

# Chaos in motion

« I prefer words. Images are better. »

Richard Bartle

# Words i'll try NOT to say

- Transmedia
- Paradigm
- Emergent
- Social
- Monetization
- Gamification
- Meta

# Words i'll try to say

- Serendipity
- Paradox
- Reality
- World model
- Multi Users Shared Hallucination
- Poetis
- Otters

ME





ANKAMA







DOFUS





WAKFU







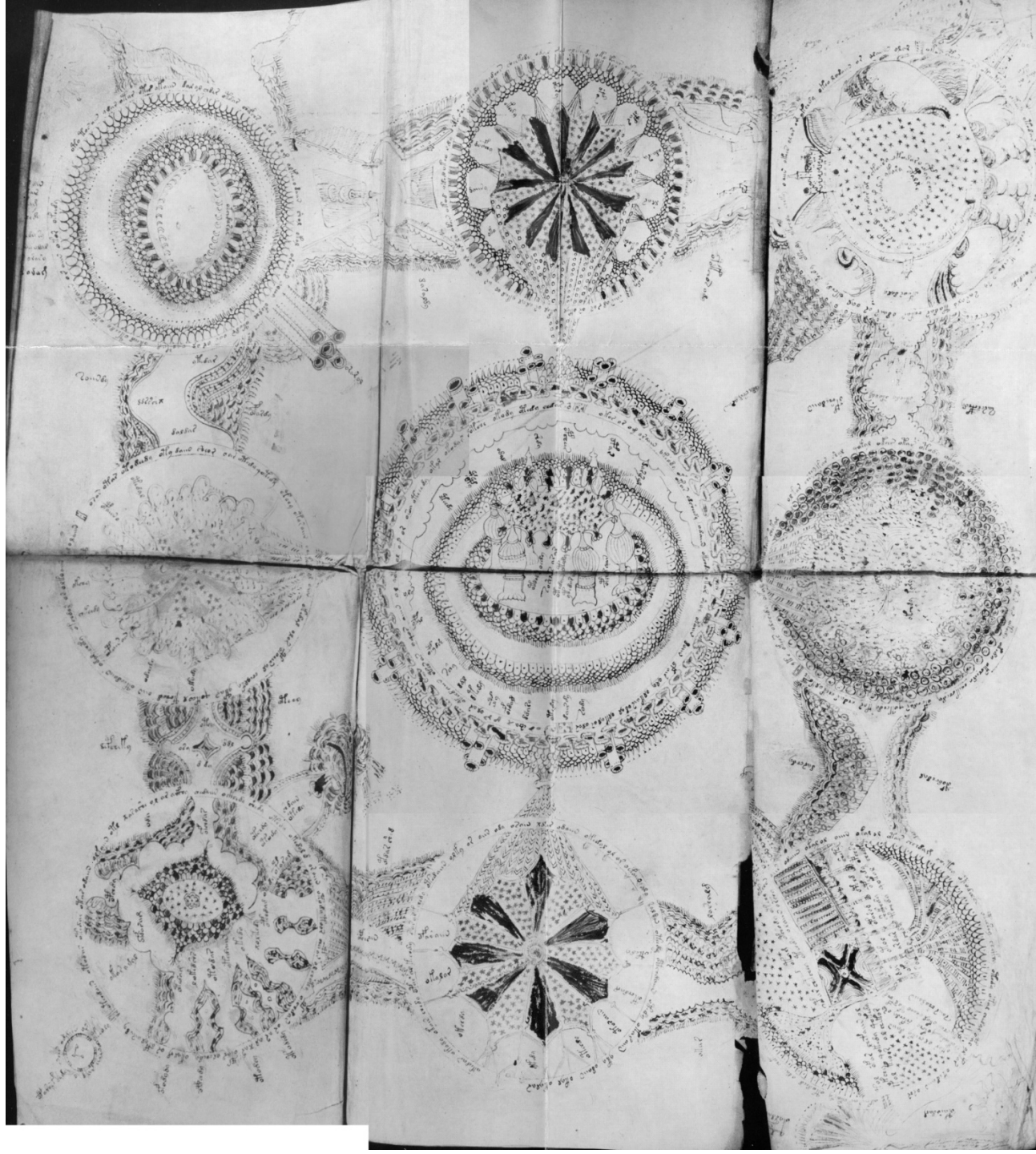
# More Wakfu

- Beta
- Social politics
- A world that is not born yet, only in a mythical phase where things get rebuilt in a night, players experiencing parallel worlds anxiety.

# The Wakfu cartoon

- More than the game
- Bridges between features in game and cartoon episodes
- Aspects of truth inside the cartoon world
- Quests in game
- Alternative game, The Guardians

# WORLD MODEL



# World Model

- Re-differentiation World Model / Story World
- Doctor Who vs Avatar, Godwin point of multiverses.
- Intelligent design
- The God complex
- Death of the Story World

# BUT

- Pre created world models fail singularity
- Singularity is the unknown event allowing a virtual world to exceed its limits
- Singularity is chaos
- The narrative design task NOT to create a world but to make sense of it
- RECEIVING channels of devs and players

# Virtual worlds as living entities

- Narrative design for virtual worlds, not scripted games
- Learning to organize a collective mind
- Create meaning by contextualization
- Let them tell you more



Vico's poetic  
model

GODS  
HEROES  
PEOPLE



FLOWERS AS SOUL



3rdGeneration  
**prius**

Harmony between man,  
nature and machine.

