



GAME NARRATIVE
SUMMIT

Writing 'Nothing': Storytelling with Unsaid Words and Unreliable Narrators

Prof. Mata Haggis
NHTV University & Matazone

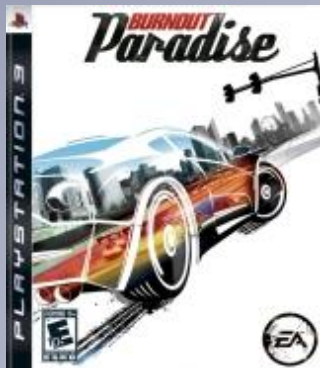


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I also talk quite fast,
so all the major
points will be on the
screens beside me!



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WRITING 'NOTHING'

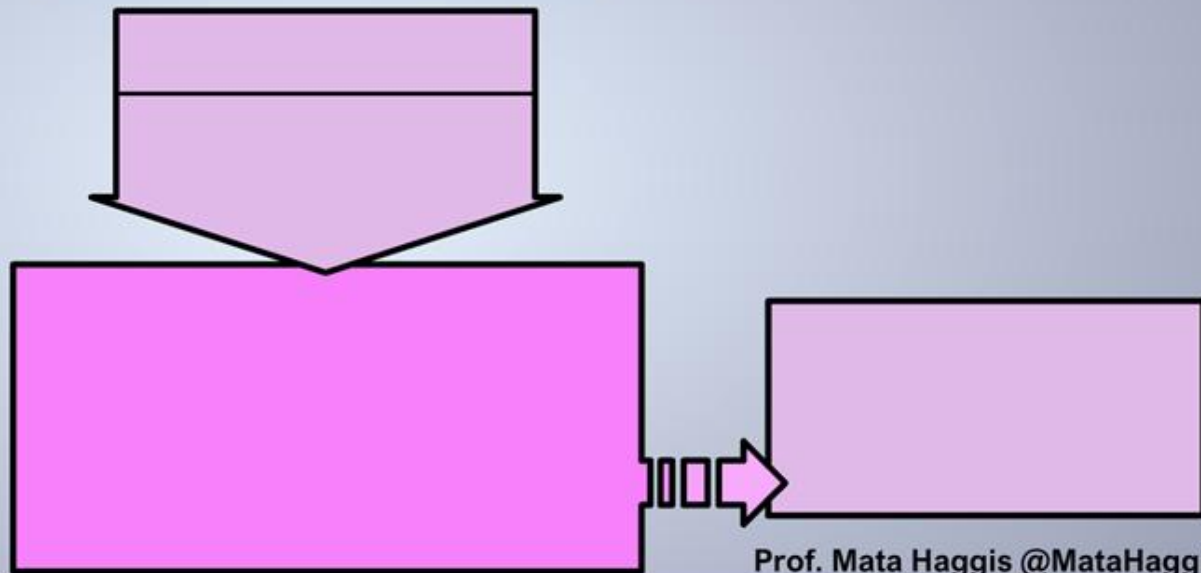
Storytelling with unsaid words
and unreliable narrators





WRITING 'NOTHING'

Storytelling with unsaid words
and unreliable narrators

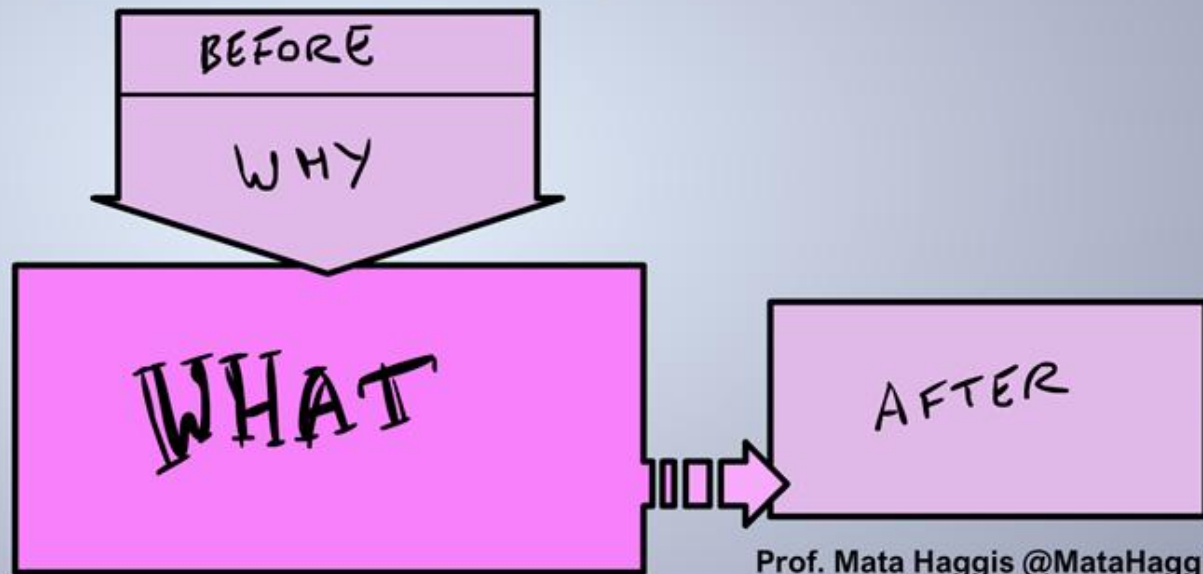


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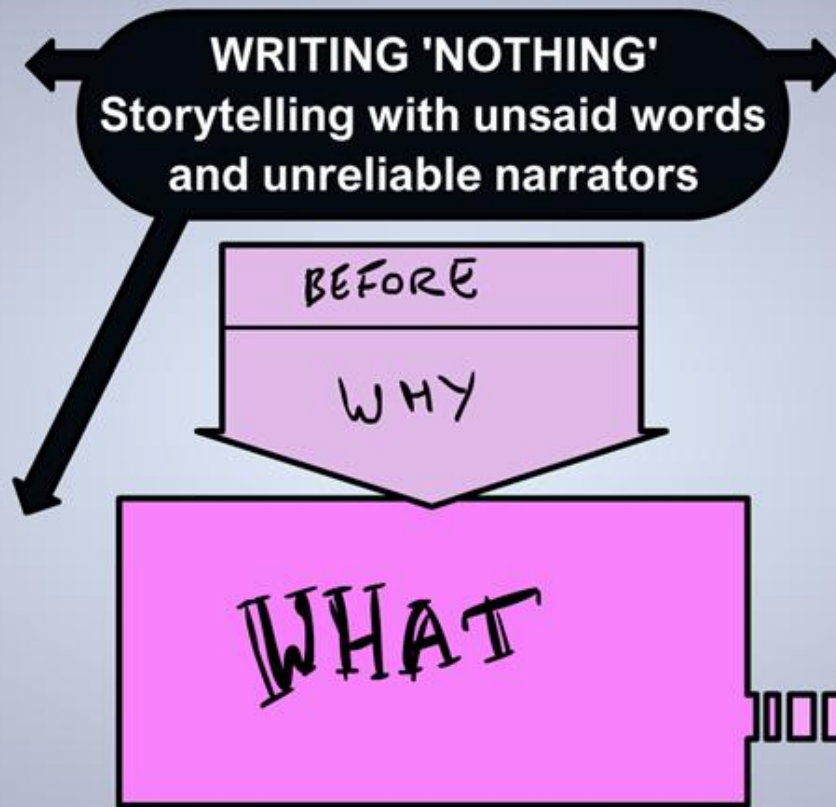


WRITING 'NOTHING'

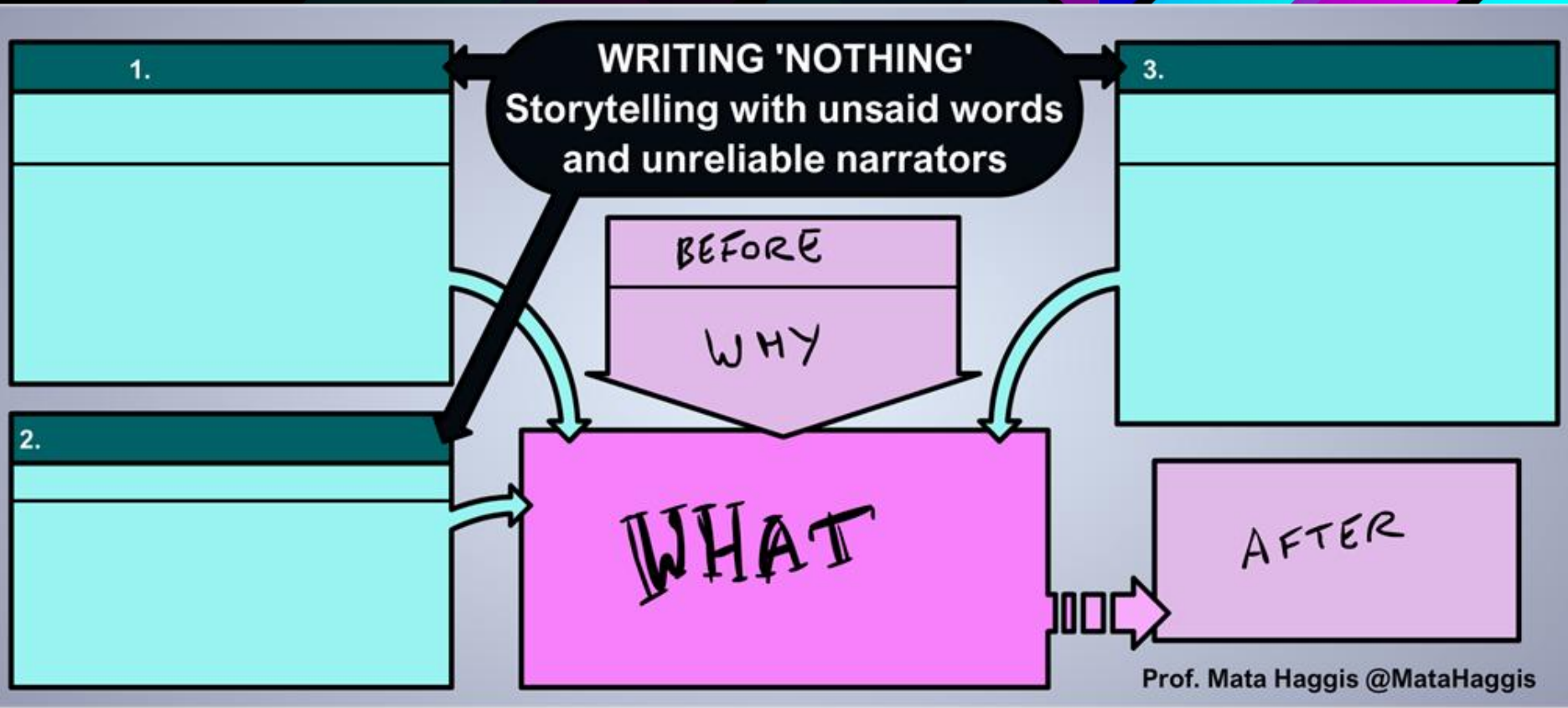
Storytelling with unsaid words
and unreliable narrators

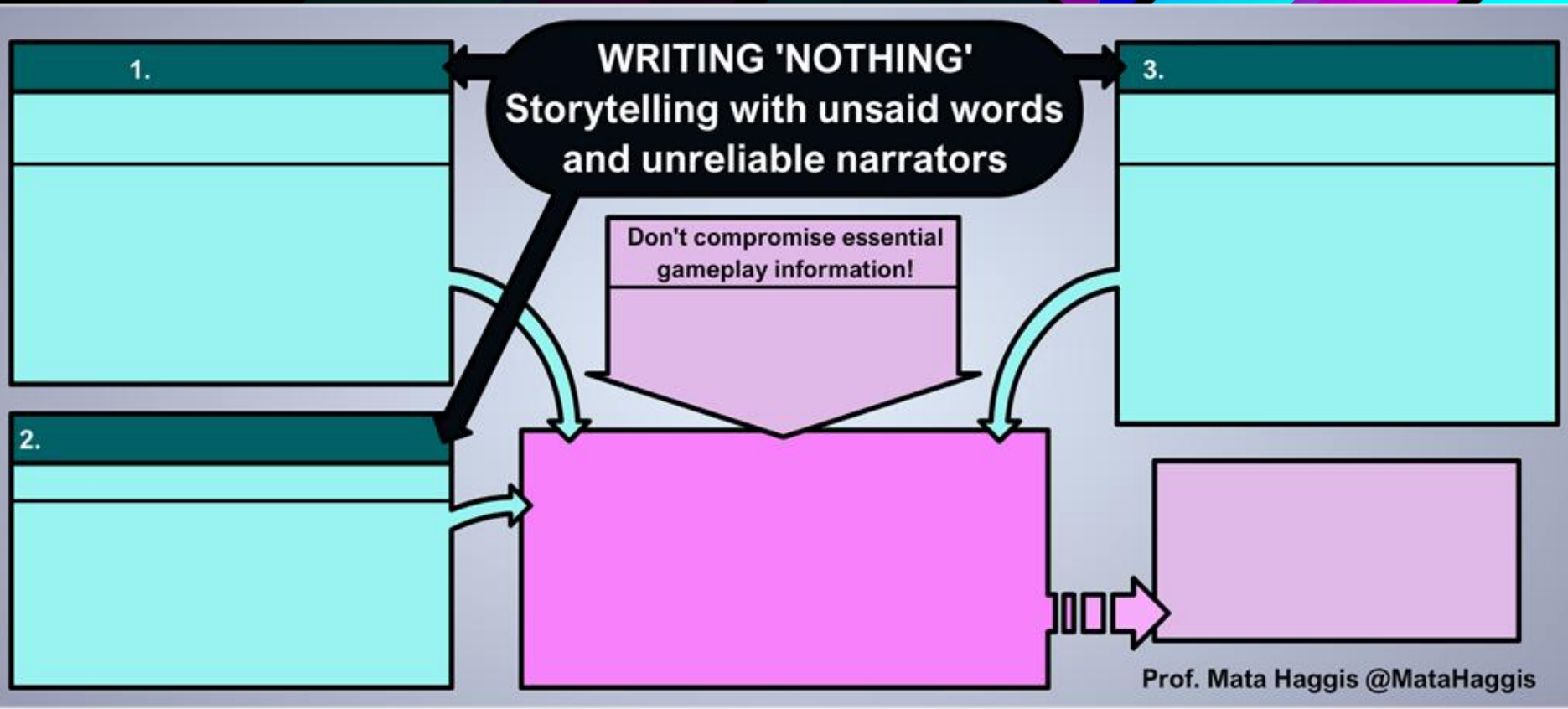


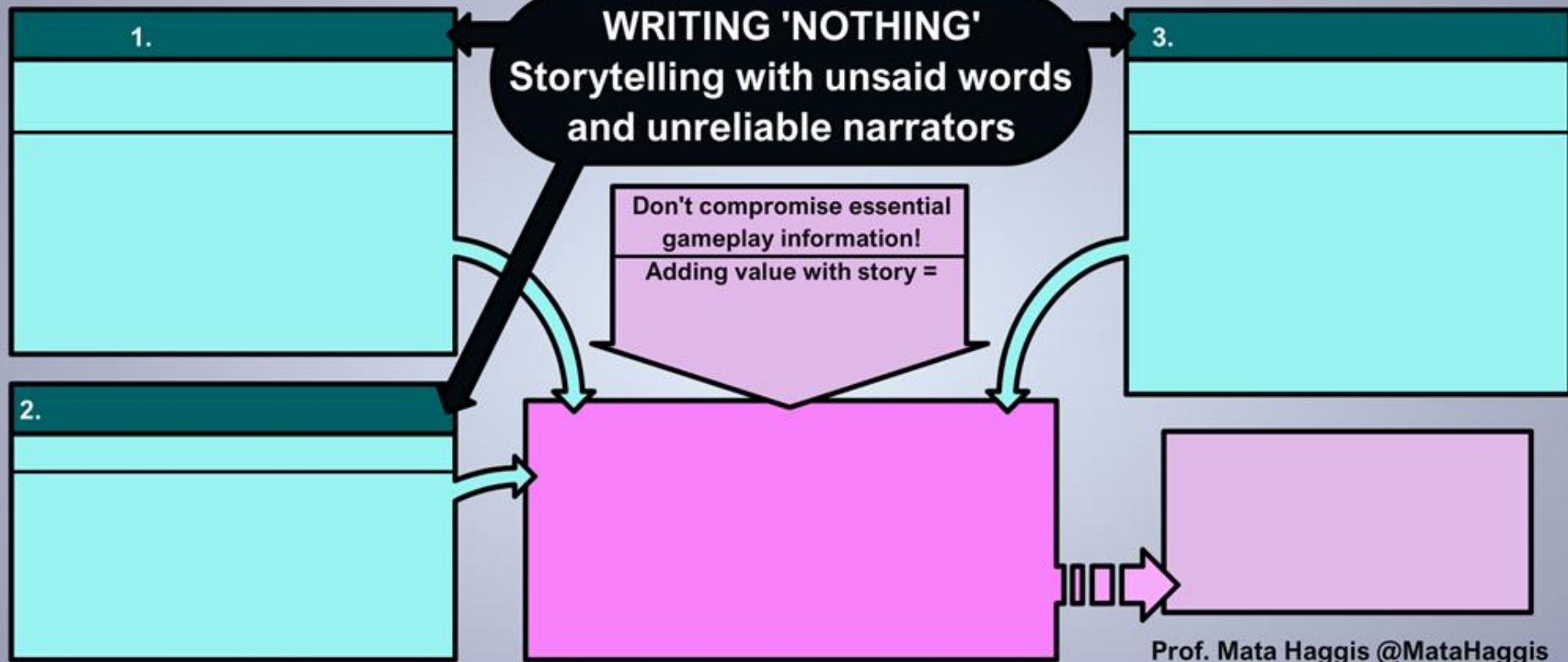
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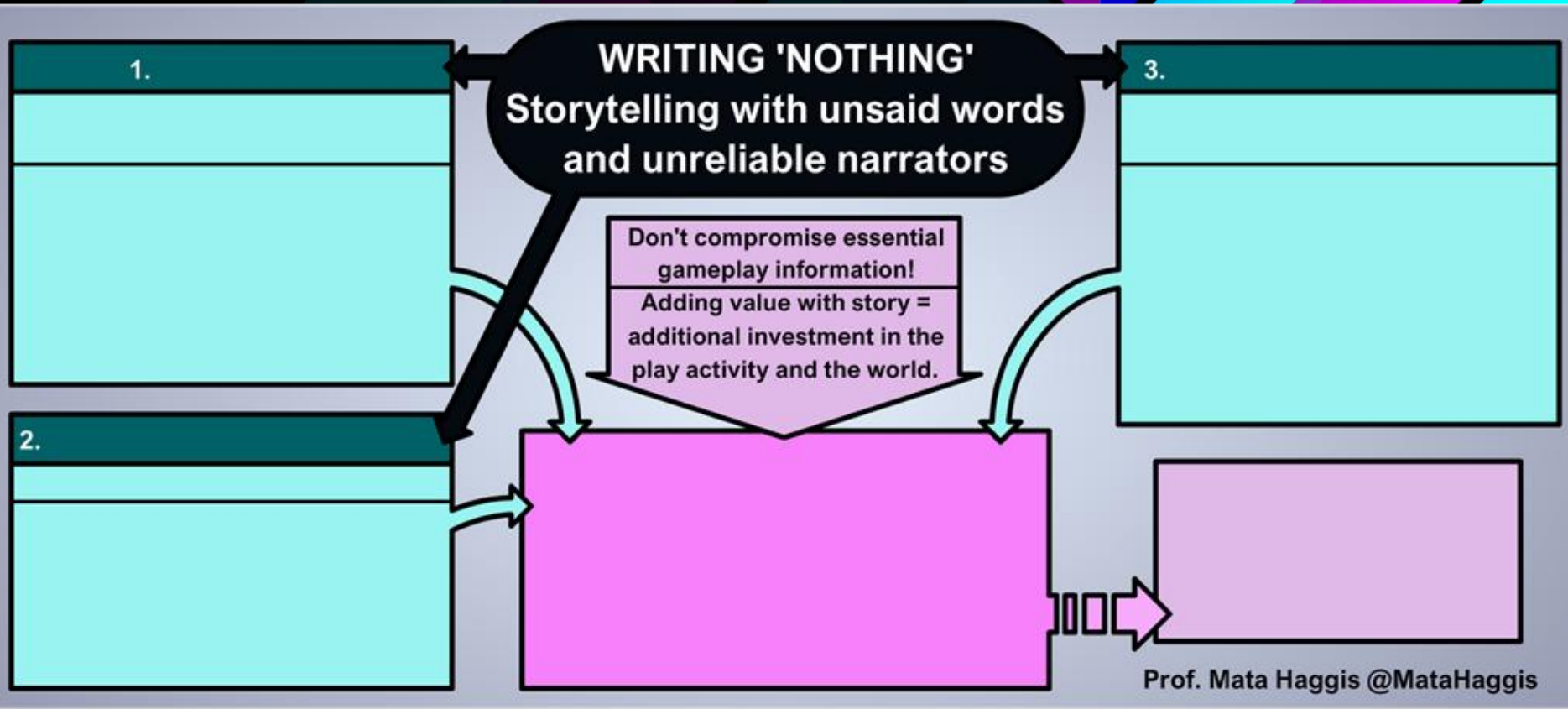


