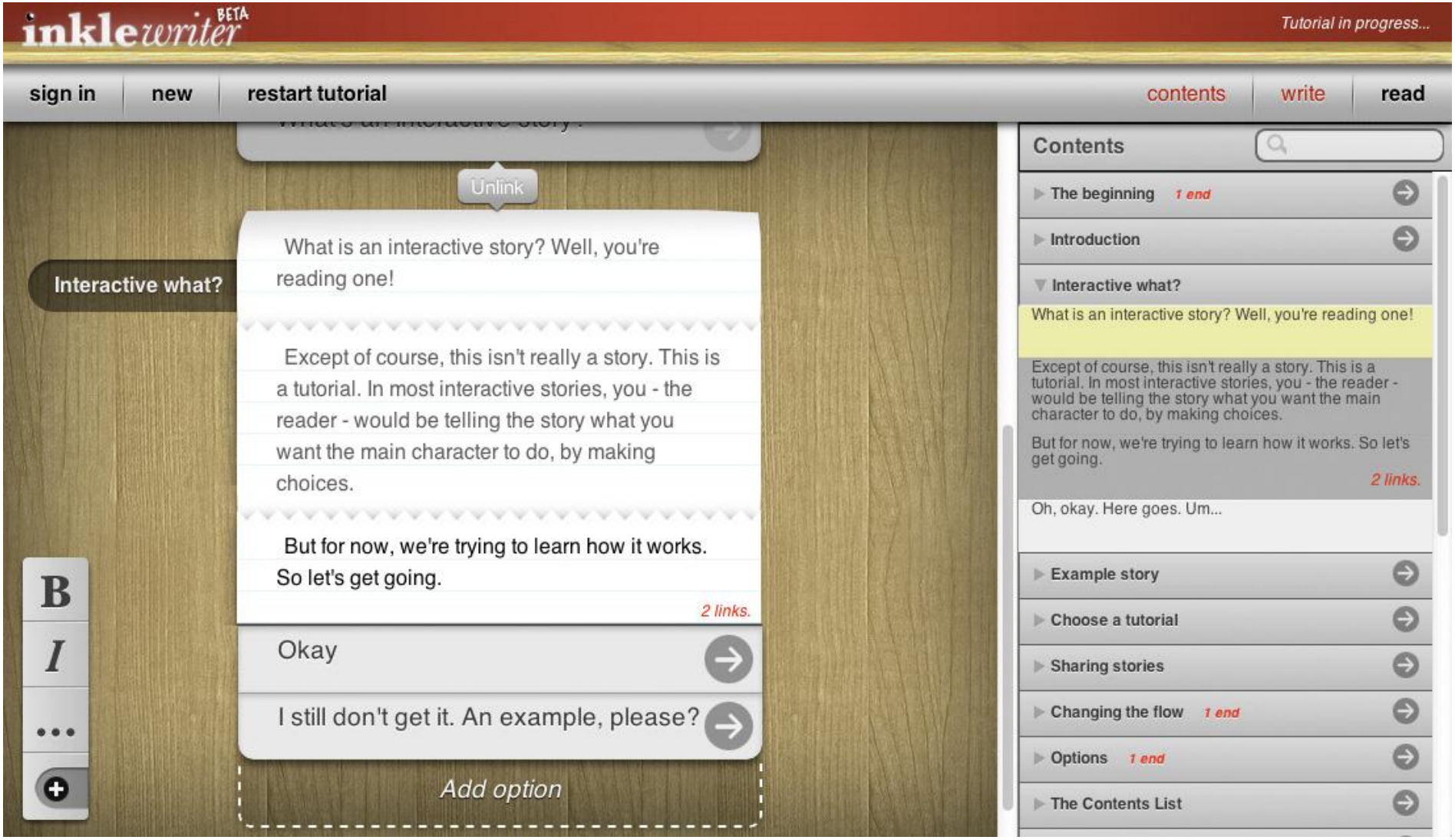
https://www.youtube.com/watch?v=sqkJuSV-23U

https://www.youtube.com/watch?v=POjkfLiyWd8

Creativity

>

Technology


inklewriter BETA
Tutorial in progress...
sign in
new
restart tutorial
contents
write
read
Unlink
Interactive what?
What is an interactive story? Well, you're reading one!
Except of course, this isn't really a story. This is a tutorial. In most interactive stories, you - the reader - would be telling the story what you want the main character to do, by making choices.
But for now, we're trying to learn how it works. So let's get going.
2 links.
Okay
I still don't get it. An example, please?
Add option
B
I
Contents
The beginning 1 end
Introduction
Interactive what?
What is an interactive story? Well, you're reading one!
Except of course, this isn't really a story. This is a tutorial. In most interactive stories, you - the reader - would be telling the story what you want the main character to do, by making choices.
But for now, we're trying to learn how it works. So let's get going.
2 links.
Oh, okay. Here goes. Um...
Example story
Choose a tutorial
Sharing stories
Changing the flow 1 end
Options 1 end
The Contents List

```
label family:
    scene bg beach2
    with dissolve

    "It wasn't long before Mary broke the silence, by
asking me a question."

    show mary dark smiling
    with dissolve

    m "I told you a little about my family... but I
haven't asked you about yours yet. What's your family
like?"

    p "When I'm on the island here
and uncle, but back home, I live w
and sister."

    m "A sister? Is she older or y
```

Ren’Py

Fabula

The Big Question

CAN WE CREATE THE HOLODECK?

Gail Carmichael

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www.gailcarmichael.com

Books

- Andrew Glassner's *Interactive Storytelling: Techniques for the 21st Century*
- Chris Crawford's *Chris Crawford on Interactive Storytelling*
- Josiah Lebowitz and Chris Klug's *Interactive Storytelling for Games*
- Mieke Bal's *Narratology: Introduction to the Theory of Narrative*

Other

- Greg Costikyan's *Games, Storytelling, and Breaking the String*
- Pohjola M. 2004. "*Autonomous Identities: Immersion as a Tool for Exploring, Empowering and Emancipating Identities*". in Montola M. and Stenros J. (eds.). Beyond Role and Play: tools, toys and theory for harnessing the imagination. Ropecon ry, Helsinki, 81-96.

Photos

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