## Solar Wi-Fi & Power. On Us.

Recharge your laptop or cell phone,  
surf the Web and stay awhile. It's all  
powered with help from the sun,  
like the optional Solar Roof in  
the 3rd generation Prius.

NO STANDING  
ANYTIME  
←→

CHWAB

ENERGY AS TEXTURE

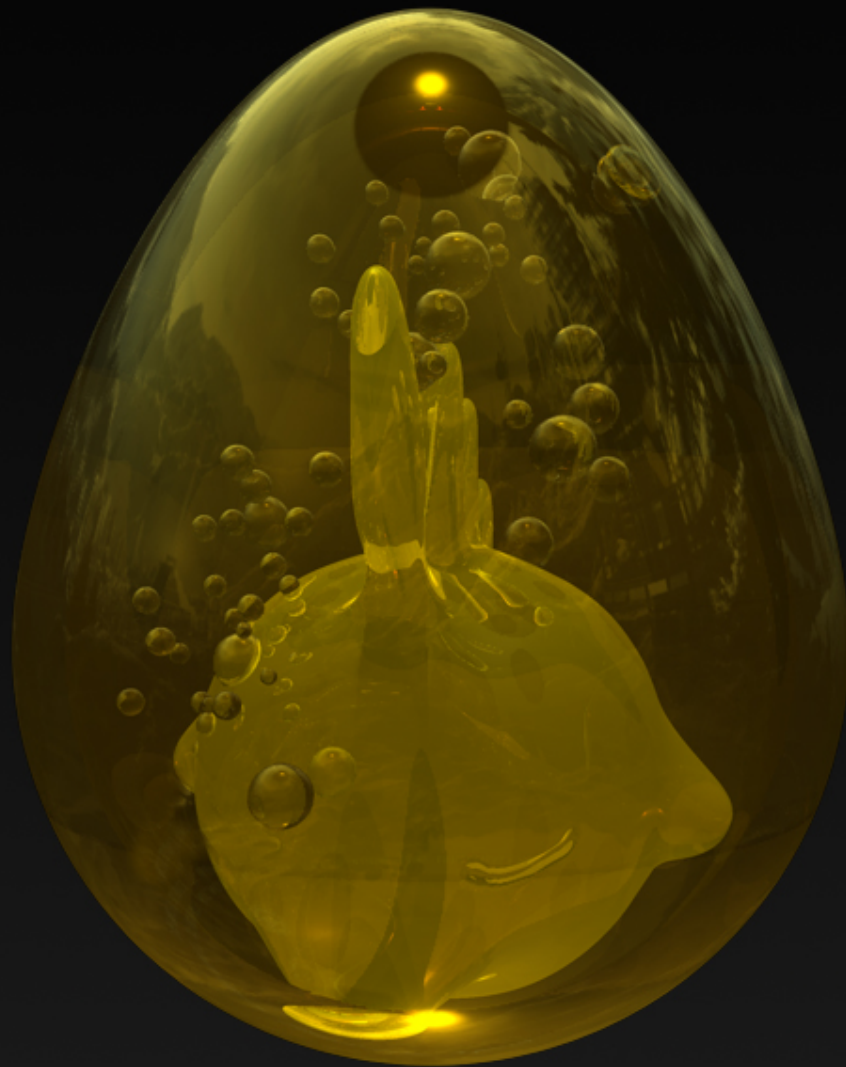








# CREATION AS PATTERNS



ISLANDS OF WAKFU







# An experience

- The map is the territory
- Influencing reality
- Finding new paths
- Each medium tells a different story

# Myths of the old gaming world

- Gameplay versus Narration
- Heritage of tabletop RPGs : not games
- Difference : to play a role, to play a game
- The game as psychotrope
- An empire of immersion
- Context in virtuality

# Narrative design is a process

- Postmodern narration is cristalized
- Crossing the postmodern divide with games
- Re-Différenciation Narration / Plot
- Birth of the POV
- Engineering liberty





# User experience

- They live there, we should listen
- Editorial autonomy
- Building worlds / words / verbs
- Tools
- Penumbra : the community



# THE COST OF LIVING

I TELL IN LOVE WITH ONE OF GEORGE LUCAS'S INTERNS

HE TRAINED ME HOW TO DRIVE TRUCKS INTO RIDGES. IT WAS VERY EXPENSIVE AND I AM VERY CONCERNED WITH HOW IT COULD AFFECT MY HEALTH (AND THE HEALTH OF OTHERS) BUT I LOVE HER AND I'D STAY...