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PLAYERS





PLAYERS



YOUR GAME





PLAYERS

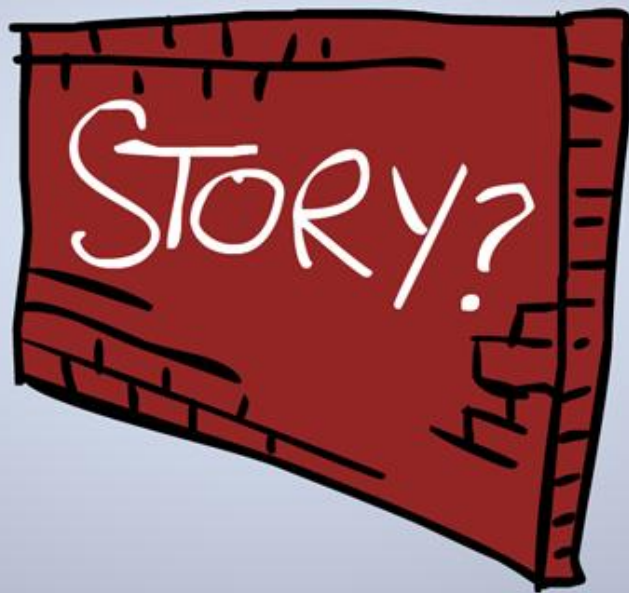


YOUR
GAME





PLAYERS



YOUR
GAME





PLAYERS



YOUR GAME





PLAYERS

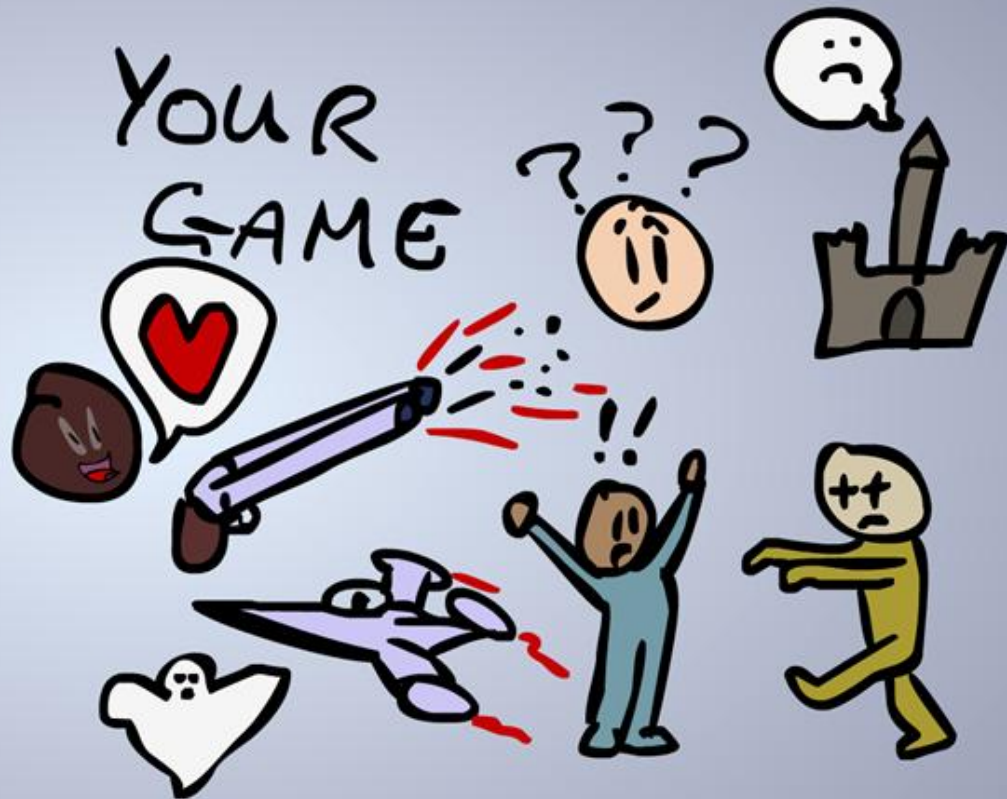


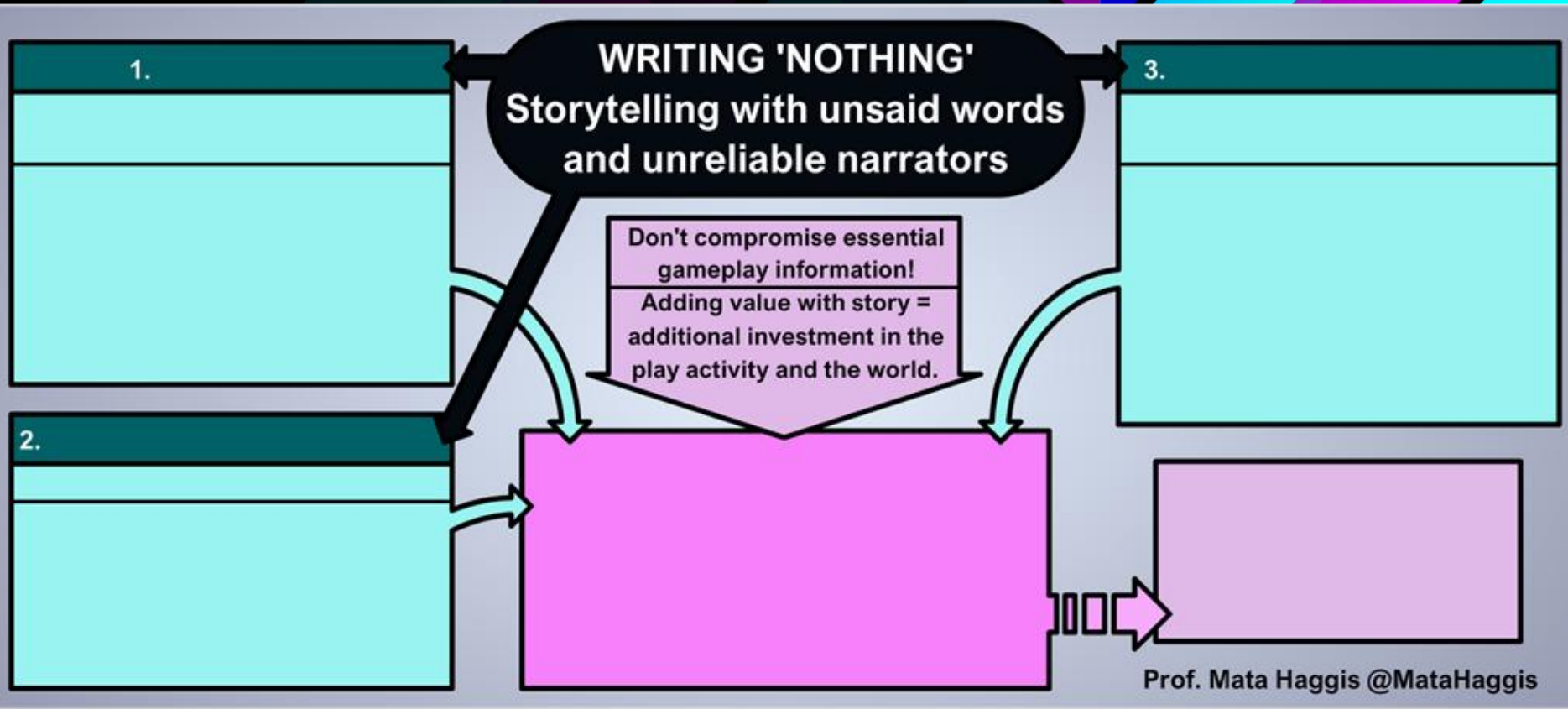
YOUR GAME

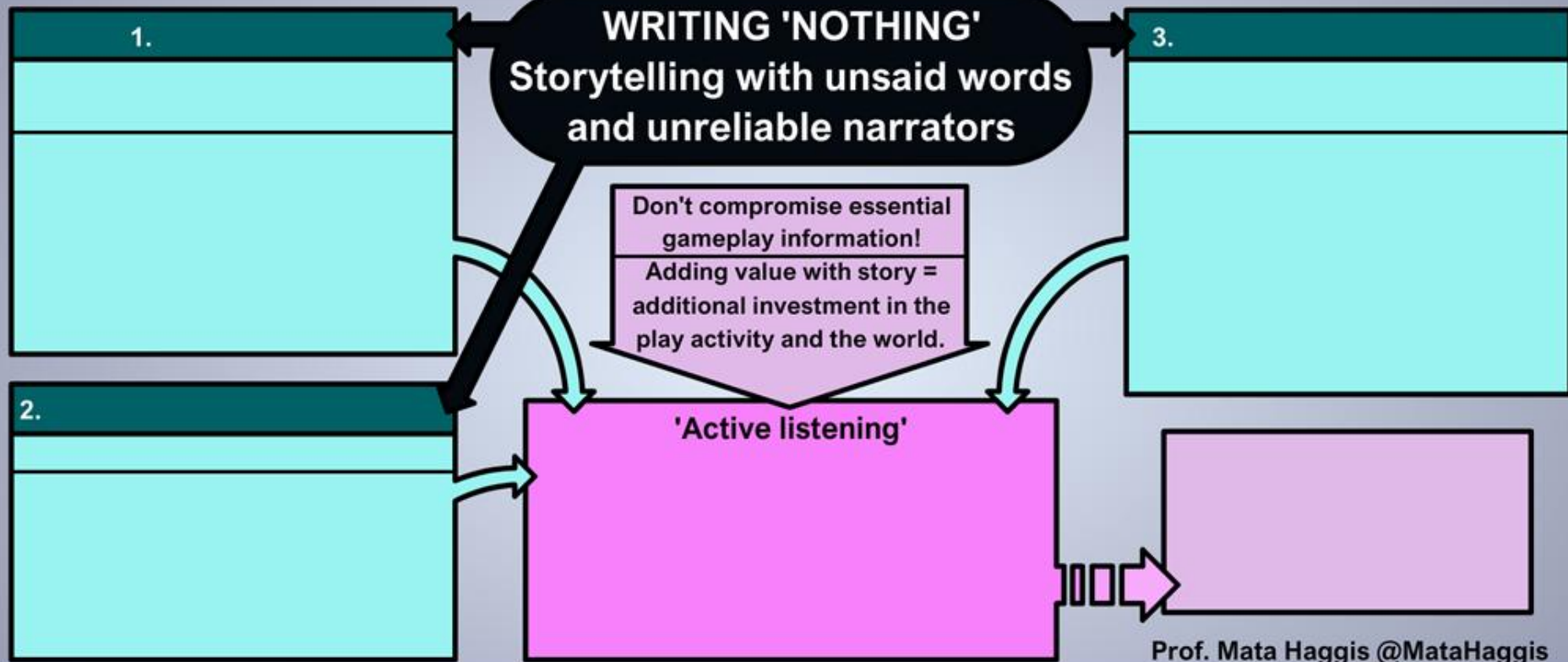


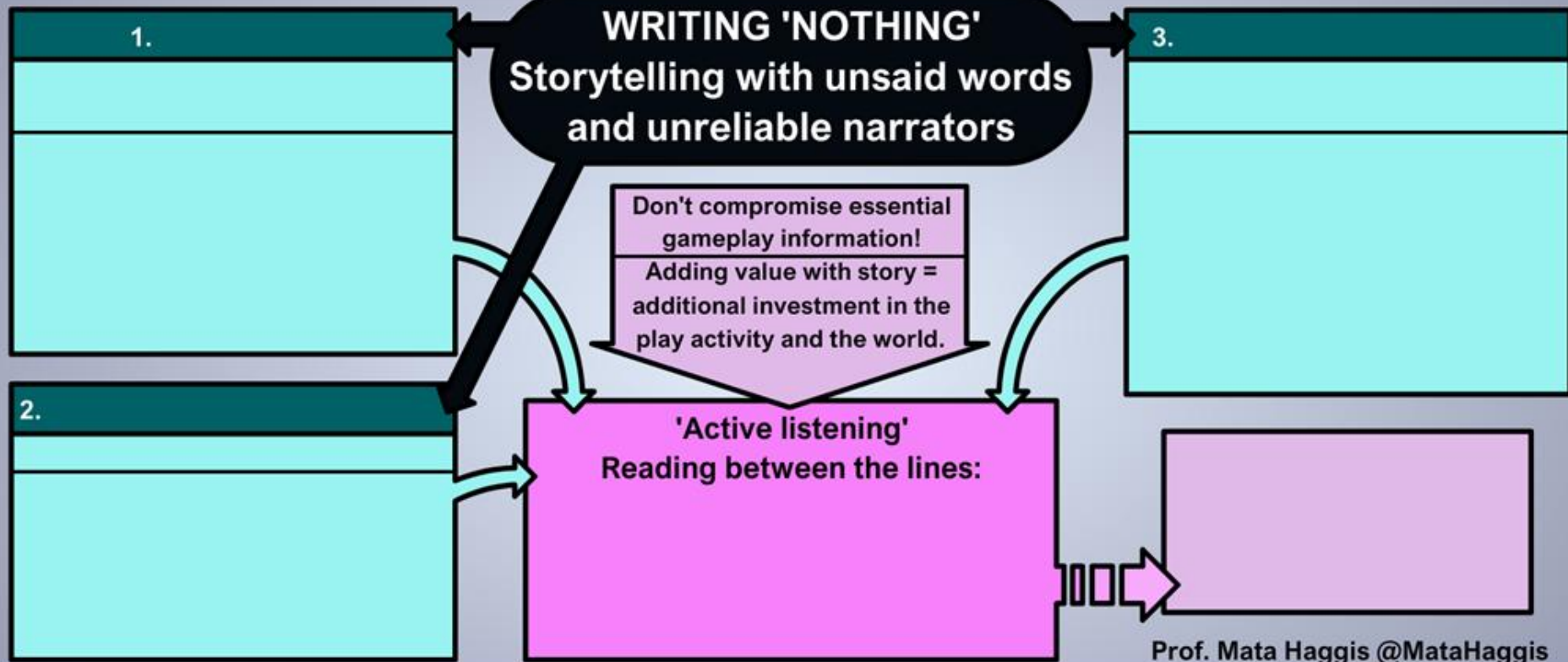


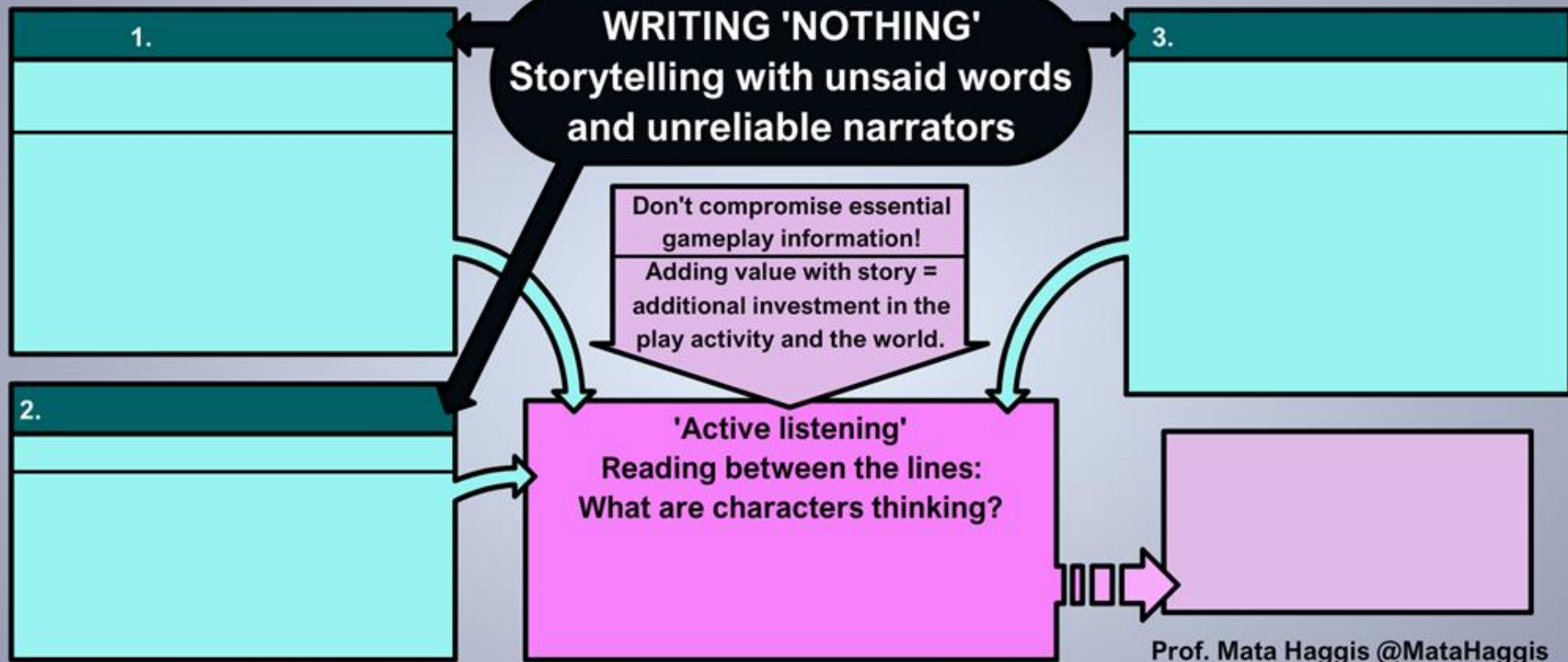
PLAYERS

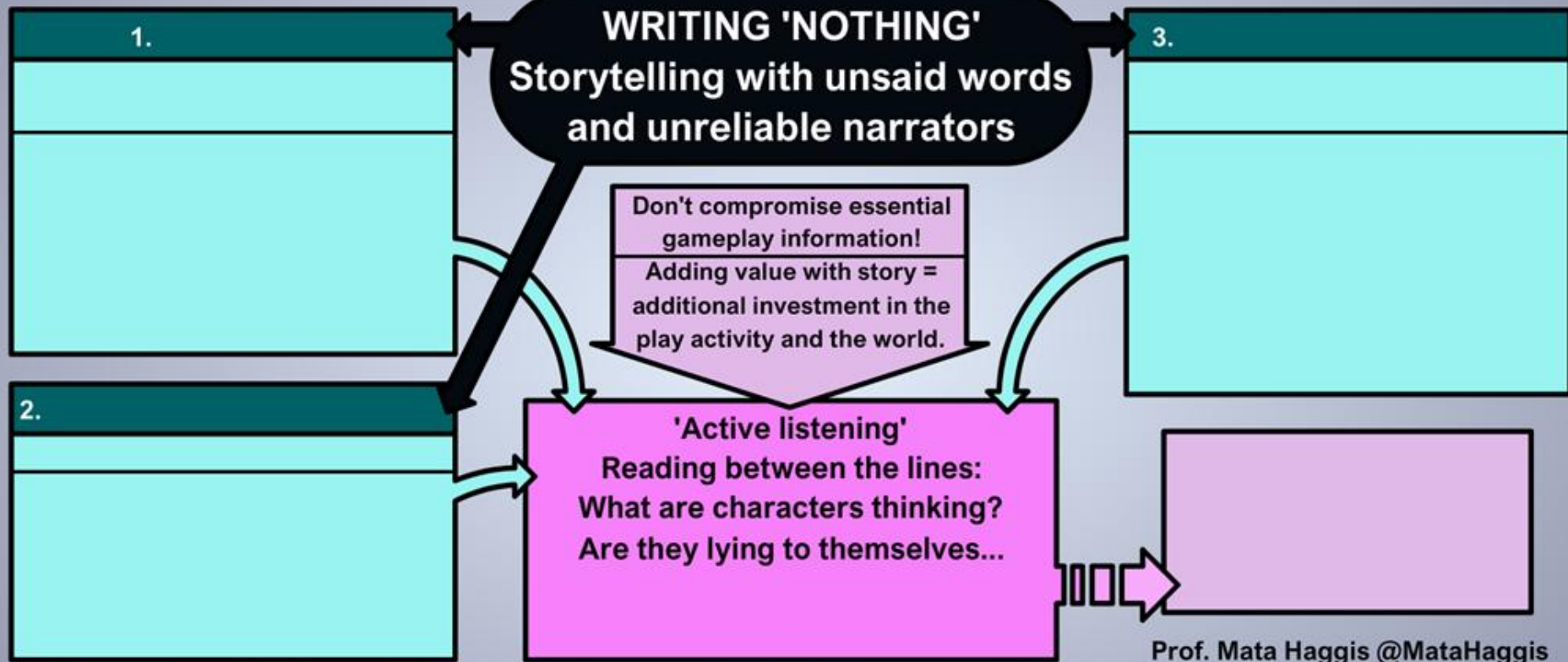


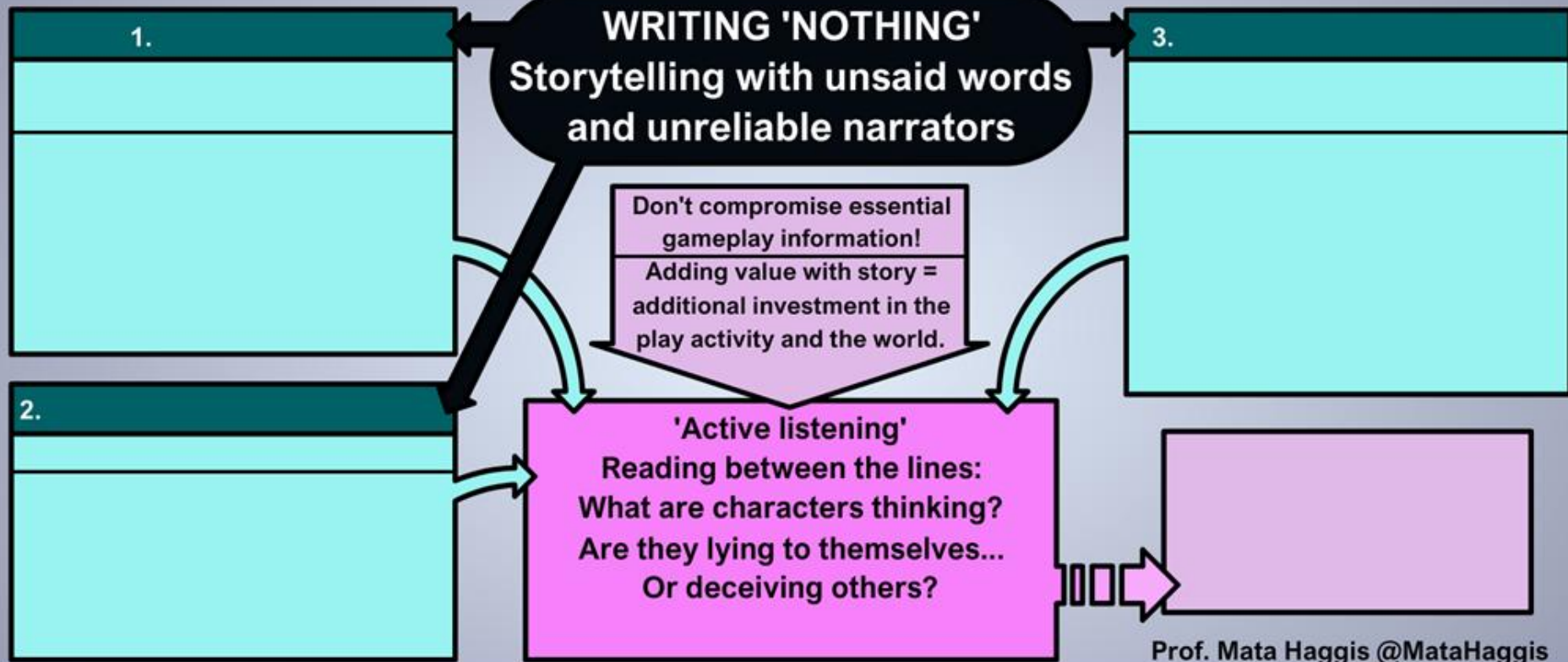


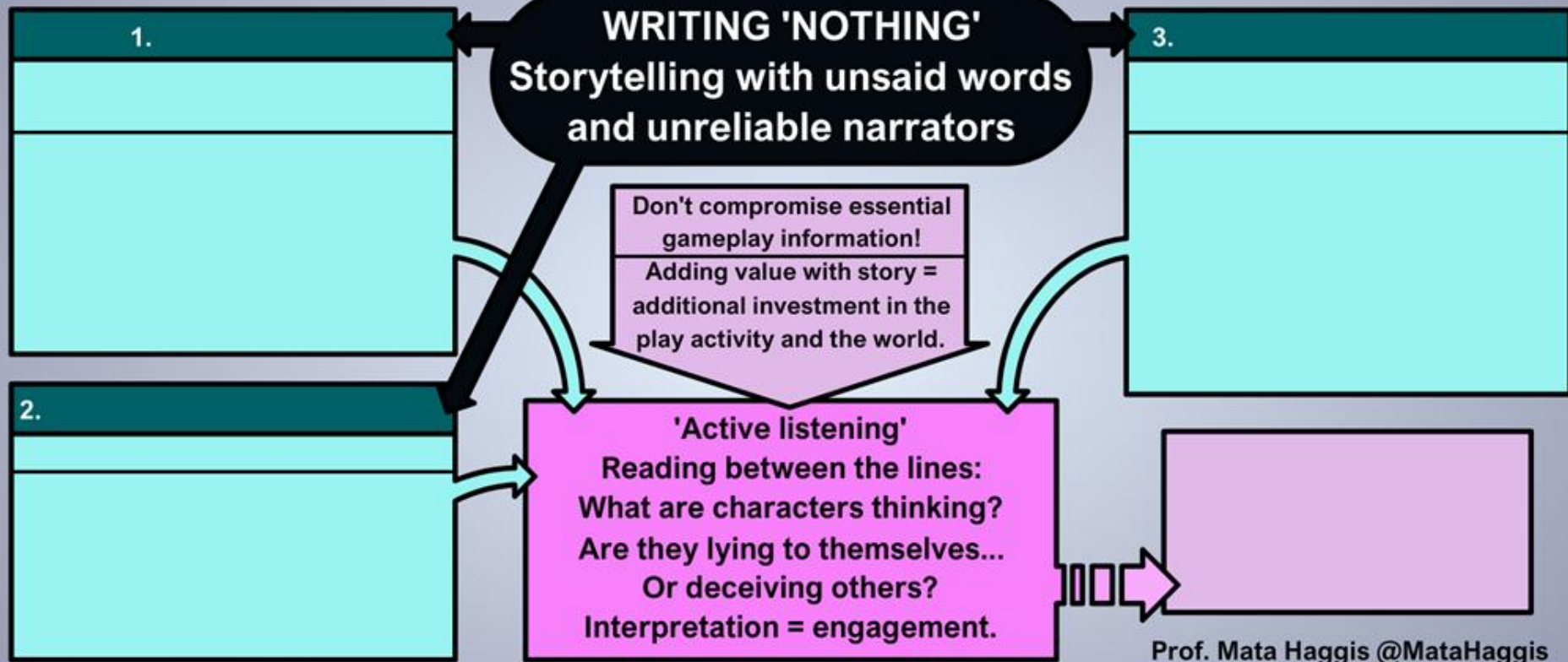


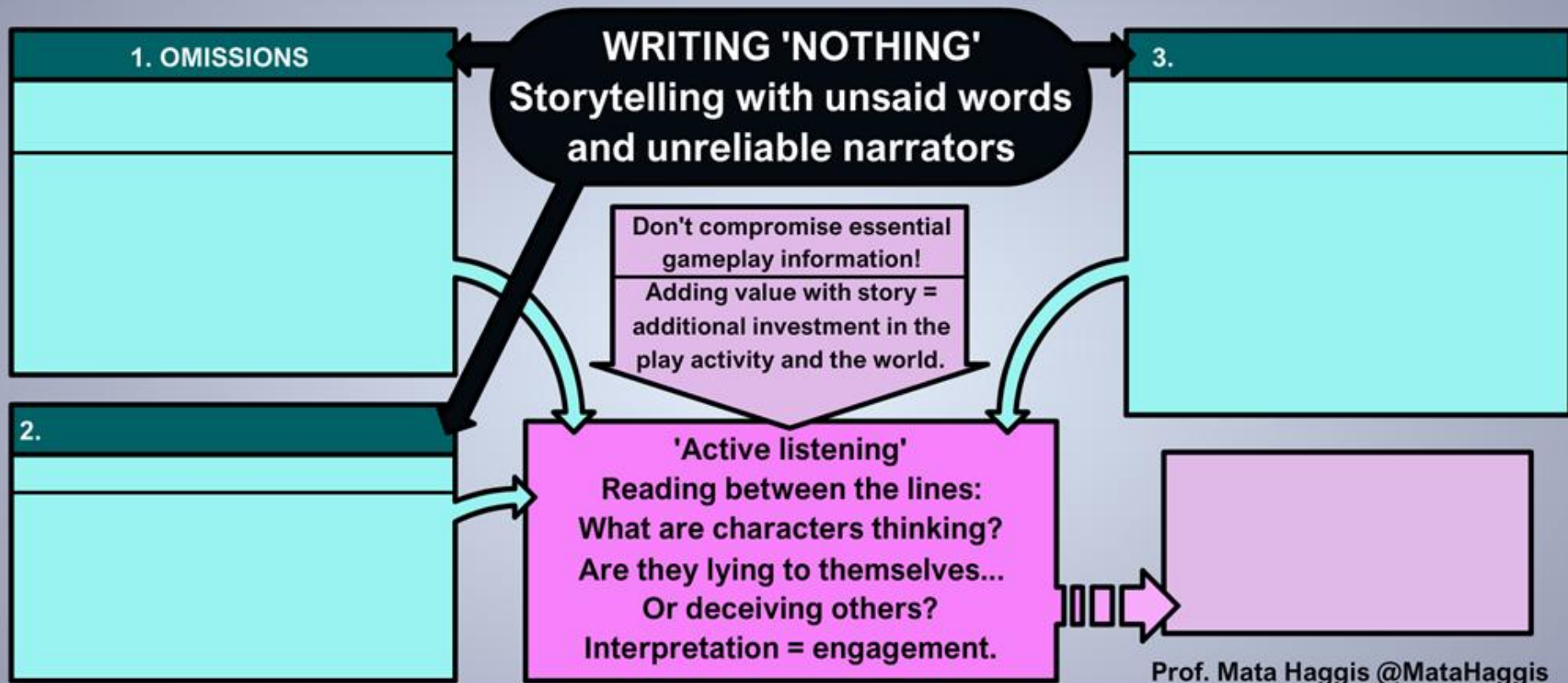














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MEET TESS AND GEMMA





THEY ARE IN A MOTEL...





THEY ARE IN A MOTEL...


SURROUNDED
BY
ZOMBIES.





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3 OPTIONS:



3 OPTIONS:

1.



3 OPTIONS:

1.



GO!



3 OPTIONS:

1.



GO!

2.



3 OPTIONS:

1.



GO!

2. STANDARD
DIALOGUE...





DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?





DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?

I DON'T KNOW,
BUT WE'LL TRY!





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3 OPTIONS:

1.



GO!

2. STANDARD
DIALOGUE...





3 OPTIONS:

1.



GO!

2. STANDARD
DIALOGUE...

ONLY REQUIRES
PASSIVE LISTENING





3 OPTIONS:

1.



GO!

2. STANDARD
DIALOGUE...