THAT'S WHAT YOU WANT FOR A LITTLE OF BACON

NOT COMICS OR VIDEO GAME

THINK ABOUT WHAT YOU ARE THROWING INTO THE TRASH

ORIGINAL

POP TEXT PARTY

IT IS NOT MY CONCERN THAT YOU HAD A PHONE AND DID NOT LOOK AFTER YOUR PAPER TRAIL

PRESENTLY

GEORGE LUCAS'S INTERNS ATTACKED THE CHAIRMAN OF THE BOARD

BEFORE WEATHER DID

WHERE IS CHERRY FLOORS AT RESTAURANT IN THE MIDDLE OF THE NIGHT

THIS IS A VERY DIFFICULT TIME FOR INSURANCE AGENCIES

THAT'S WHAT YOU WANT FOR A LITTLE OF BACON

TRAD

REAL LIFE SWEDEN CHEF

28 AMERICAN PEOPLE SWEDEN

VS. THE REST OF THE WORLD

NOT A COMIC

YOUR COMIC DOLLAR IS BEING DILUTED

I CAN JUST BE PISSED OFF AS YOU ARE

I MIGHT BE ABLE TO SUPPLY YOU WITH MORE INFORMATION

IF IT WERE FOR THIS FACT

I WOULD BE ABLE TO BUY A CAR

YOU'RE A BASTARD

2 AM BACON 6

THE MILLERBURY THE BACON YOU

CRASH 2

DO I HAVE A CHANCE OF BECOMING A FUTURE

PRETORIAN

THEY

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# A new field

- User experience / developer experience / corporation experience
- Semiotic Framework
- Postmodern ruins
- Tailoring a world to the needs of the devs
- Observing the living world and understand basic narrative patterns
- The narrative designer as a user experience architect

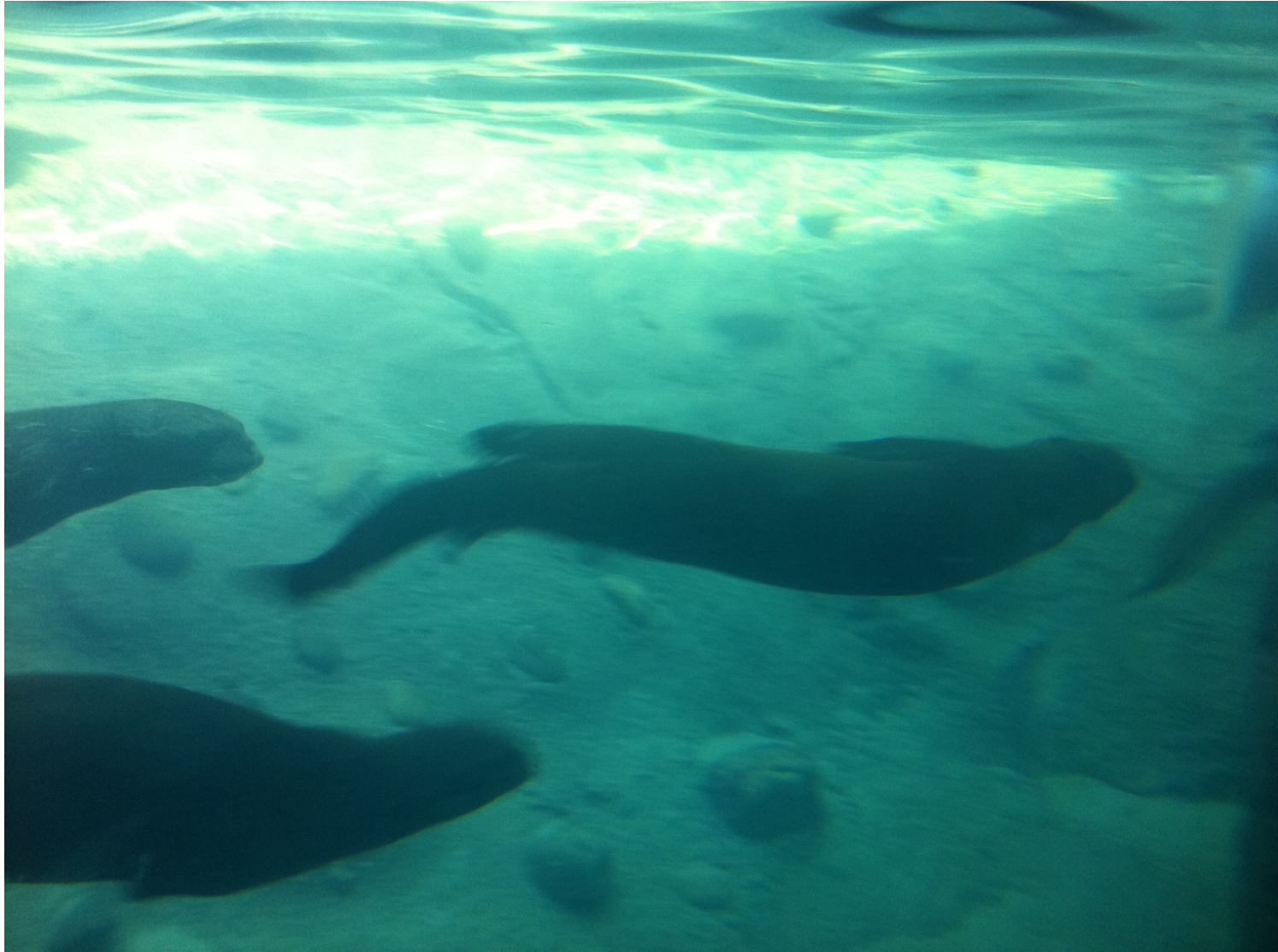
# Tools of the trade

- Abstract Data mining
- Tolerance of Paradox
- Active CM
- Bots behavior
- Narrative shards (ie quantum narrative)
- Flowers, cakes and fireworks

# The Author



# The Otters





# Letting go expectations

- Let them tell you more
- Break it

PC DVD-ROM

dofus  
2.0

baise une craette



Gnarly

18

www.pegi.info





EGLANTINE  
MAGNETIC ASSISTANT







# Paida



# Calvinball



# Learning

- Learn how to learn

# Meaningful Contextualization

- Culture
- Myth
- Community
- Corporation
- Game system
- Developement
- Communication
- Marketing



# The design of patterns

- Gestalts
- Archetypes
- The legacy of roleplaying games
- Playing a role

# Improv design

*The name Paidia draws on an ancient Greek **paideia** (παιδεία), which means education or/and learning and is a tribute to the term paidia coined by Roger Caillois and referring to unstructured and spontaneous play.*

Too much ludus and a game can become a grind;  
too much paidia and an activity can feel pointless.



# Quantum narration

- Agile, fluid semantic architecture
- Shards
- Thematic pillars



# Pattern Recognition





# Cave design



# Dimensional mapping

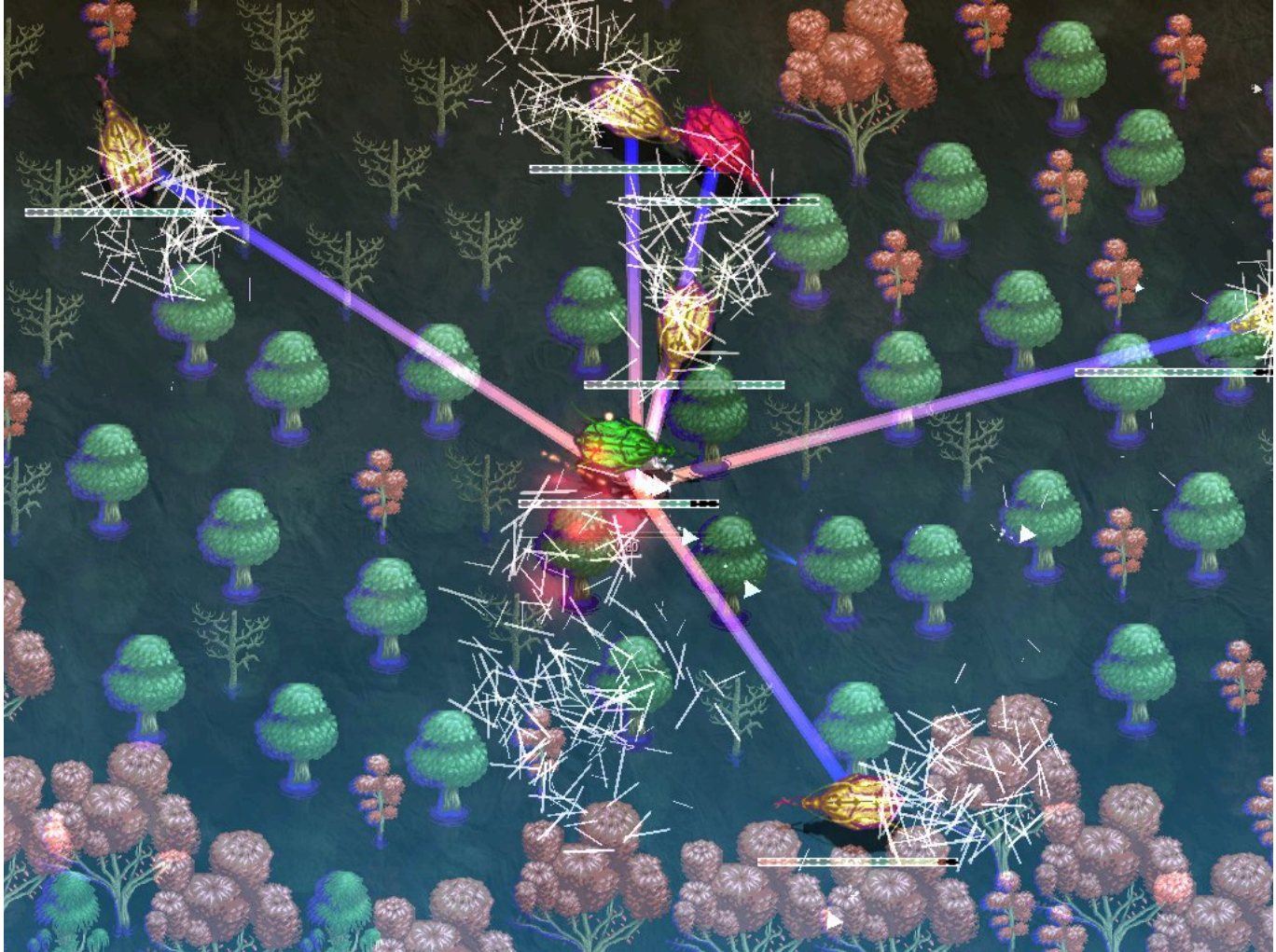
- Timeline
- Spatial
- Multiverse
- Innervse
- Noosphere
- The rest