3 OPTIONS:

1.



GO!

2. STANDARD
DIALOGUE...





3 OPTIONS:

1.



GO!

2. STANDARD
DIALOGUE...



3?



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@MISSIONS

Leaving out words
or information



OMISSIONS

Shakespeare's

King Lear



OMISSIONS

Shakespeare's

King Lear

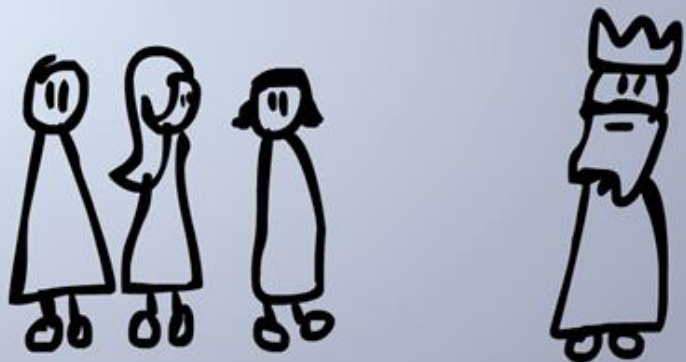




OMISSIONS

Shakespeare's

King Lear





MISSIONS

Shakespeare's King Lear

TELL ME HOW
MUCH YOU LOVE
ME AND YOU'LL
GET $\frac{1}{3}$ OF MY

STUFF





OMISSIONS

Shakespeare's

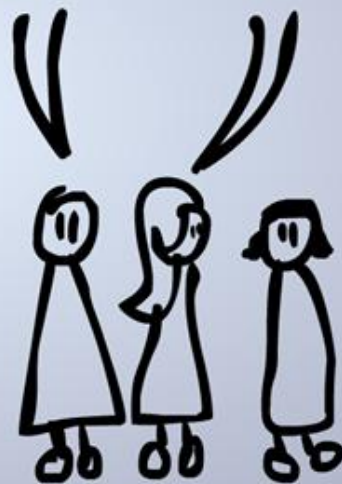
King Lear





@MISSIONS Shakespeare's King Lear

WE LOVE YOU
MORE THAN
ANYTHING!

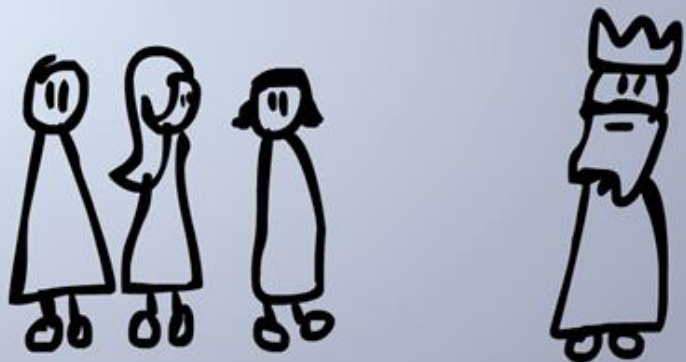




OMISSIONS

Shakespeare's

King Lear

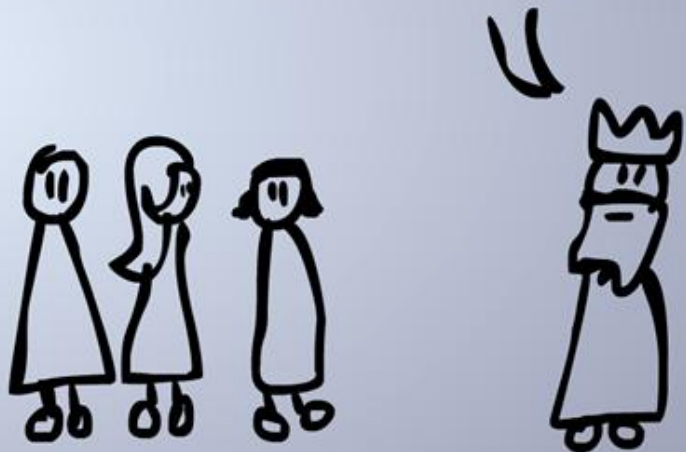




OMISSIONS

Shakespeare's King Lear

What can you say to draw
A third more opulent than
your sisters? Speak.





OMISSIONS

Shakespeare's King Lear





OMISSIONS

Shakespeare's King Lear



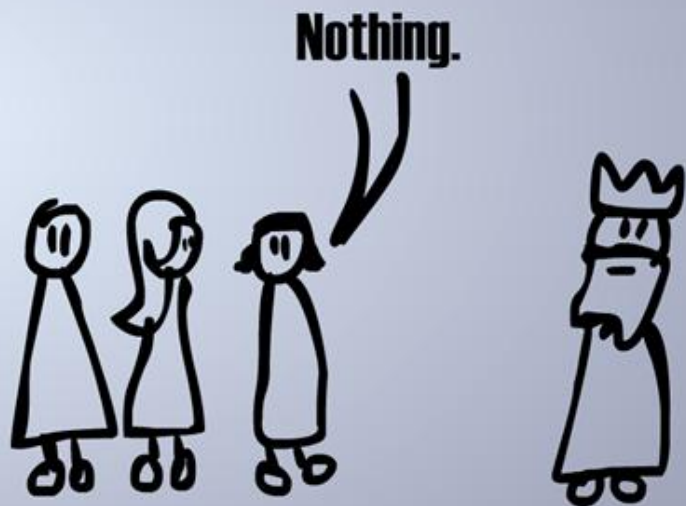
Nothing!





OMISSIONS

Shakespeare's King Lear

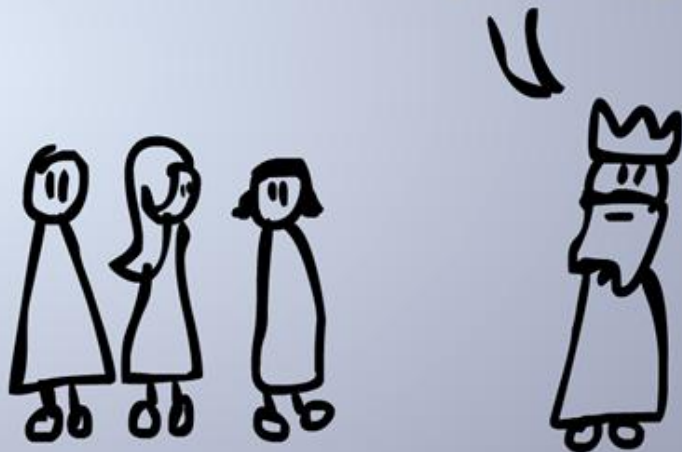




OMISSIONS

Shakespeare's King Lear

Nothing will come of
nothing: **speak again.**



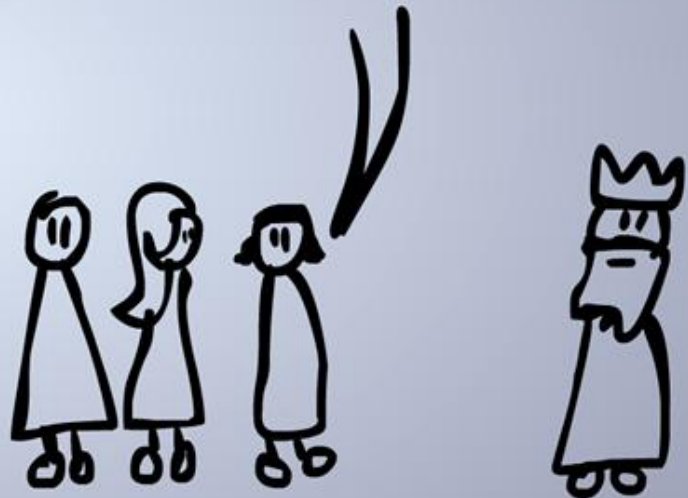


OMISSIONS

Shakespeare's

King Lear

Unhappy that I am, I cannot heave
My heart into my mouth: I love your majesty
According to my bond; nor more nor less.