Good Dream Logic is good





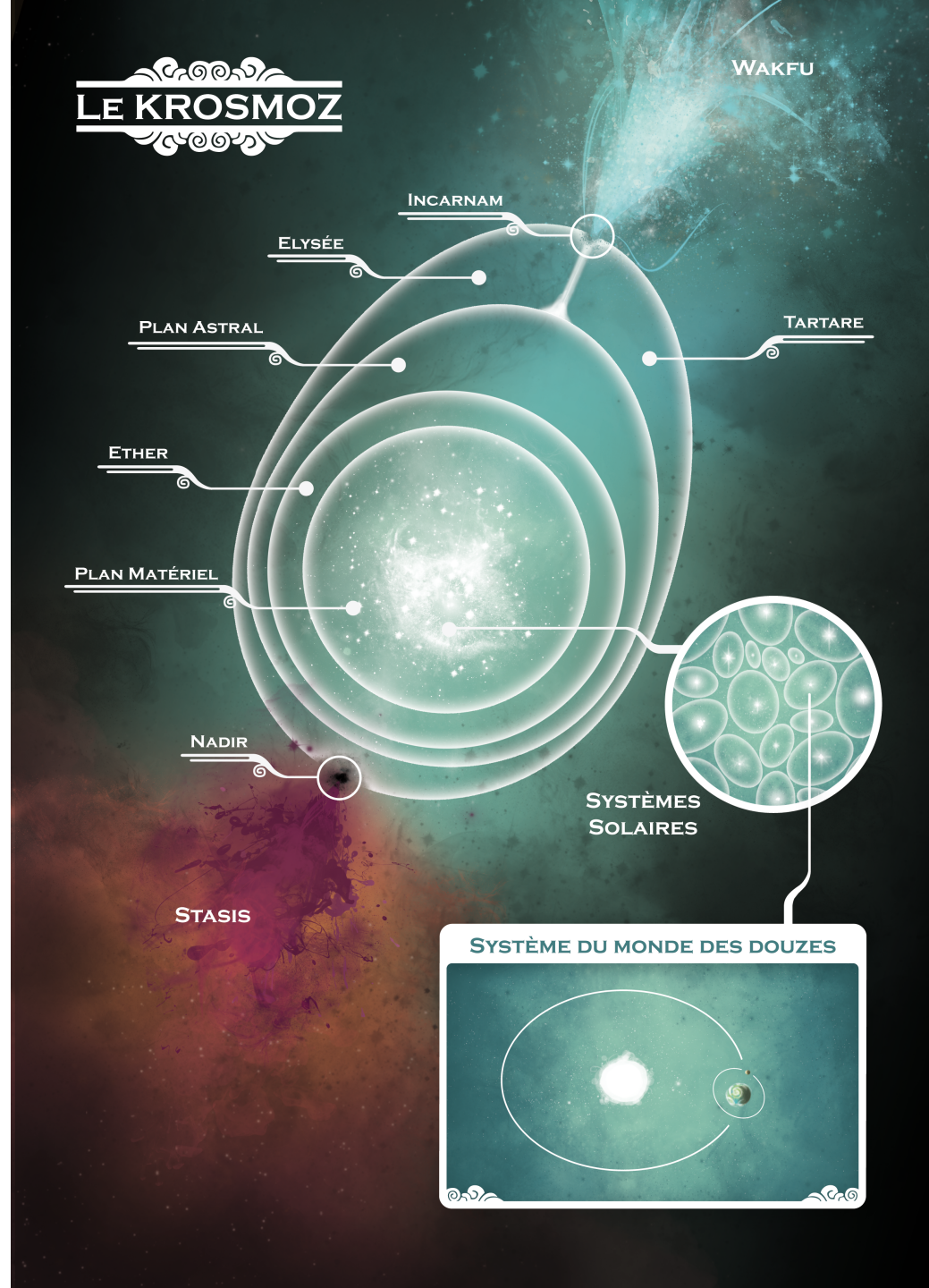
# Good Poesis is good



# Parallel world anxieties

Krozmoz

Deducing the  
form of the  
cosmos from the  
forms already  
existing



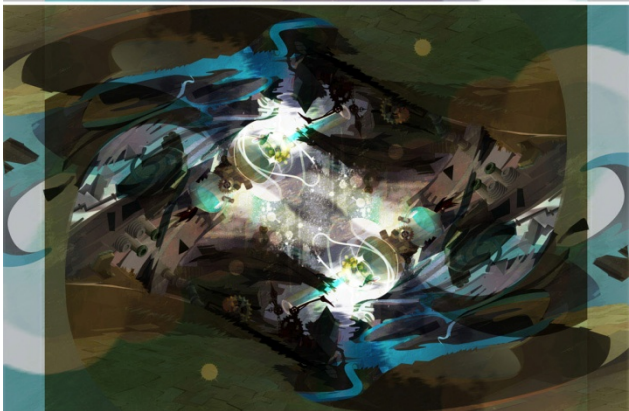
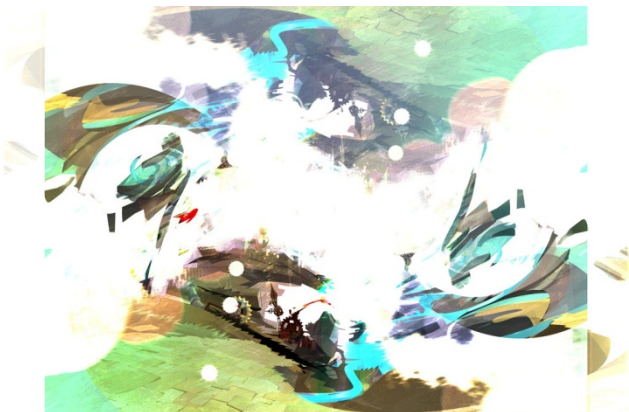
# Expanding media universe

- Every media item as a fragment of the cosmos, expanding
- Linking business model and world model to sustain expansion
- New distribution channels