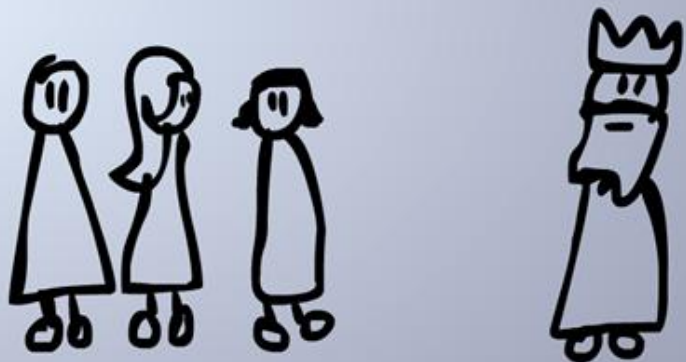




OMISSIONS

Shakespeare's

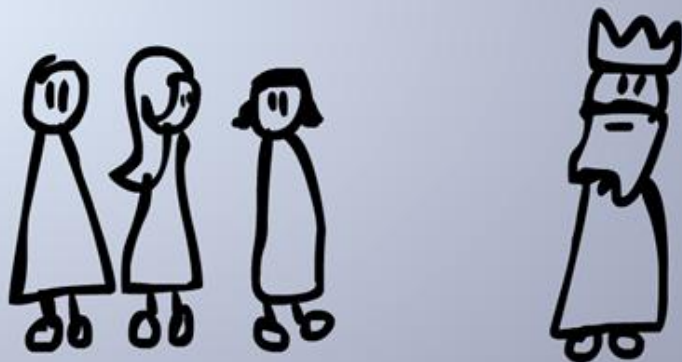
King Lear





MISSIONS

THE AUDIENCE UNDERSTANDS
CORDELIA'S STRUGGLE





① MISSIONS

THE AUDIENCE UNDERSTANDS
CORDELIA'S STRUGGLE

BUT LEAR DOES NOT
UNTIL IT IS TOO
LATE.

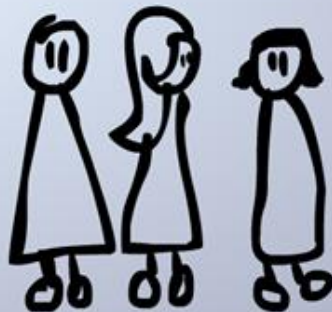




MISSIONS

HOW CAN YOU EXPRESS THE
INEXPRESSIBLE?

(LOVE BEYOND WORDS)





@MISSIONS

HOW CAN YOU EXPRESS THE
INEXPRESSIBLE?

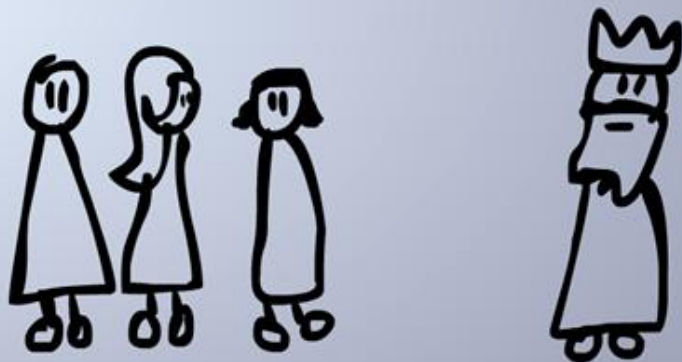




MISSIONS

HOW CAN YOU EXPRESS THE
INEXPRESSIBLE?

USE **CONTRAST**,

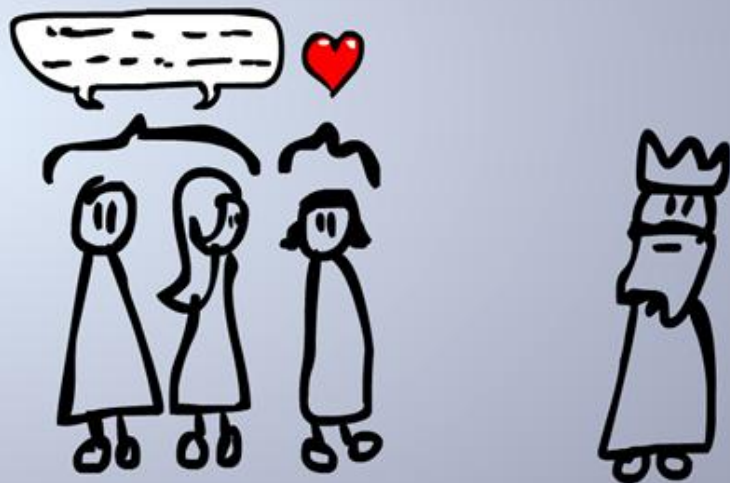




@MISSIONS

HOW CAN YOU EXPRESS THE
INEXPRESSIBLE?

USE **CONTRAST**,





MISSIONS

HOW CAN YOU EXPRESS THE
INEXPRESSIBLE?

USE **CONTRAST**,
LET THE AUDIENCE
FILL IT IN.

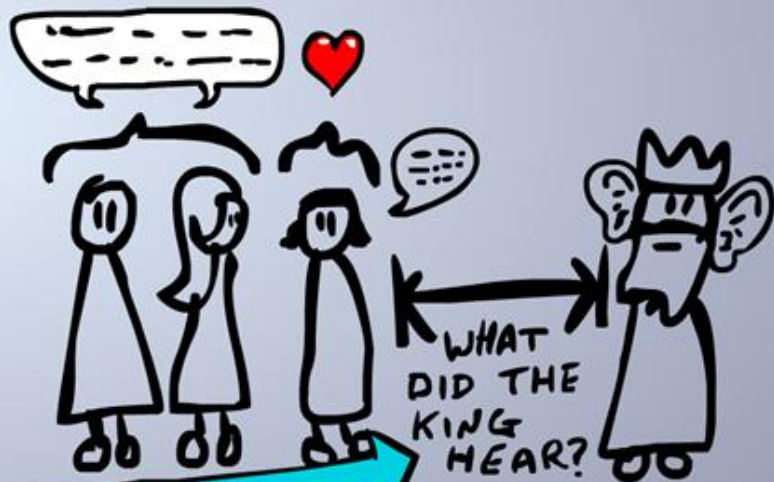




MISSIONS

HOW CAN YOU EXPRESS THE
INEXPRESSIBLE?

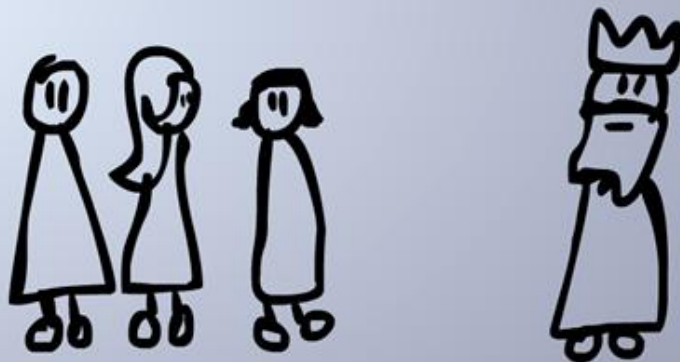
USE **CONTRAST**,
LET THE AUDIENCE
FILL IT IN.





OMISSIONS

QUICK NOTE:





MISSIONS

QUICK NOTE:
DON'T FORGET YOUR ACTORS!

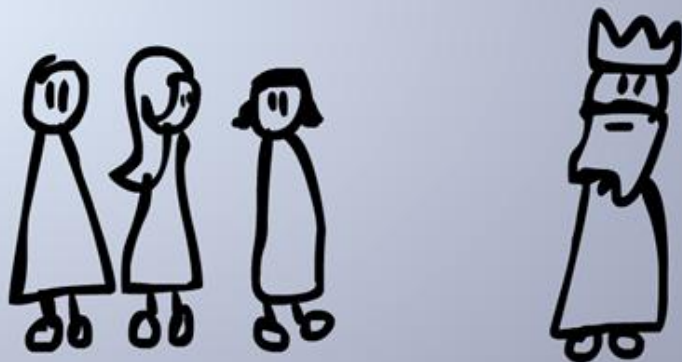




MISSIONS

QUICK NOTE:
DON'T FORGET YOUR ACTORS!

TELL THEM WHAT
IS UNSAID...

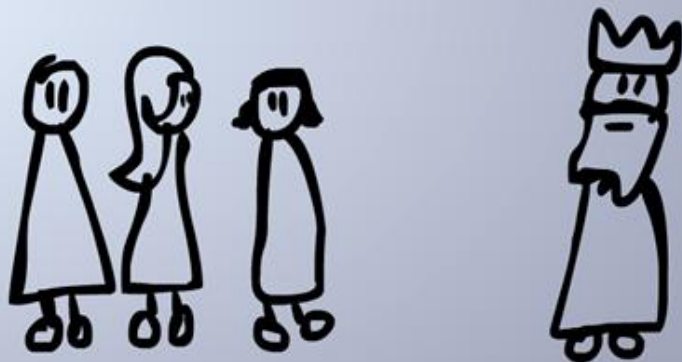




MISSIONS

QUICK NOTE:
DON'T FORGET YOUR ACTORS!

TELL THEM WHAT
IS UNSAID... [WHEN
YOU LEAVE A LINE
UNFINISHED]





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@MISSIONS

IMPLICATION IS ANOTHER FORM
OF OMISSION



@MISSIONS





@MISSIONS





@MISSIONS





@MISSIONS

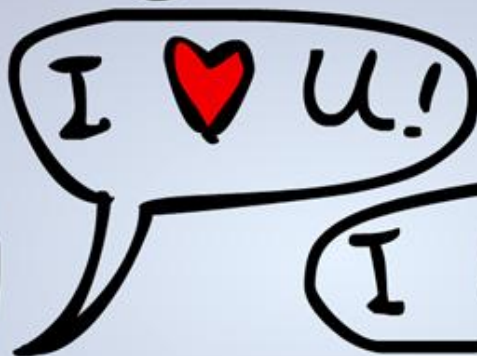
LEIA
→



HAN
↓



@MISSIONS





OMISSIONS





@MISSIONS

BACK TO

TESS & GEMMA ...



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?





DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?



I...

WE'LL TRY.



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?

I...
[SHE HESITATES, UNSURE,
BUT THEN SOUNDS
DETERMINED]
WE'LL TRY.





DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?

I... [DON'T KNOW]
[SHE HESITATES, UNSURE,
BUT THEN SOUNDS
DETERMINED]
WE'LL TRY.





DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?

I... [DON'T KNOW]
[SHE HESITATES, UNSURE,
BUT THEN SOUNDS
DETERMINED]
WE'LL TRY.

I DON'T KNOW,
BUT WE'LL TRY!



3 OPTIONS:

1.



GO!

2. STANDARD
DIALOGUE...

3.





3 OPTIONS:

1.



GO!

2. STANDARD
DIALOGUE...




3. ^{USE}OMISSIONS

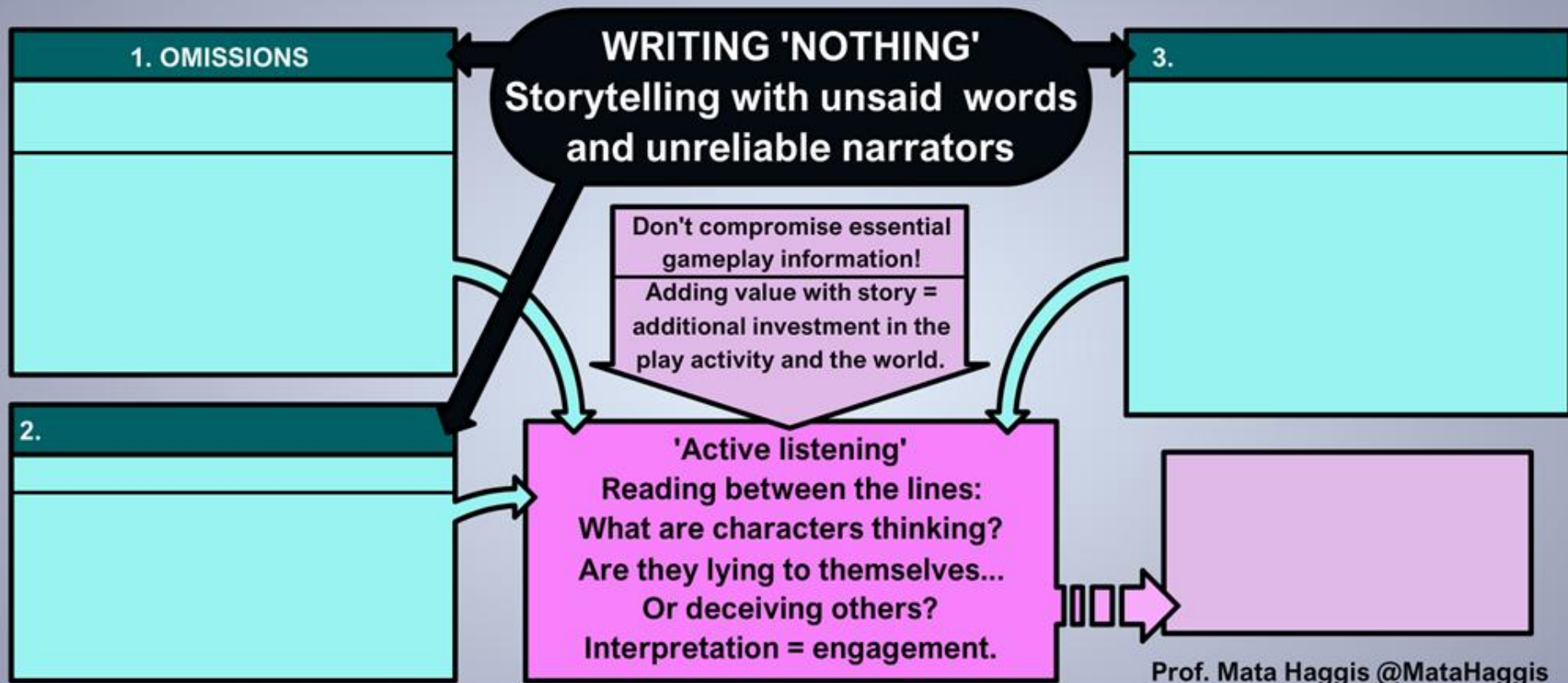


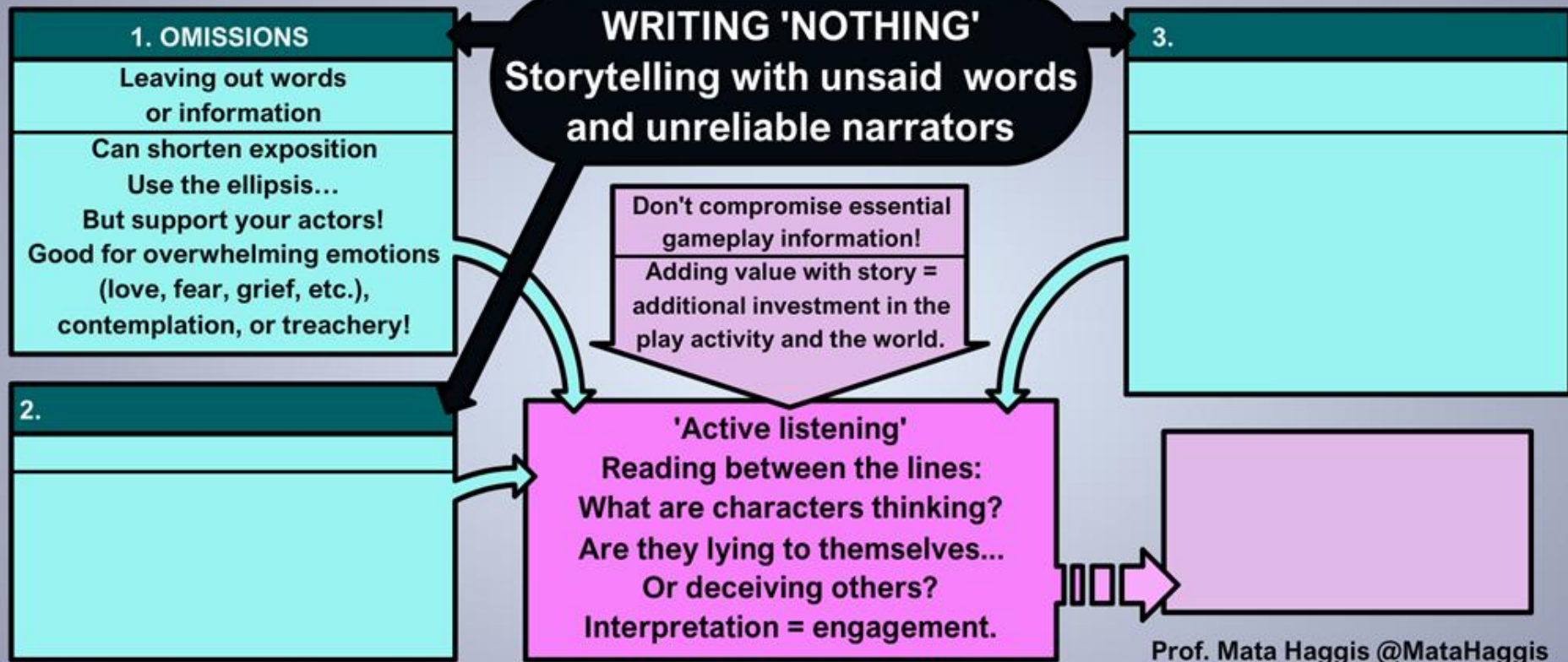
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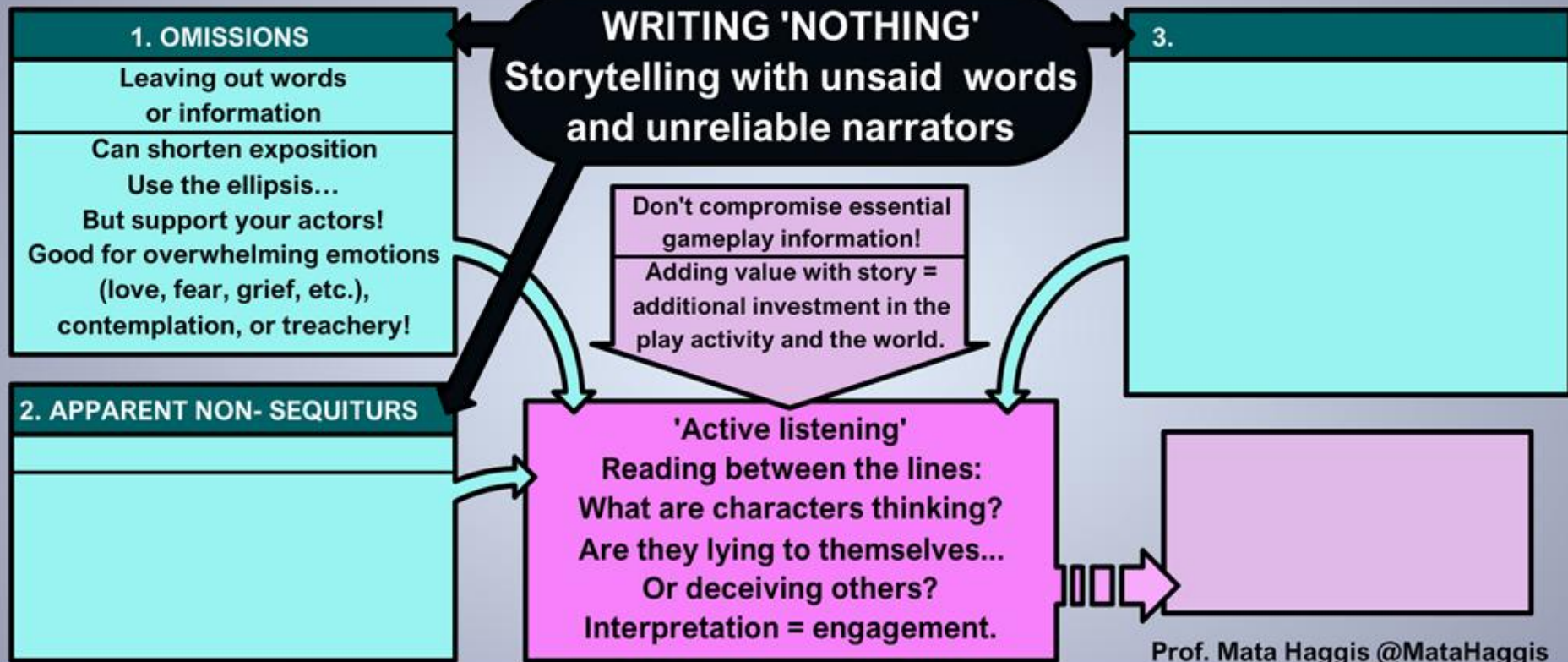


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NON-SEQUITURS



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NON-SEQUITURS

A sudden change in
tone or subject...



APPARENT NON-SEQUITURS

A sudden change in
tone or subject...



APPARENT NON-SEQUITURS

A sudden change in
tone or subject...
Revealing a deeper
internal dialogue.



APPARENT NON-SEQUITURS

‘Girl, Interrupted’, Susanna Kaysen:



APPARENT NON-SEQUITURS

‘Girl, Interrupted’, Susanna Kaysen:

“It was a spring day, the sort that gives people hope: all soft winds and delicate smells of warm earth.



APPARENT NON-SEQUITURS

‘Girl, Interrupted’, Susanna Kaysen:

“It was a spring day, the sort that gives people hope: all soft winds and delicate smells of warm earth. Suicide weather.”



APPARENT NON-SEQUITURS

‘Girl, Interrupted’, Susanna Kaysen:

“It was a spring day, the sort that
gives people hope: all soft winds
and delicate smells of warm earth.
Suicide weather.”

} TONE IS
ESTABLISHED



APPARENT NON-SEQUITURS

‘Girl, Interrupted’, Susanna Kaysen:

“It was a spring day, the sort that gives people hope: all soft winds and delicate smells of warm earth.

Suicide weather.” } TONE IS ESTABLISHED
THEN DISRUPTED, MAKING A POWERFUL PORTRAIT OF THE CHARACTER'S INTERNAL STATE



APPARENT NON-SEQUITURS

‘Girl, Interrupted’, Susanna Kaysen:

“It was a spring day, the sort that gives people hope: all soft winds and delicate smells of warm earth. Suicide weather.”

VERY
POWERFUL



APPARENT NON-SEQUITURS

‘Girl, Interrupted’, Susanna Kaysen:

“It was a spring day, the sort that gives people hope: all soft winds and delicate smells of warm earth. Suicide weather.”

VERY
POWERFUL
+
VERY
SHORT

(COMPARED TO THE AMOUNT
OF INFORMATION)



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APPARENT NON-SEQUITURS



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APPARENT NON-SEQUITURS

‘Waiting for Godot’ Samuel Beckett:



APPARENT NON-SEQUITURS

‘Waiting for Godot’ Samuel Beckett:

ESTRAGON: (Chewing). I asked you a question.



APPARENT NON-SEQUITURS

‘Waiting for Godot’ Samuel Beckett:

ESTRAGON: (Chewing). I asked you a question.

VLADIMIR: Ah.



APPARENT NON-SEQUITURS

‘Waiting for Godot’ Samuel Beckett:

ESTRAGON: (Chewing). I asked you a question.

VLADIMIR: Ah.

ESTRAGON: Did you reply?



APPARENT NON-SEQUITURS

‘Waiting for Godot’ Samuel Beckett:

ESTRAGON: (Chewing). I asked you a question.

VLADIMIR: Ah.

ESTRAGON: Did you reply?

VLADIMIR: How's the carrot?



APPARENT NON-SEQUITURS

‘Waiting for Godot’ Samuel Beckett:

ESTRAGON: (Chewing). I asked you a question.

VLADIMIR: Ah.

ESTRAGON: Did you reply?

VLADIMIR: How’s the carrot?

ESTRAGON: It’s a carrot.



APPARENT NON-SEQUITURS

‘Waiting for Godot’ Samuel Beckett:

ESTRAGON: (Chewing). I asked you a question.

VLADIMIR: Ah.

ESTRAGON: Did you reply?

VLADIMIR: How's the carrot?

ESTRAGON: It's a carrot.

COMIC, TRAGIC,



APPARENT NON-SEQUITURS

‘Waiting for Godot’ Samuel Beckett:

ESTRAGON: (Chewing). I asked you a question.

VLADIMIR: Ah.

ESTRAGON: Did you reply?

VLADIMIR: How's the carrot?

ESTRAGON: It's a carrot.

COMIC, TRAGIC,
STUCK IN A
MEANINGLESS LOOP...



APPARENT NON-SEQUITURS

‘Waiting for Godot’ Samuel Beckett:

ESTRAGON: (Chewing). I asked you a question.

VLADIMIR: Ah.

ESTRAGON: Did you reply?

VLADIMIR: How's the carrot?

ESTRAGON: It's a carrot.

} THIS IS THE ENTIRE
PLAY SUMMARISED IN
2 LINES!



APPARENT NON-SEQUITURS



APPARENT NON-SEQUITURS

WARNING!



APPARENT NON-SEQUITURS





APPARENT NON-SEQUITURS





APPARENT NON-SEQUITURS

WARNING!



A LOT OF PEOPLE
THINK REALLY DIRECT
WRITING IS THE
ONLY WAY FOR GAMES...



APPARENT NON-SEQUITURS

WARNING!

APPARENT NON-SEQUITURS
ARE VERY INDIRECT





APPARENT NON-SEQUITURS

WARNING!



EVERY TECHNIQUE FROM THIS
SESSION WILL TRIGGER
DEBATE, BUT THIS ONE
WILL CAUSE THE MOST!



APPARENT NON-SEQUITURS



IT'S WORTH IT.





APPARENT NON-SEQUITURS

BACK TO
TESS & GEMMA ...



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?





DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?



I...



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?



I...

DON'T FORGET YOUR
COAT. IT LOOKS
LIKE RAIN IN THE
MORNING.



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?



[UNSURE] I...

DON'T FORGET YOUR
COAT. IT LOOKS
LIKE RAIN IN THE
MORNING.



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?



[UNSURE] I...
[BEAT. SHE LOOKS
OUT OF THE WINDOW
AT THE SKY, OVER
THE CLOUD OF ZOMBIES.
CONVERSATIONAL TONE,
BUT CLEARLY
COVERING FEAR:]
DON'T FORGET YOUR
COAT. IT LOOKS
LIKE RAIN IN THE
MORNING.



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?



I...
DON'T FORGET YOUR
COAT. IT LOOKS
LIKE RAIN IN THE
MORNING.





DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?



I...
DON'T FORGET YOUR
COAT. IT LOOKS
LIKE RAIN IN THE
MORNING.



I...
WE'LL TRY.

I DON'T KNOW,
BUT WE'LL TRY!



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?



I...
DON'T FORGET YOUR
COAT. IT LOOKS
LIKE RAIN IN THE
MORNING.



I...
WE'LL TRY.

RESOLVED →

I DON'T KNOW,
BUT WE'LL TRY!



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?



I...
DON'T FORGET YOUR
COAT. IT LOOKS
LIKE RAIN IN THE
MORNING.

SCARED
BUT
RESOLVED →

I...
WE'LL TRY.

RESOLVED →

I DON'T KNOW,
BUT WE'LL TRY!



DO YOU THINK
WE'LL MAKE IT
THROUGH 'TIL
DAWN?

FEAR
BRAVADO
DETERMINED
HUMOR

I...
DON'T FORGET YOUR
COAT. IT LOOKS
LIKE RAIN IN THE
MORNING.

SCARED
BUT
RESOLVED

I...
WE'LL TRY.

RESOLVED

I DON'T KNOW,
BUT WE'LL TRY!



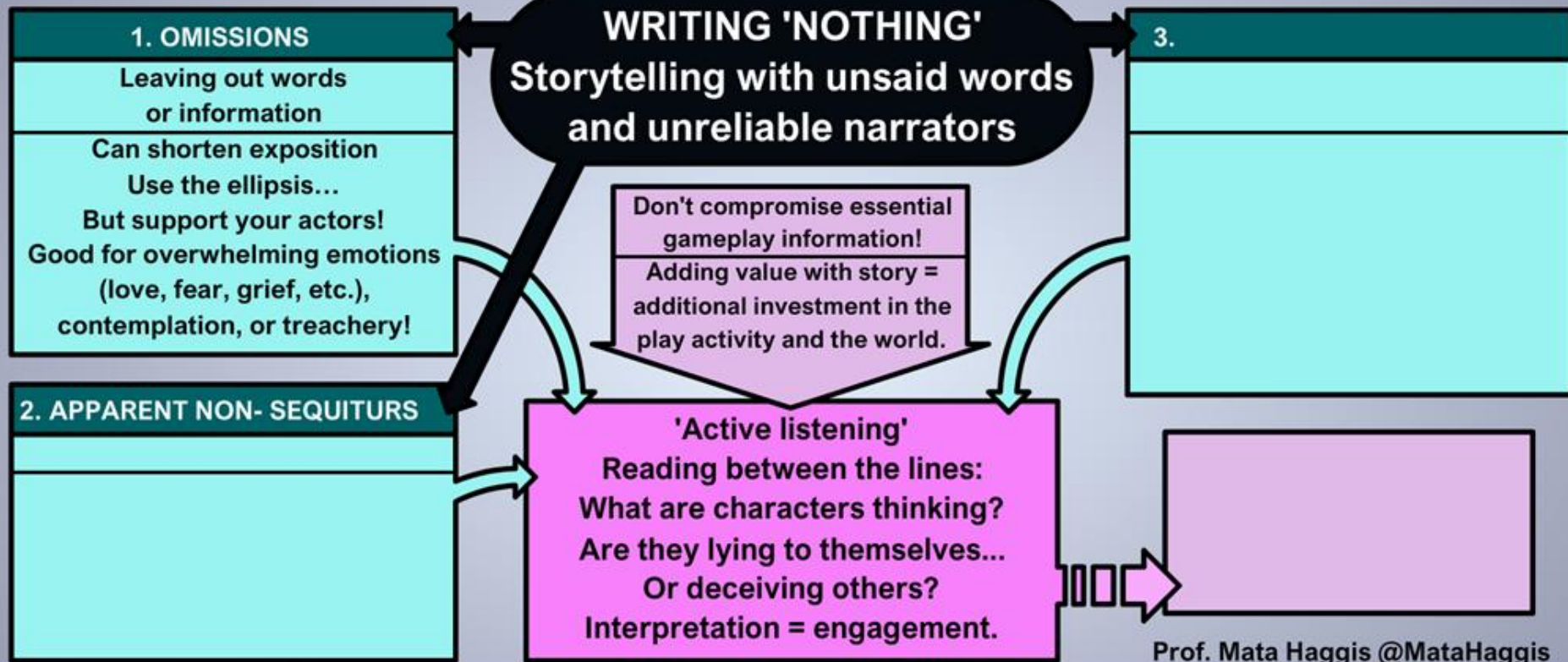


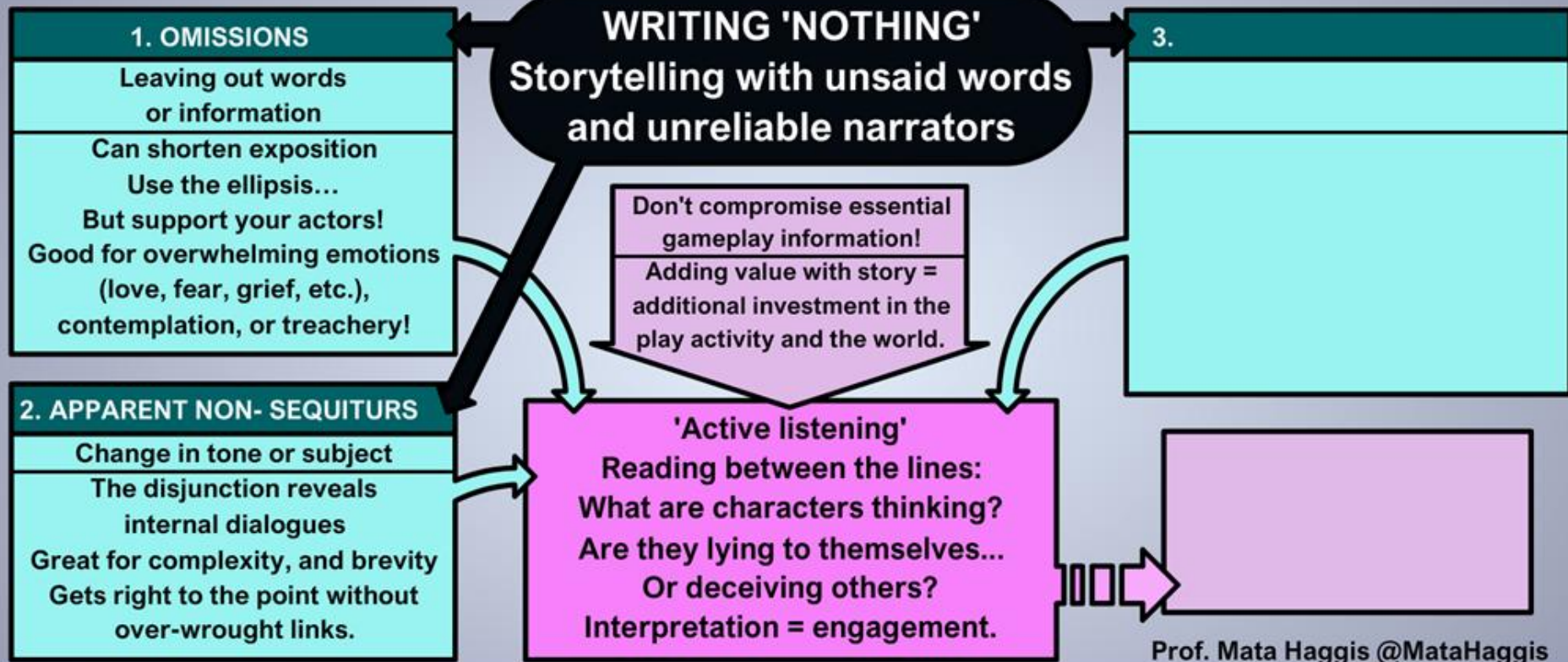
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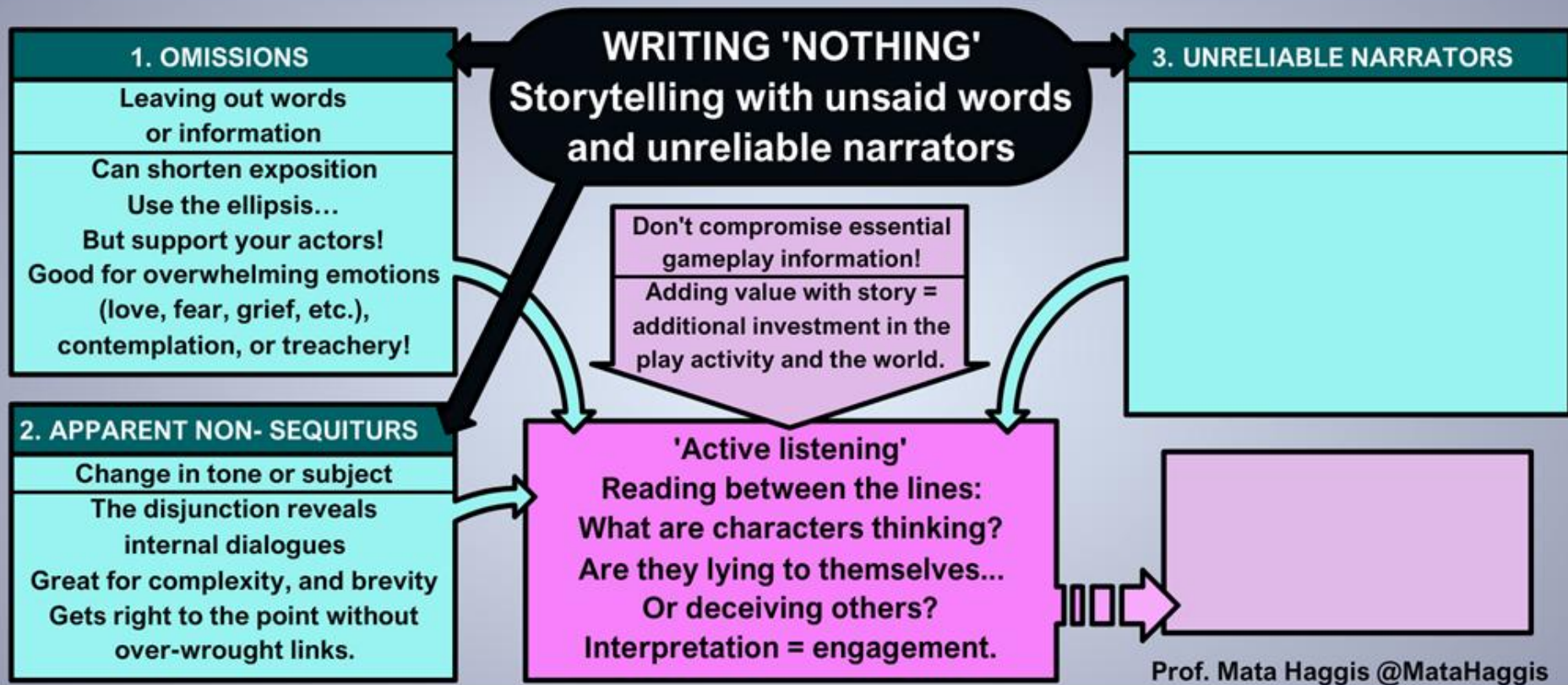


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UNRELIABLE NARRATORS



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UNRELIABLE NARRATORS





UNRELIABLE NARRATORS





UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION



UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION



UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES

DECEIVING
OTHERS
(LYING)



UNRELIABLE NARRATORS





UNRELIABLE NARRATORS

HONEST
MISTAKES



Fragments of Him



UNRELIABLE NARRATORS

HONEST
MISTAKES



Fragments of Him

SARAH



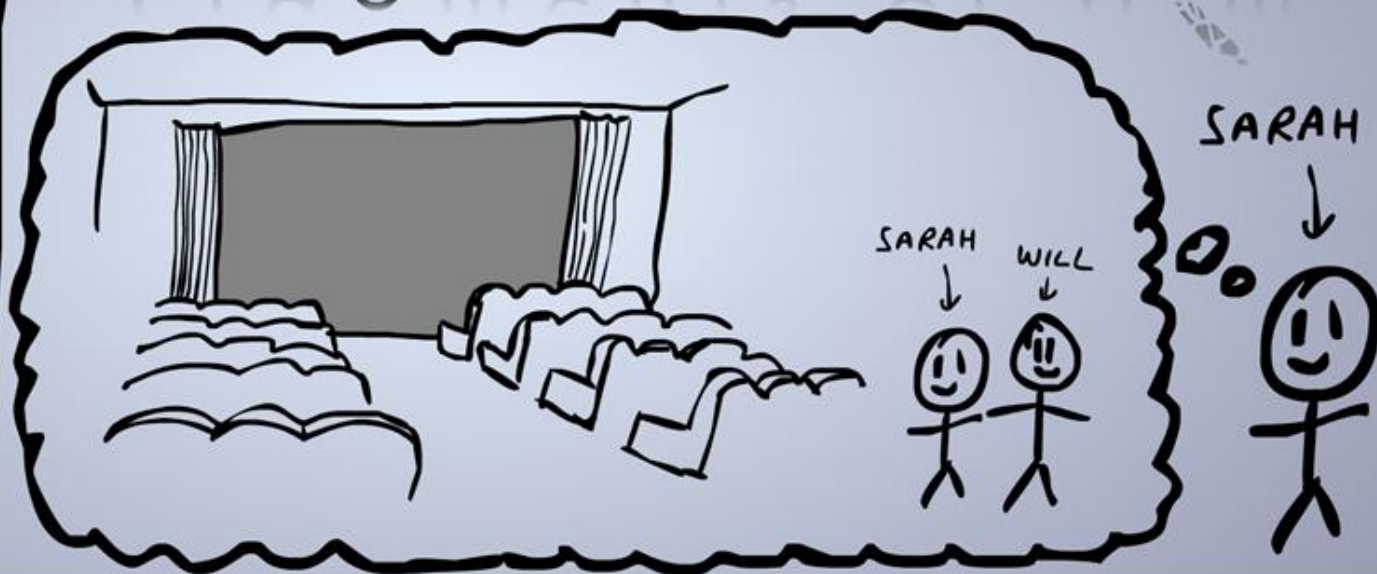


UNRELIABLE NARRATORS

HONEST
MISTAKES



Fragments of Him



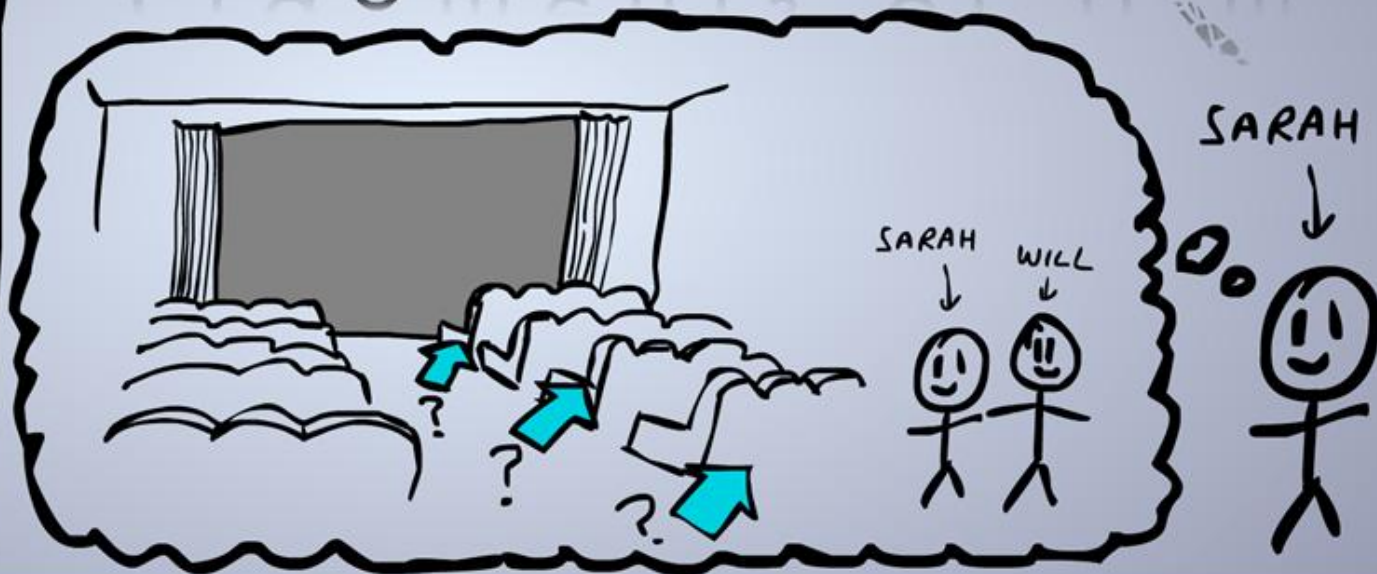


UNRELIABLE NARRATORS

HONEST
MISTAKES



Fragments of Him





UNRELIABLE NARRATORS

HONEST
MISTAKES



Fragments of Him

BUT IF IT'S A
MEMORY, HOW CAN
THERE BE PLAYER
CHOICE?