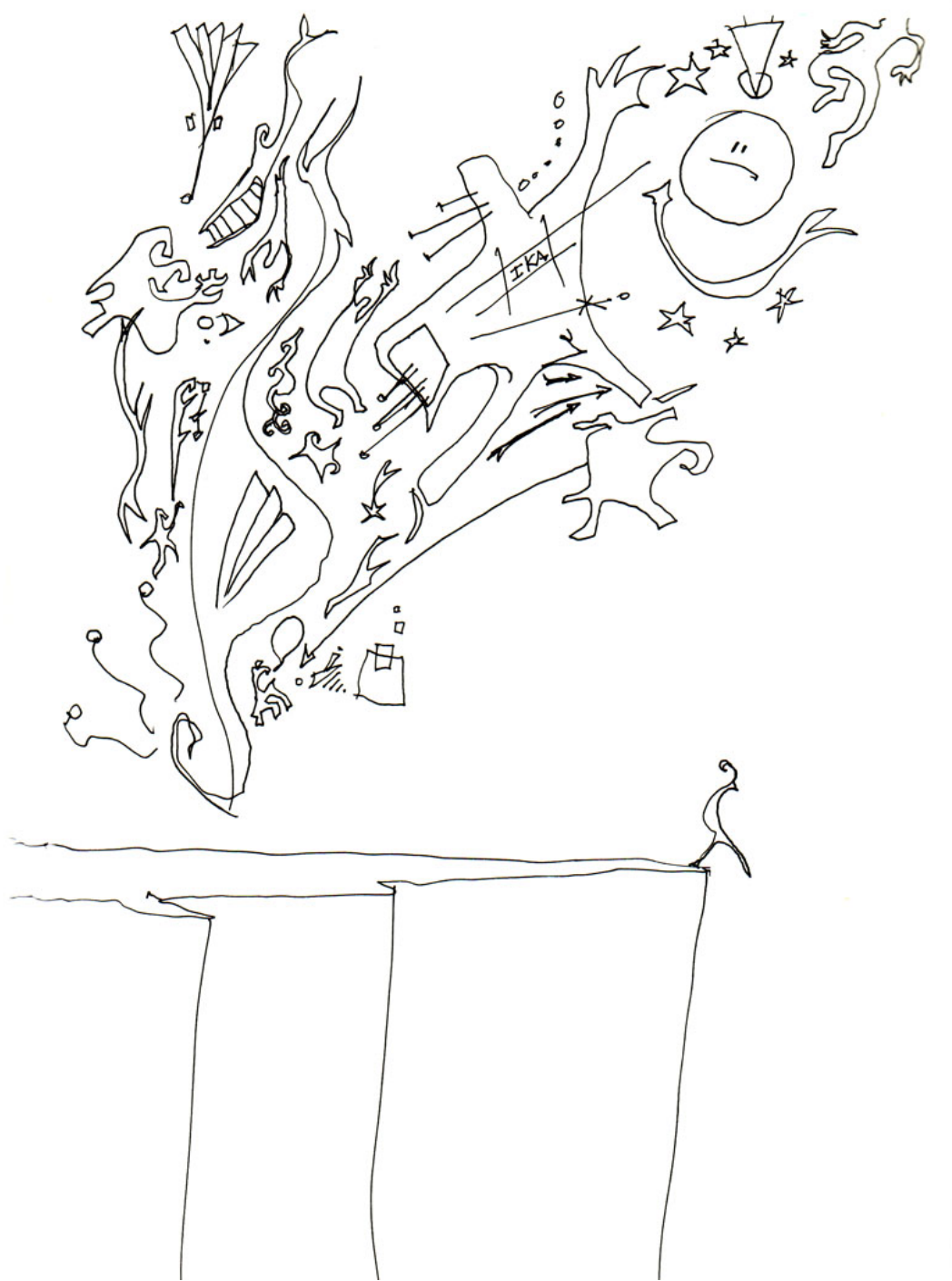
# Challenges

- Monetization
- Creative control
- Ego
- Critics
- Ethics



# Escaping duality

- The space in between
- Midcore
- Meeting of users and developers
- Stop antagonism
- Learn to love the unknown.
- Use virtuality as a midpoint between thoughts and real.



Sense of wonder

“Mystery creates  
wonder and wonder  
is the basis of  
man's desire to  
understand.”

Neil Armstrong



Over the rainbow

“The future is religion  
and commerce,  
aphrodisiac and  
Benzedrine, a mother  
of mysterious comfort  
and a mistress of  
familiar ravishments  
ever on the verge of  
embracing or  
destroying us.”