SARAH





UNRELIABLE NARRATORS

HONEST
MISTAKES



Fragments of Him

ONE MUST BE
'TRUE' AND OTHERS
'WRONG'...

SARAH





UNRELIABLE NARRATORS

HONEST
MISTAKES



Fragments of Him

OR IT'S AN
HONEST MISTAKE

SARAH





UNRELIABLE NARRATORS

HONEST
MISTAKES



Fragments of Him

OR IT'S AN
HONEST MISTAKE,
WHICH SEAT WAS CHOSEN
DOESN'T MATTER TO
SARAH...

SARAH





UNRELIABLE NARRATORS

HONEST
MISTAKES



WHERE WE
SAT (PLAYER
CHOICE)

WHAT
HAPPENED (NO PLAYER
CHOICE)



UNRELIABLE NARRATORS

HONEST
MISTAKES



WHERE WE
SAT (PLAYER
CHOICE)



FUZZY



NOT IMPORTANT
TO SARAH

WHAT
HAPPENED (NO PLAYER
CHOICE)



UNRELIABLE NARRATORS

HONEST
MISTAKES



WHERE WE
SAT (PLAYER
CHOICE)



FUZZY



NOT IMPORTANT
TO SARAH

WHAT
HAPPENED (NO PLAYER
CHOICE)



CERTAIN



VERY
IMPORTANT



UNRELIABLE NARRATORS

HONEST
MISTAKES



Fragments of Him

ACTIVE LISTENERS ARE
REWARDED WITH
CHARACTER INSIGHT FROM
CONTRAST BETWEEN
CERTAINTY & FUZZINESS.

SARAH





UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES

DECEIVING
OTHERS
(LYING)



UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES

DECEIVING
OTHERS
(LYING)



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



PRINCE OF PERSIA: SANDS OF TIME



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



PRINCE OF PERSIA:
SANDS OF TIME

← STARTS TALENTED AND
PETULANT:



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



PRINCE OF PERSIA:
SANDS OF TIME

← STARTS TALENTED AND
PETULANT:

“From now on, I trust no-one but myself.”



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



PRINCE OF PERSIA: SANDS OF TIME

“From now on, I trust no-one but myself.”



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



PRINCE OF PERSIA: SANDS OF TIME

“From now on, I trust no-one but myself.”

THE PRINCE LIES TO
HIMSELF CONSTANTLY
AT THE START...



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



PRINCE OF PERSIA: SANDS OF TIME

THE PLAYER CAN ENJOY
ANTICIPATING THE
PRINCE'S SELF-DISCOVERY...



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



PRINCE OF PERSIA: SANDS OF TIME

HIS SELF-DECEPTION
ADDS TO THE FUN
OF THE GAME.



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



PRINCE OF PERSIA: SANDS OF TIME

THE PLAYER'S WORK
IS REPAID:



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



PRINCE OF PERSIA: SANDS OF TIME

THE PLAYER'S WORK
IS REPAID:

“Come with me, please.”



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN

EVERY ASPECT OF THE
STORY IS WITHIN
A FRAME...

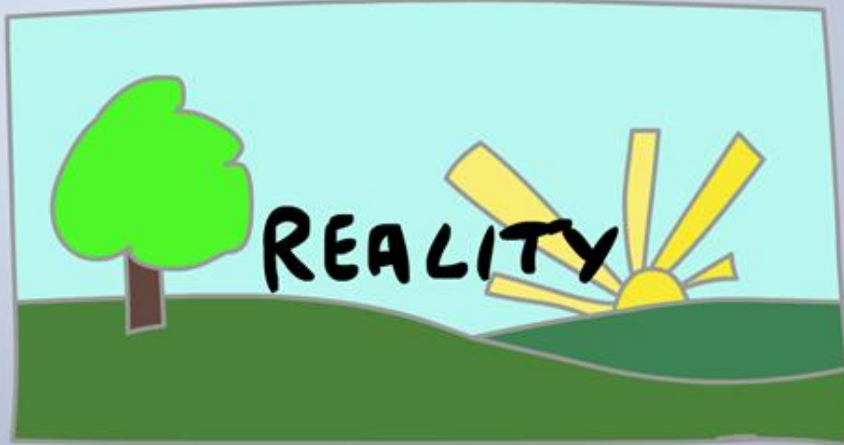


UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



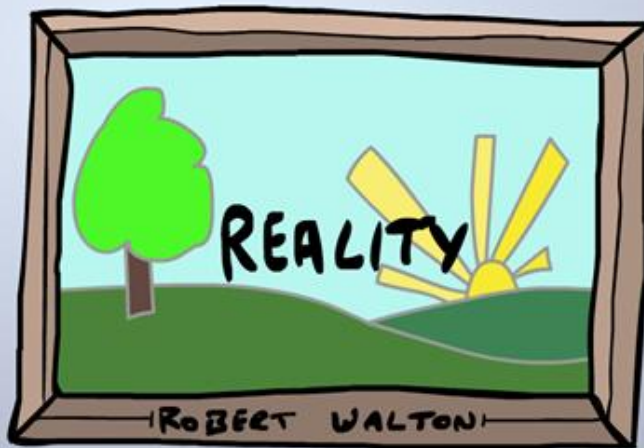


UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



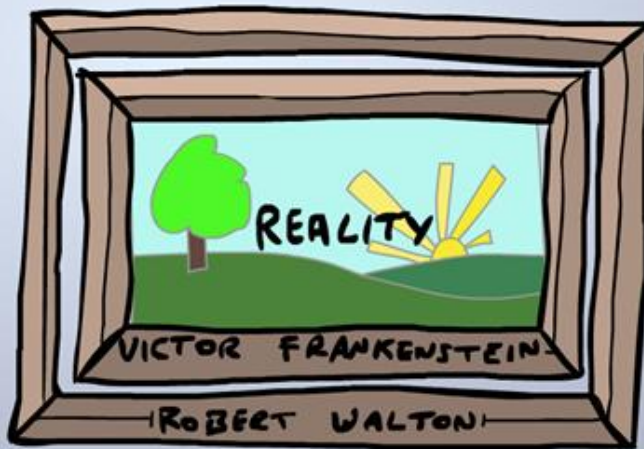


UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN





UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN





UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN





UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



WE ONLY SEE
THE REALITY
THEY SEE.



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN

SEE ALSO:





UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



SEE ALSO:
FIGHT CLUB



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



SEE ALSO:
FIGHT CLUB
AMERICAN PSYCHO



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



SEE ALSO:

FIGHT CLUB
AMERICAN PSYCHO
ETERNAL DARKNESS



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



SEE ALSO:

FIGHT CLUB
AMERICAN PSYCHO
ETERNAL DARKNESS
GTA 5 (TREVOR)



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



SEE ALSO:

FIGHT CLUB
AMERICAN PSYCHO
ETERNAL DARKNESS
GTA 5 (TREVOR)
SPEC OPS: THE LINE



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



Mary Shelley's
FRANKENSTEIN



SEE ALSO:



BATMAN



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



BATMAN

ARKHAM
: KNIGHT



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



BATMAN

ARKHAM
: KNIGHT





UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



BATMAN

ARKHAM
: KNIGHT

IN REALITY,
THE JOKER IS
DEAD...





UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



BATMAN

ARKHAM
: KNIGHT

IN REALITY,
THE JOKER IS
DEAD...





UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



BATMAN

ARKHAM
: KNIGHT

BUT WE ONLY
SEE THROUGH
BATMAN'S EYES.





UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES

IT'S ENGAGING TO
TRY TO UNDERSTAND
WHAT IS REAL



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES

IT'S ENGAGING TO
TRY TO UNDERSTAND
WHAT IS REAL (AND
IF IT MATTERS!).



UNRELIABLE NARRATORS

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES



UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES

DECEIVING
OTHERS
(LYING)



UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES

DECEIVING
OTHERS
(LYING)



UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)



EMILY BRONTE'S WUTHERING HEIGHTS



UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)



EMILY BRONTE'S WUTHERING HEIGHTS



THERE'S A SENSE
THAT NELLY IS
'EMBELLISHING'
HER STORY...



UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)



EMILY BRONTE'S WUTHERING HEIGHTS



THERE'S A SENSE
THAT NELLY IS
'EMBELLISHING'
HER STORY...BUT
WHY?



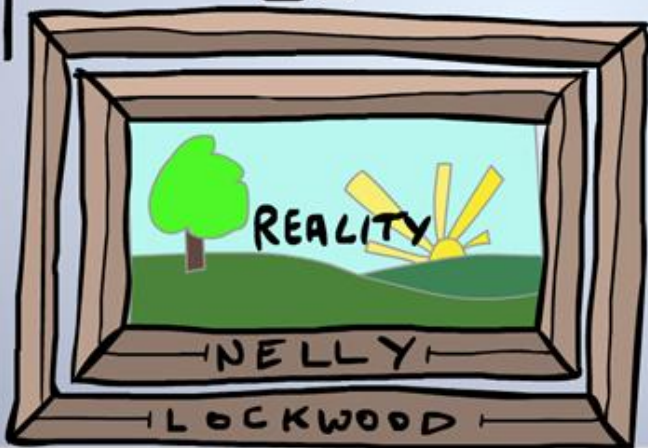
UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)



EMILY BRONTE'S WUTHERING HEIGHTS

WHY?



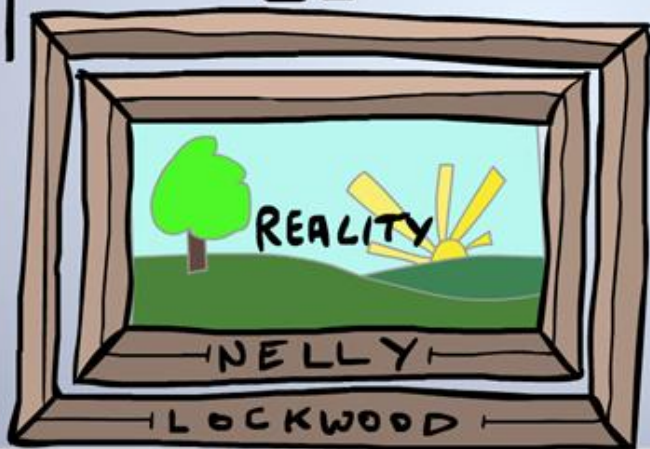


UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)



EMILY BRONTE'S WUTHERING HEIGHTS



WHY?
WHAT IS ADDED?



UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)



EMILY BRONTE'S WUTHERING HEIGHTS



WHY?
WHAT IS ADDED?
WHAT IS TAKEN
AWAY?



UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)



EMILY BRONTE'S WUTHERING HEIGHTS



THE SPEAKER
(UNINTENTIONALLY)
REVEALS
THEMSELVES.



UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)



UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)

QUESTIONING 'WHAT IS REAL'
IS A PLAY MECHANIC OF
ACTIVE LISTENING:



UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)

QUESTIONING 'WHAT IS REAL'
IS A PLAY MECHANIC OF
ACTIVE LISTENING:

IT REWARDS
PLAYERS WHO
THINK ABOUT REALITY

OUTSIDE THE FRAMES.



UNRELIABLE NARRATORS

DECEIVING
OTHERS
(LYING)



UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES

DECEIVING
OTHERS
(LYING)



UNRELIABLE NARRATORS

HONEST
MISTAKES



DECEPTION

SELF-
DECEPTION
(LYING TO YOURSELF)
& UNGROUNDED
REALITIES

DECEIVING
OTHERS
(LYING)



GAME NARRATIVE
SUMMIT



UNRELIABLE NARRATORS



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UNRELIABLE NARRATORS





UNRELIABLE NARRATORS

WARNING!

PLAYERS NEED CLUES TO
BEGIN SPECULATING THAT ALL
IS NOT AS IT SEEMS...



UNRELIABLE NARRATORS

WARNING!

PLAYERS NEED CLUES TO
BEGIN SPECULATING THAT ALL
IS NOT AS IT SEEMS...

AND YOU DON'T ALWAYS HAVE TO BE SUBTLE.



UNRELIABLE NARRATORS

WARNING!

FOR EXAMPLE:

BATMAN: ARKHAM
KNIGHT



UNRELIABLE NARRATORS

WARNING!

FOR EXAMPLE:

BATMAN: ARKHAM
KNIGHT

STARTS WITH
THE JOKER'S
CREMATION.



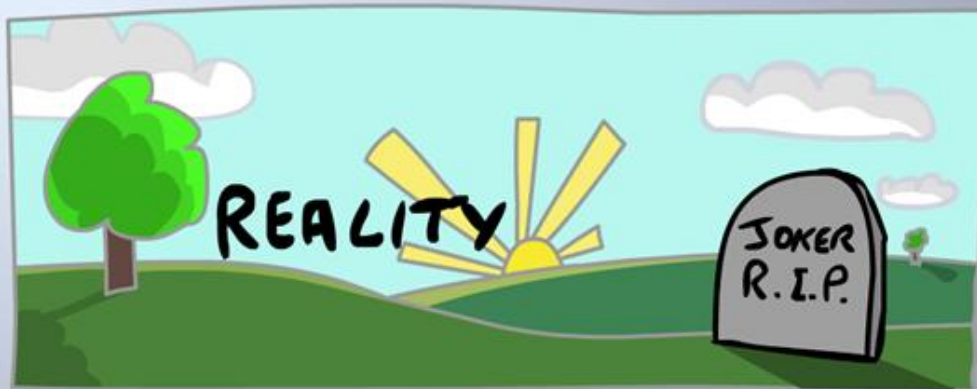
UNRELIABLE NARRATORS

WARNING!

FOR EXAMPLE:

BATMAN

ARKHAM
: KNIGHT





UNRELIABLE NARRATORS

WARNING!

FOR EXAMPLE:

BATMAN: ARKHAM
KNIGHT

BUT BATS STILL
SEES THE JOKER...



UNRELIABLE NARRATORS

WARNING!

FOR EXAMPLE:

BATMAN

ARKHAM
: KNIGHT

BUT BATS STILL
SEES THE JOKER...
THAT'S A BIG CLUE
THAT THE GAME'S
REALITY IS
SUBJECTIVE!



UNRELIABLE NARRATORS

WARNING!

So...

GIVE CLUES!



UNRELIABLE NARRATORS

WARNING!

So...

GIVE CLUES!
OR IT'S JUST
UNINTELLIGIBLE LIES,
WHICH ADDS NOTHING.

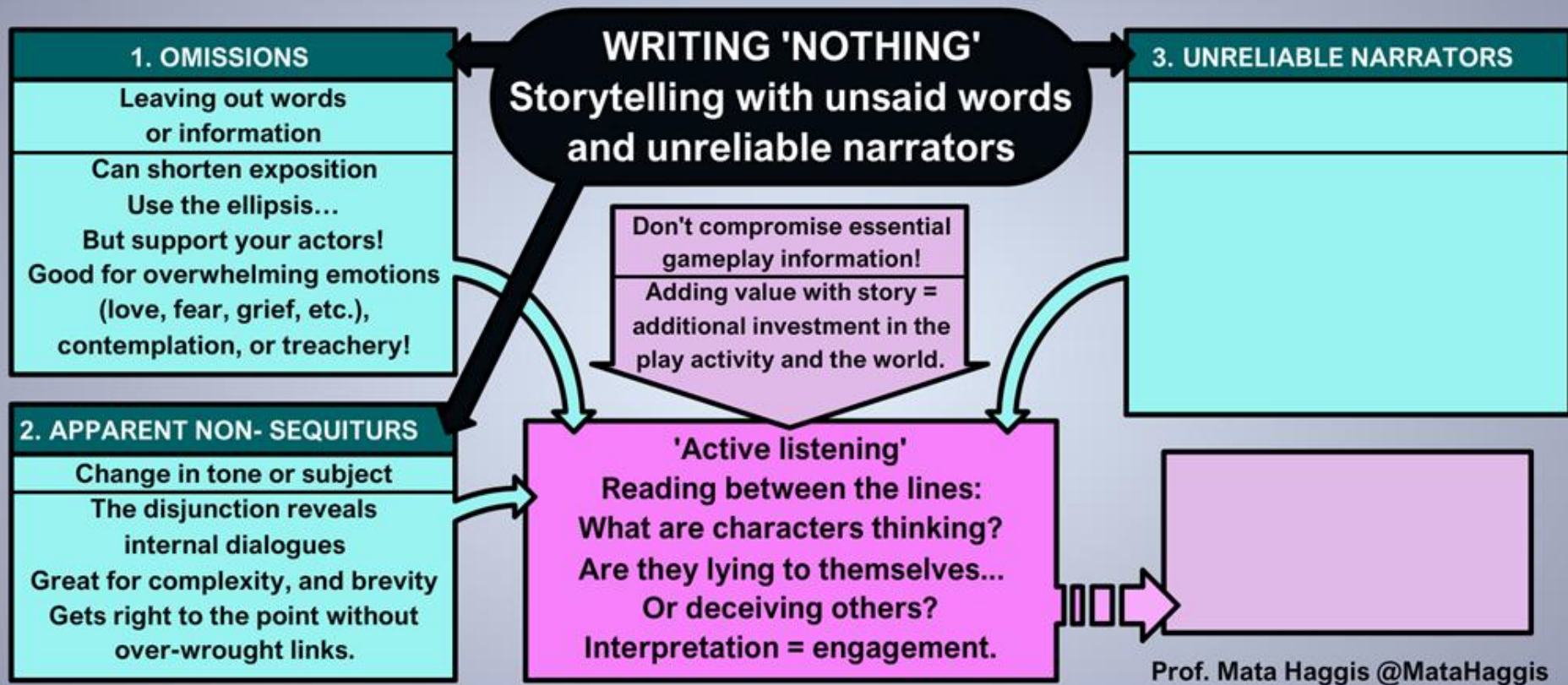


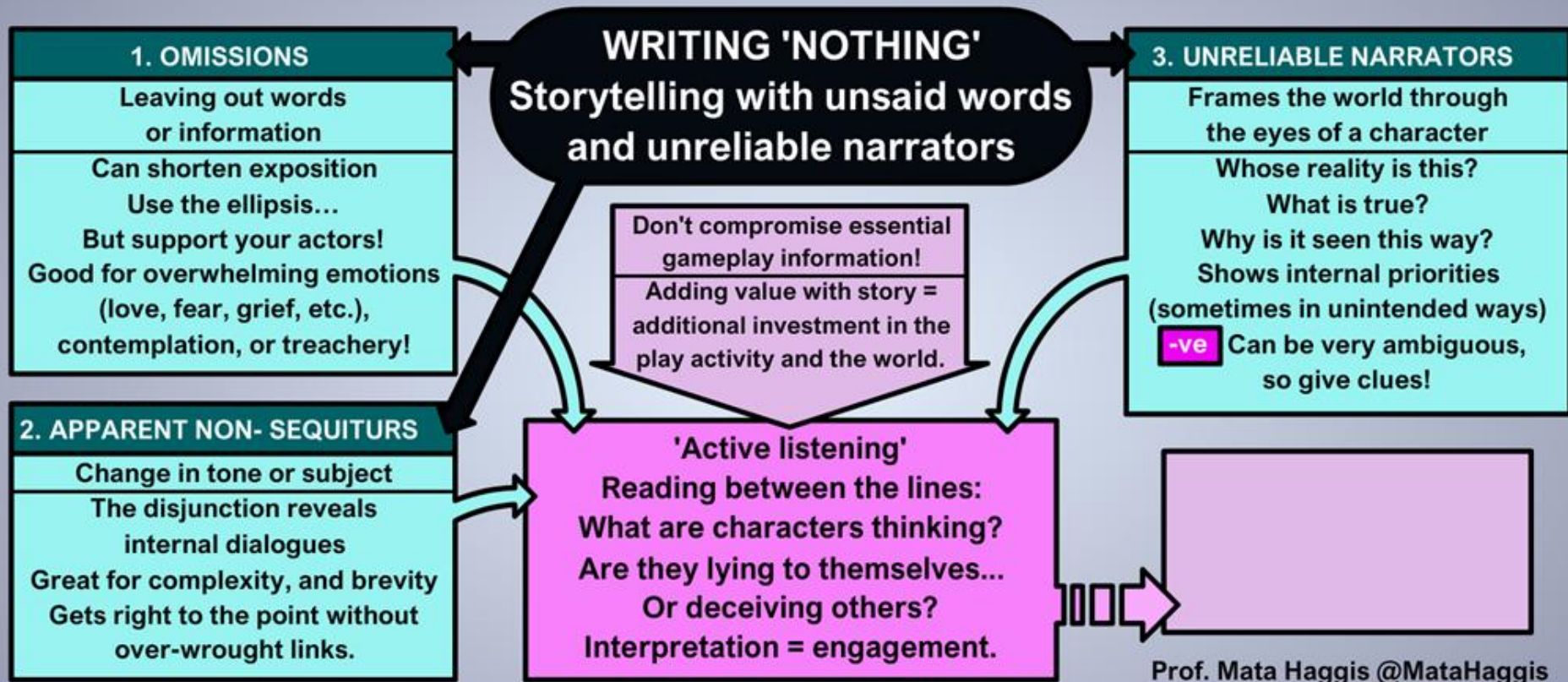
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SUMMIT



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CLUES



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CLUES

GUIDE PLAYERS WITH WELL-
WRITTEN DIALOGUE...