Eugene Kennedy

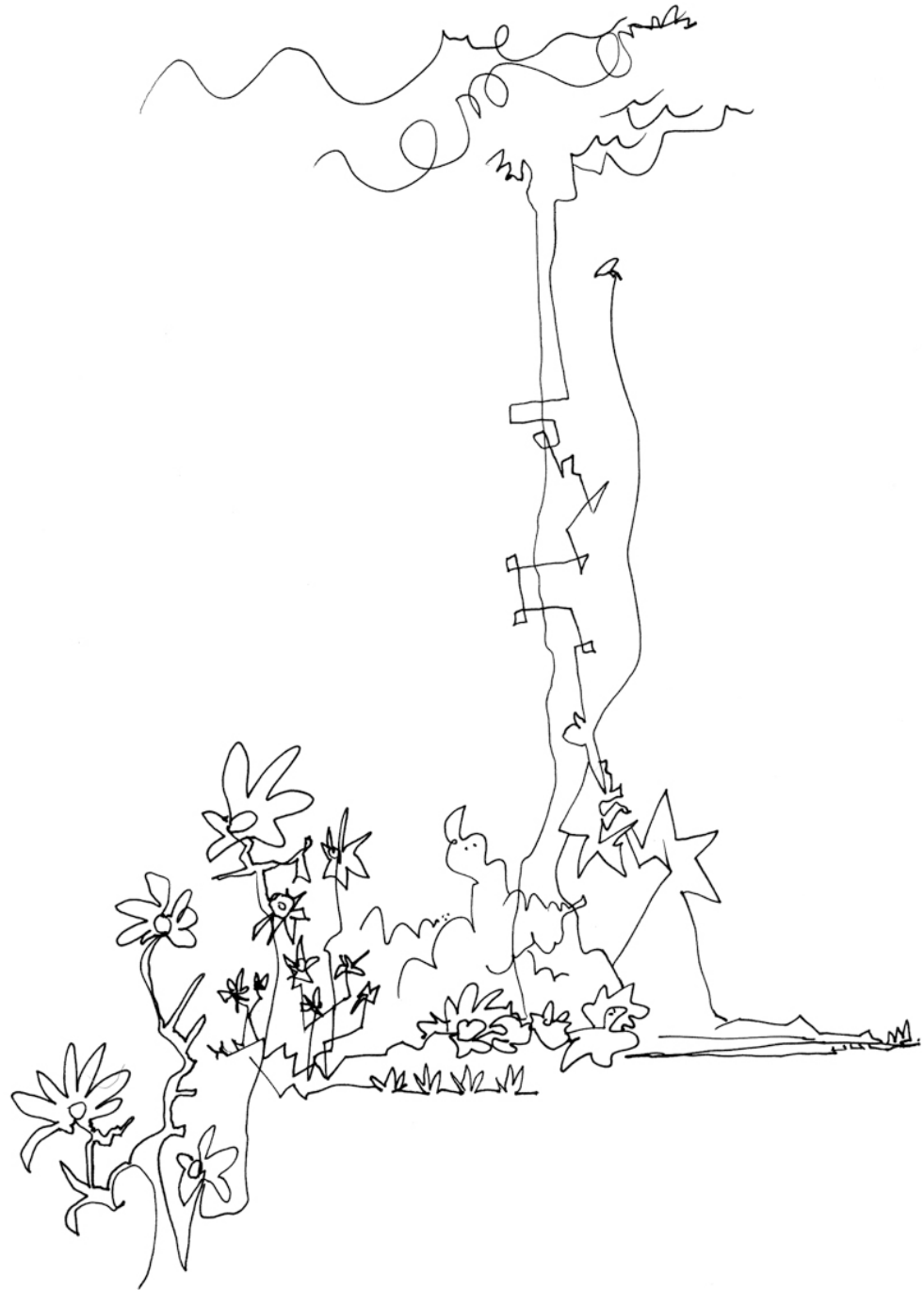


## Mysteries of the pixel

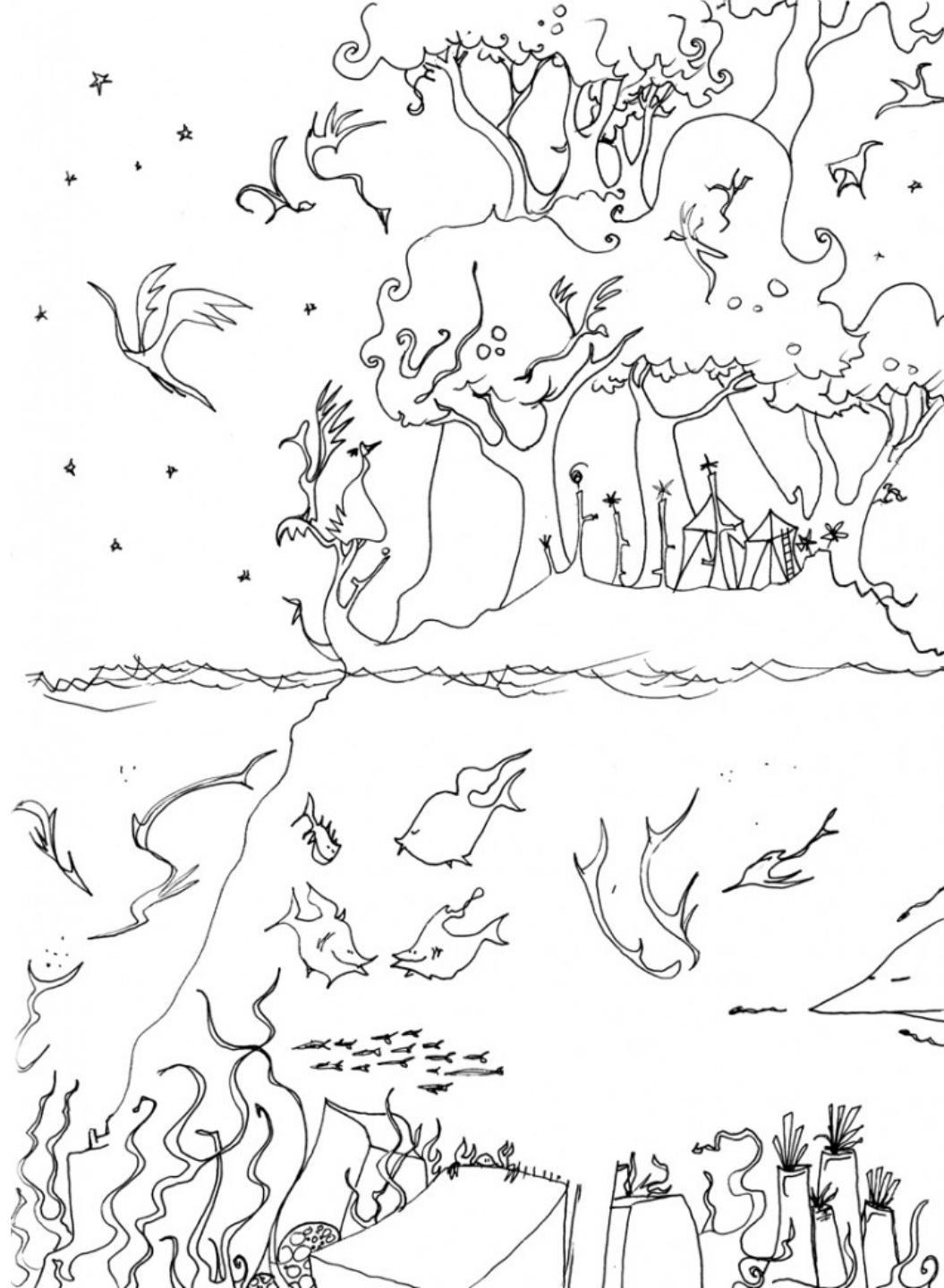
“The only words that ever  
satisfied me as describing  
Nature are the terms used  
in fairy books, charm,  
spell, enchantment.

They express the  
arbitrariness of the fact  
and its mystery.”

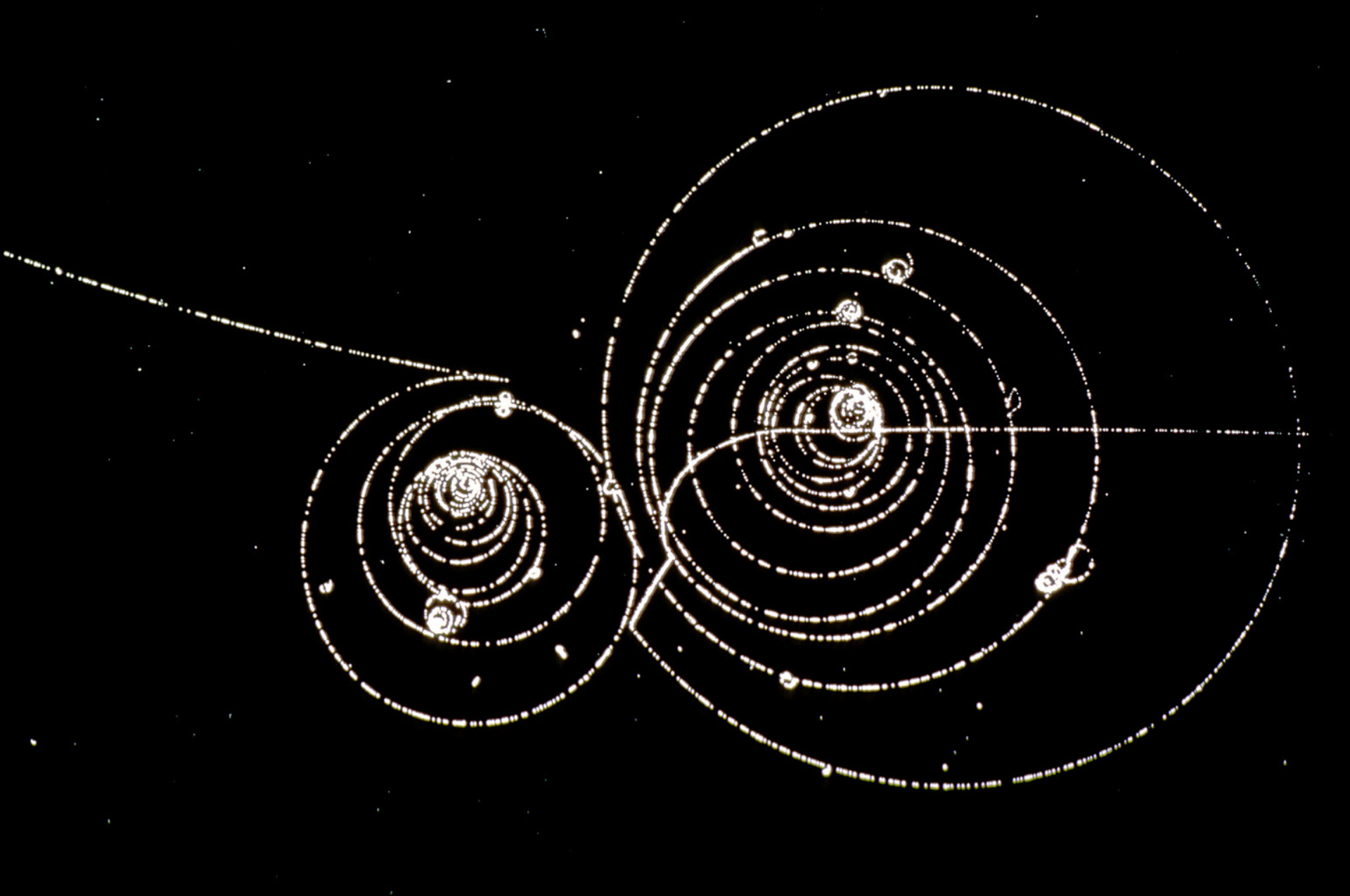
Chesterton



# Hypernature



# Singularity happens everyday





# Thank you !

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- <http://www.songofbeulah.org>