BUT IF POSSIBLE,
AND FOR BEST RESULTS,
GO BEYOND SCRIPT.



CLUES

THERE MANY TOOLS FOR
STORYTELLING IN GAMES:



CLUES

THERE MANY TOOLS FOR
STORYTELLING IN GAMES:
HOW THE WORLD LOOKS (ART)



CLUES

THERE MANY TOOLS FOR
STORYTELLING IN GAMES:

HOW THE WORLD LOOKS (ART)
HOW LINES ARE SPOKEN (ACTING)



CLUES

THERE MANY TOOLS FOR
STORYTELLING IN GAMES:

HOW THE WORLD LOOKS (ART)

HOW LINES ARE SPOKEN (ACTING)

HOW CHARACTERS MOVE (ANIMATION)



CLUES

THERE MANY TOOLS FOR
STORYTELLING IN GAMES:

HOW THE WORLD LOOKS (ART)

HOW LINES ARE SPOKEN (ACTING)

HOW CHARACTERS MOVE (ANIMATION)

INTERACTIONS & INTERFACE (DESIGN, PROG., ART)



CLUES

THERE MANY TOOLS FOR
STORYTELLING IN GAMES:



CLUES

THERE MANY TOOLS FOR
STORYTELLING IN GAMES:

DON'T FORGET YOUR
♪ ♪ AUDIO TEAM! , , , , ,



CLUES

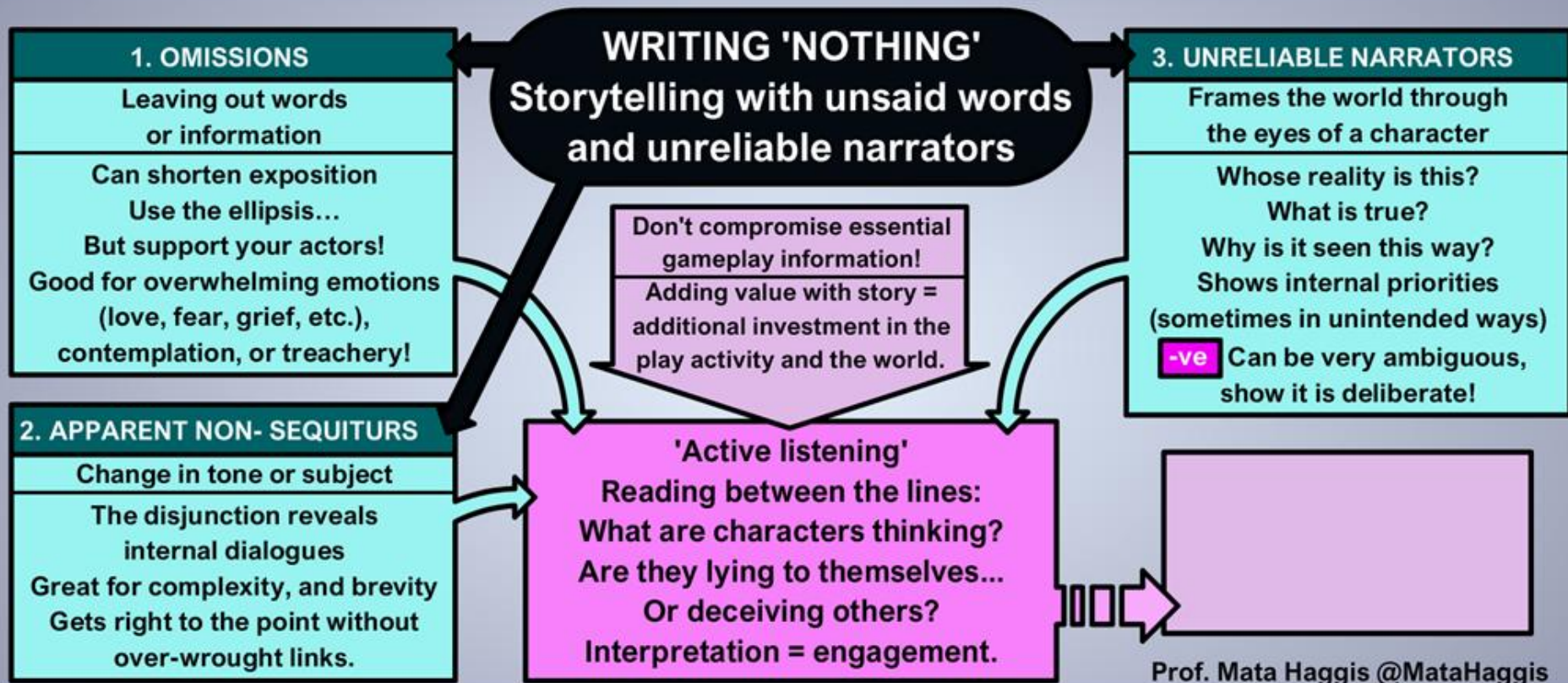
THERE MANY TOOLS FOR
STORYTELLING IN GAMES:

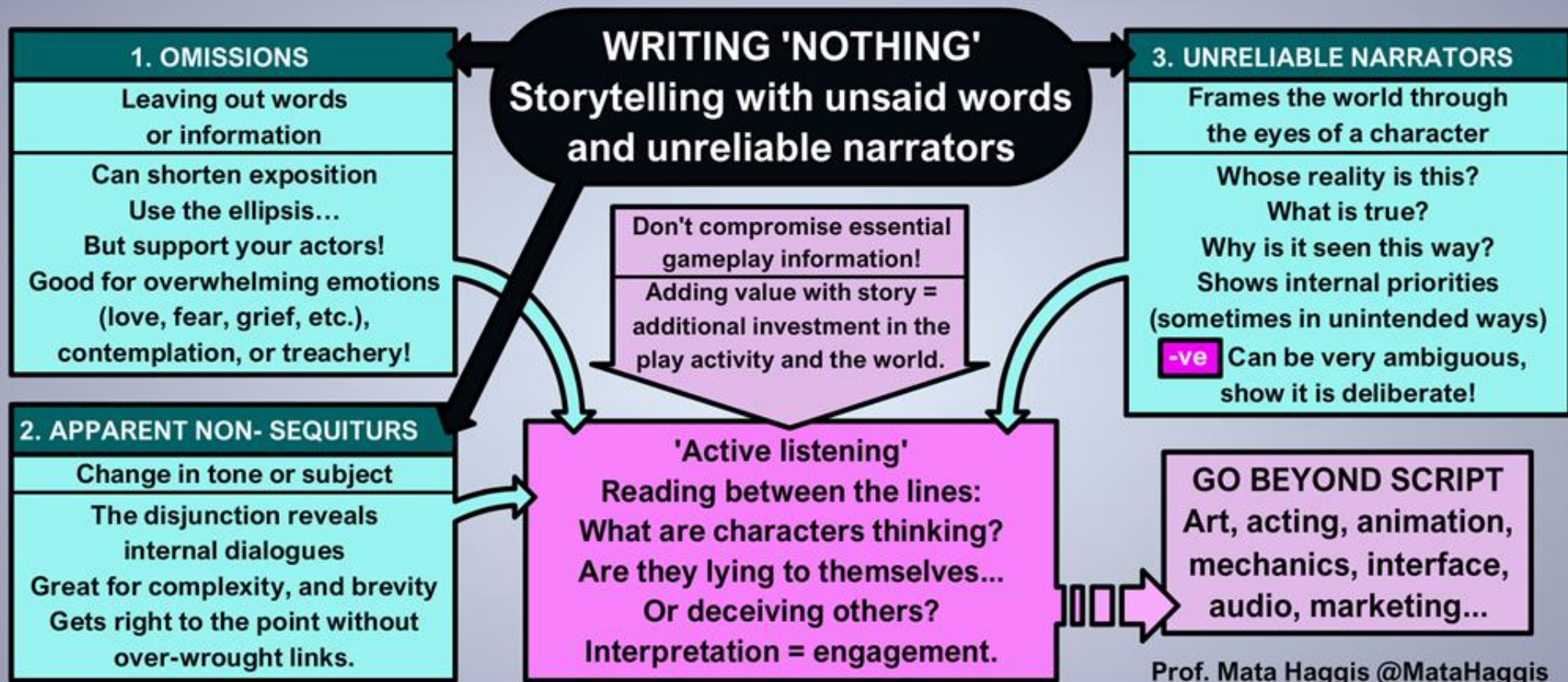


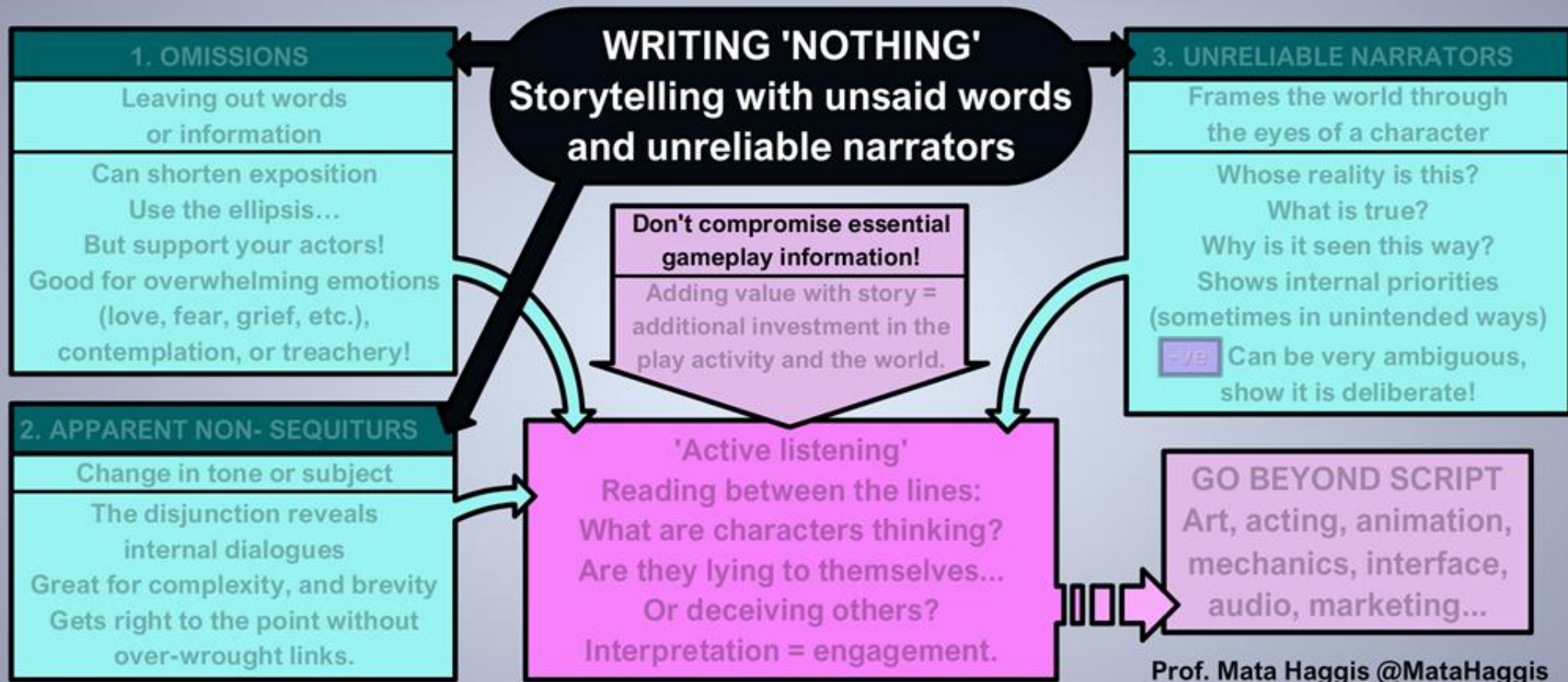
CLUES

THERE MANY TOOLS FOR
STORYTELLING IN GAMES:

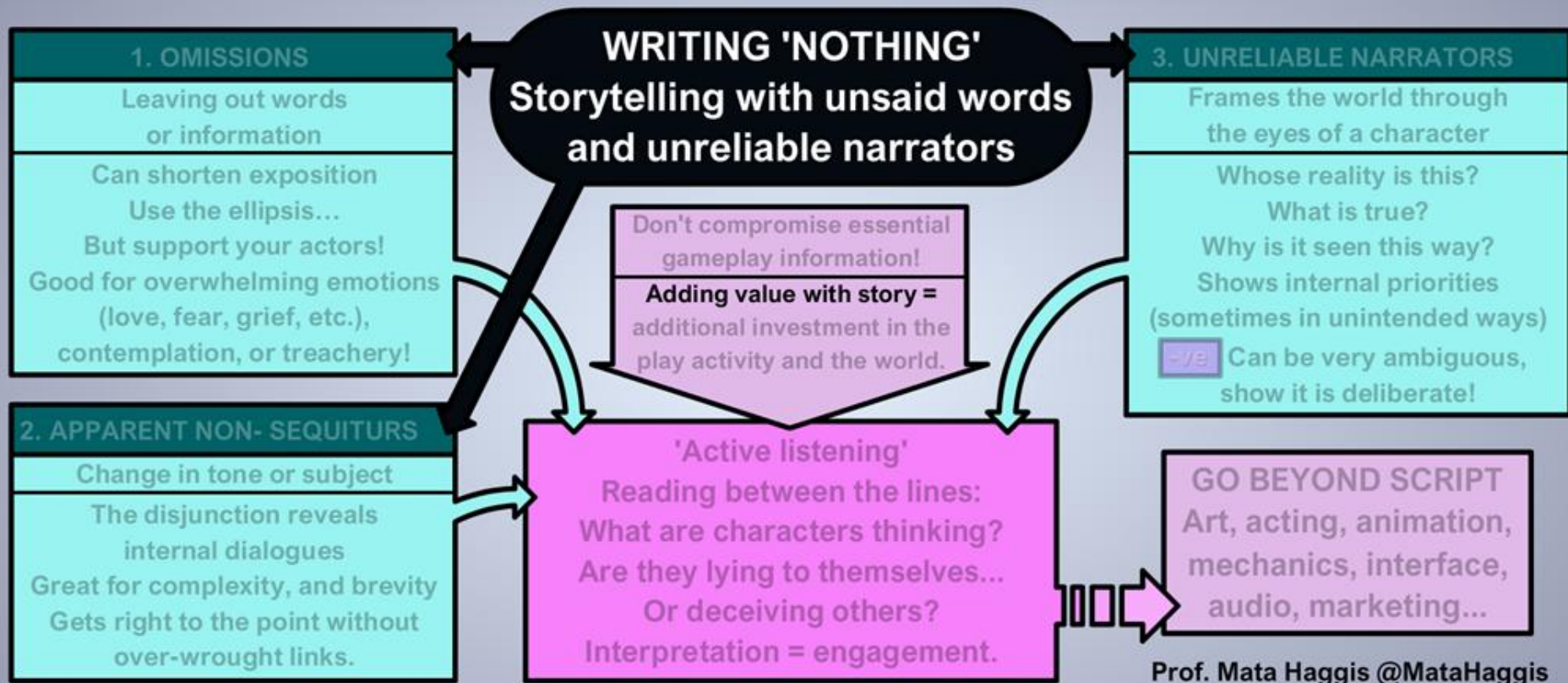
MARKETING (A.R.G.S, BOOKS,
TRAILERS, AND MORE!).

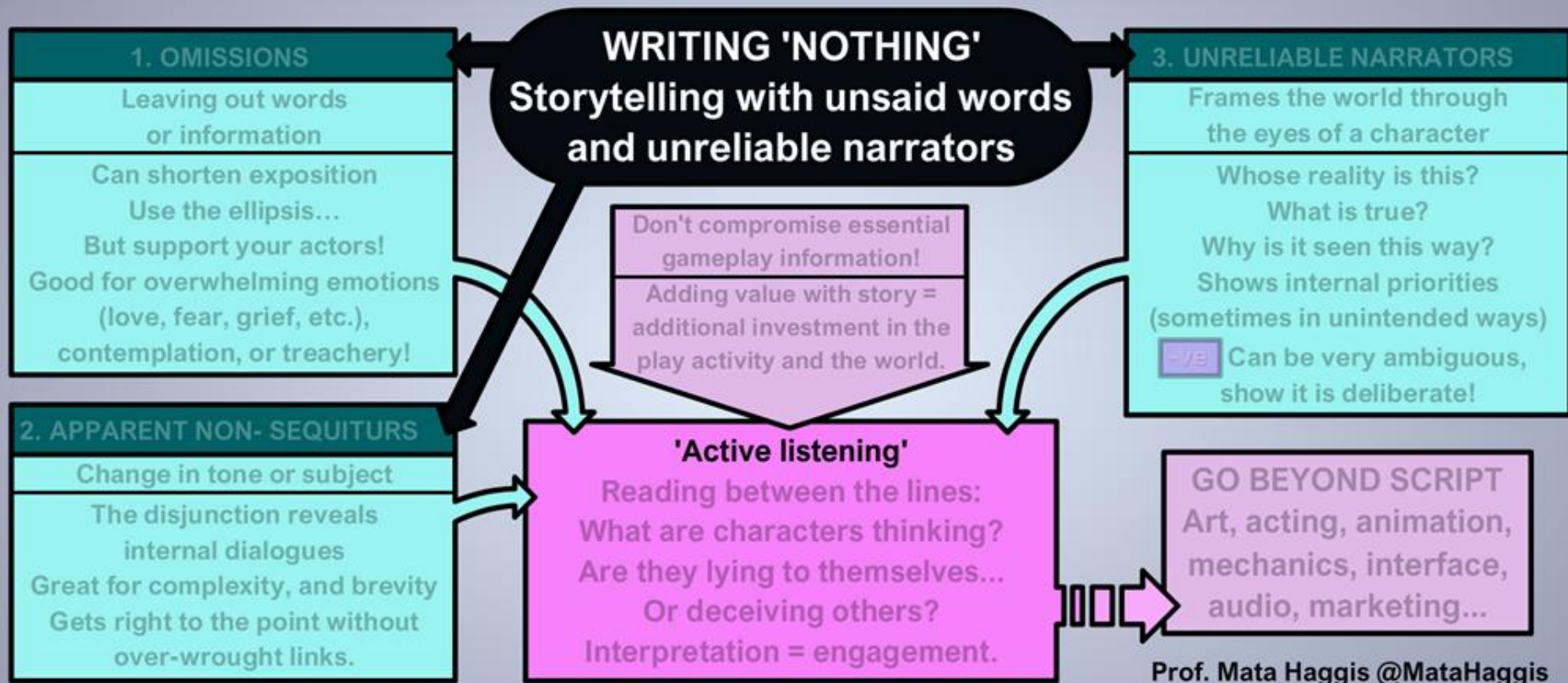


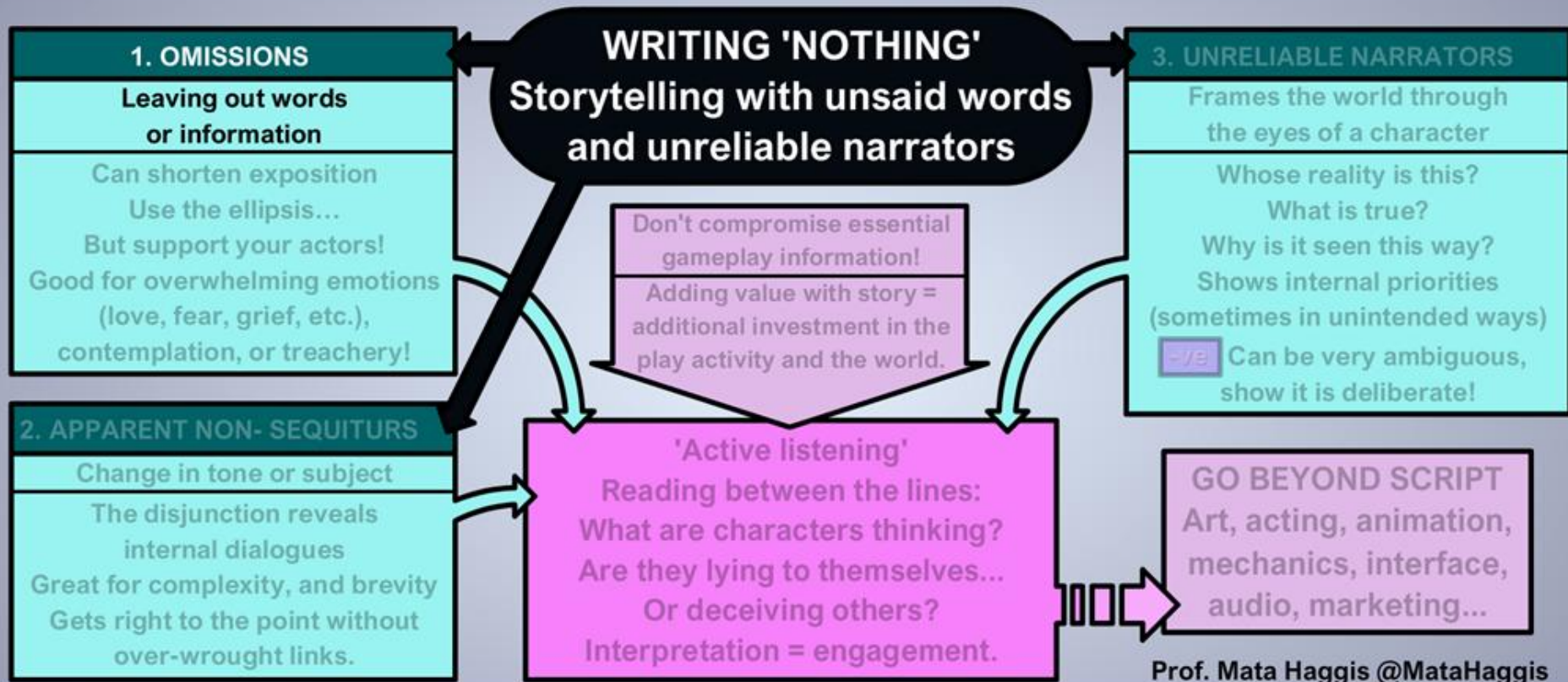




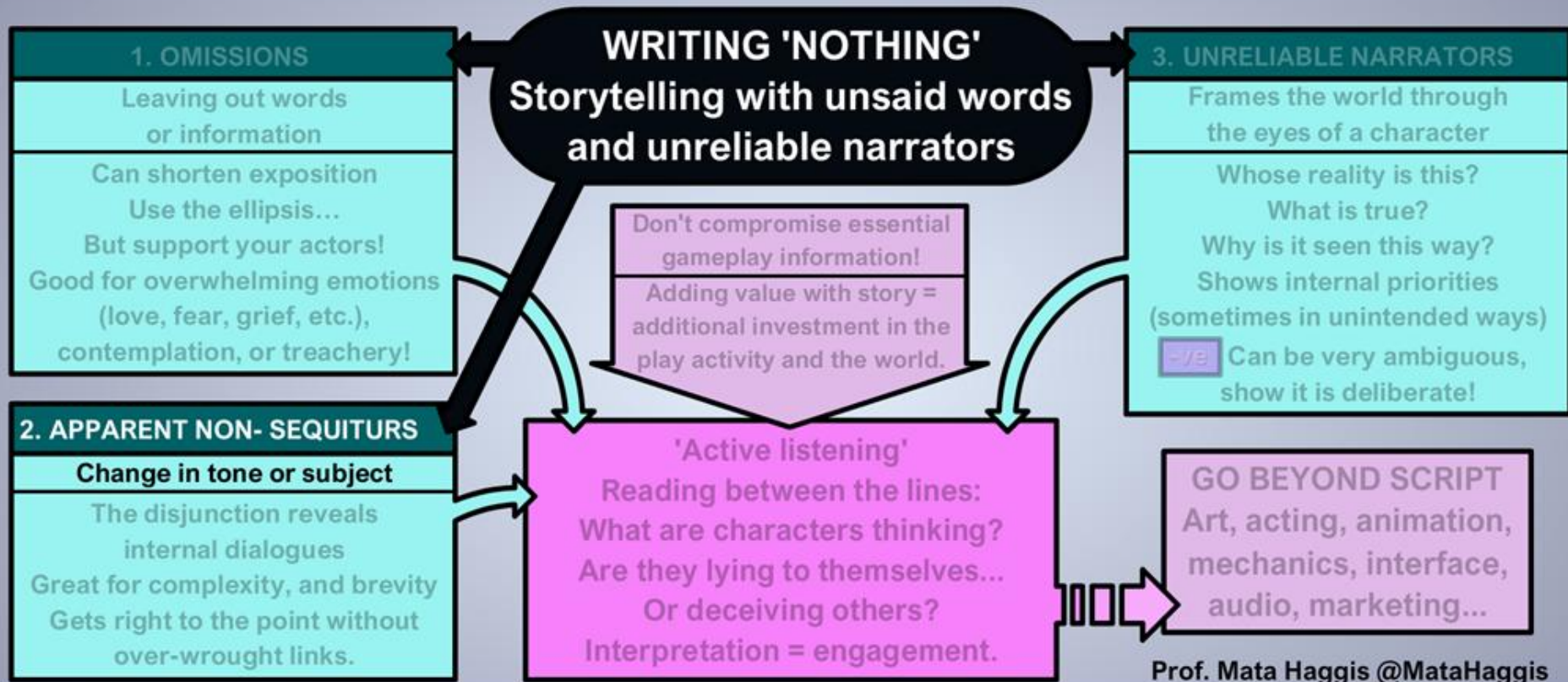
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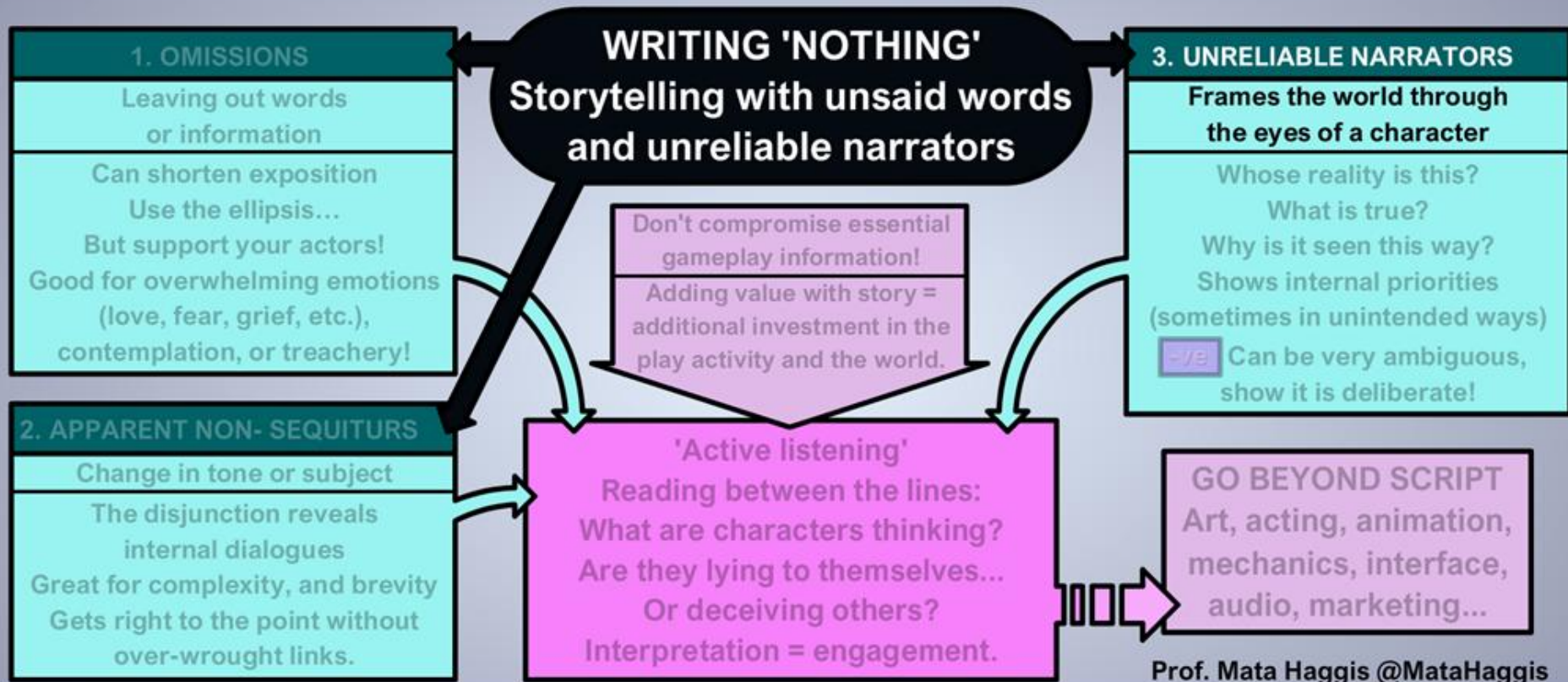




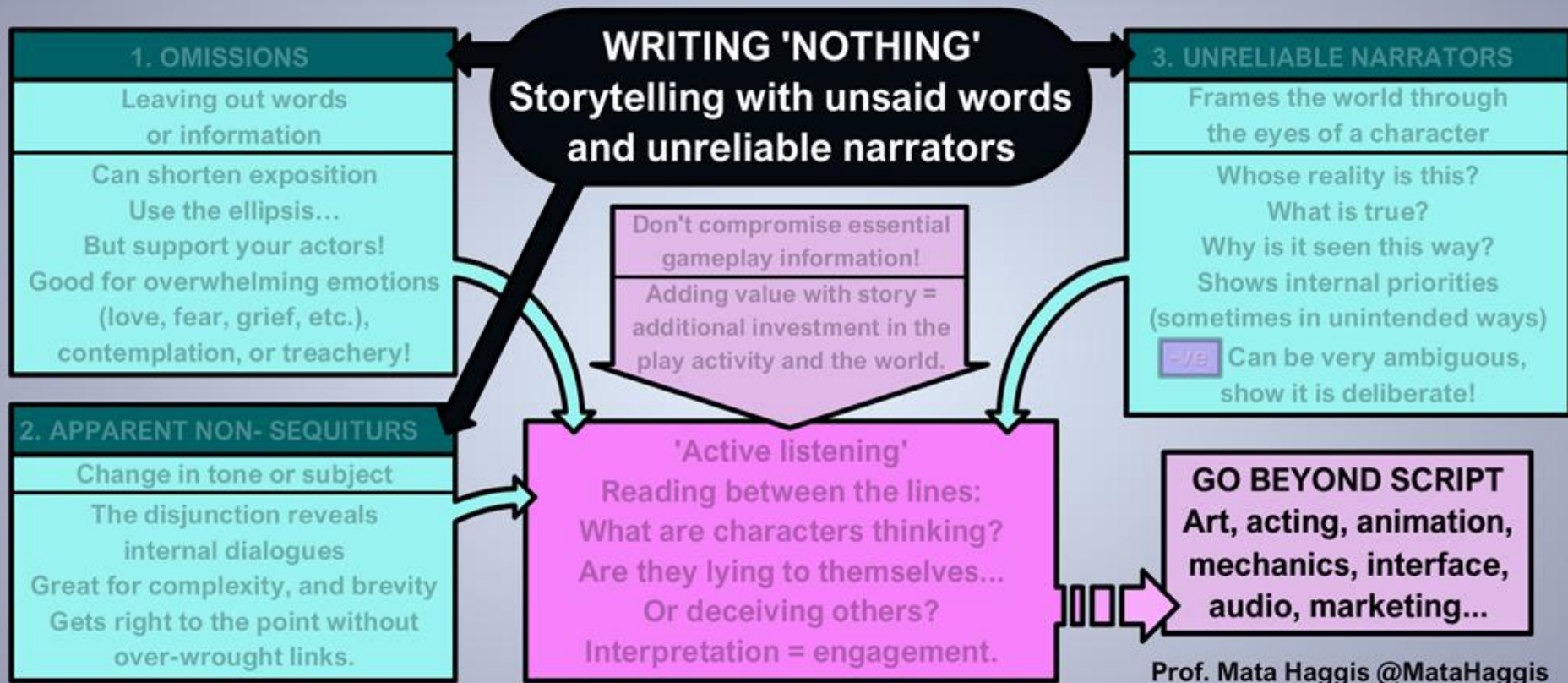


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GAME NARRATIVE
SUMMIT



AND...

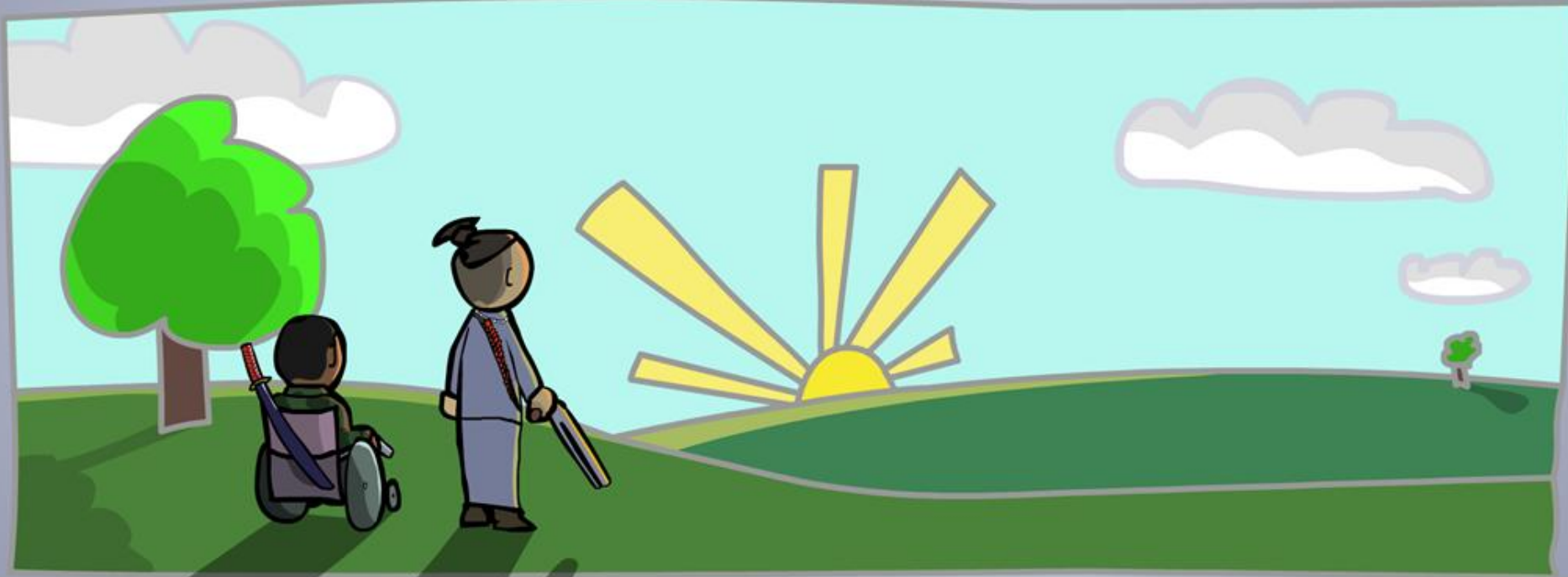


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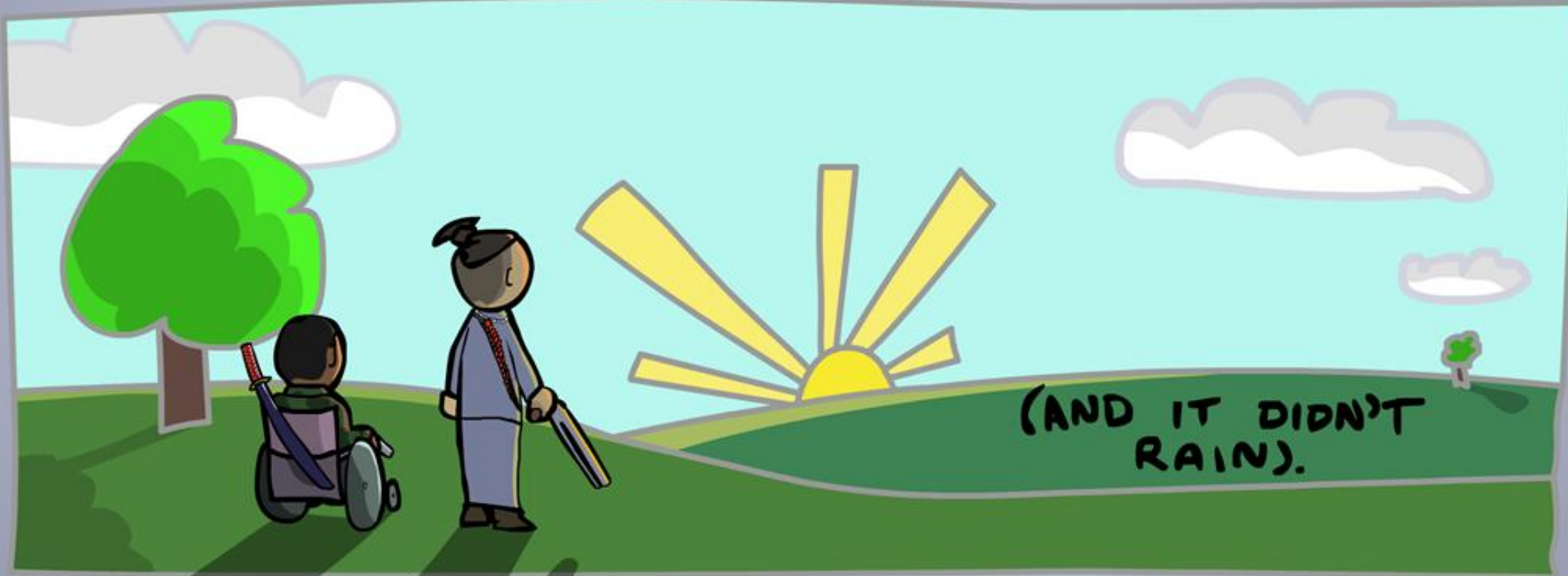


TESS AND GEMMA DID SURVIVE UNTIL DAWN





TESS AND GEMMA DID SURVIVE UNTIL DAWN





I HOPE THIS TALK HAS
INSPIRED YOU TO AIM
FOR ACTIVE LISTENING
IN YOUR AUDIENCE







THANK YOU FOR LISTENING

Don't forget to
leave me feedback!

