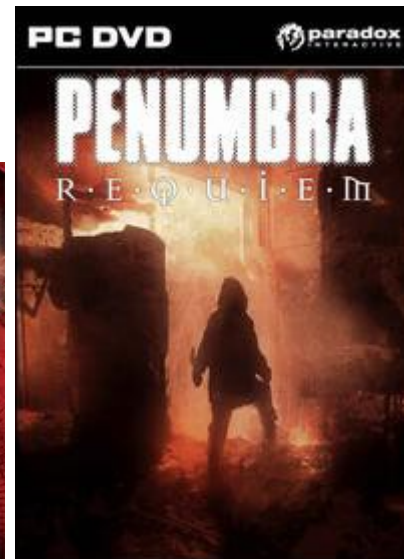
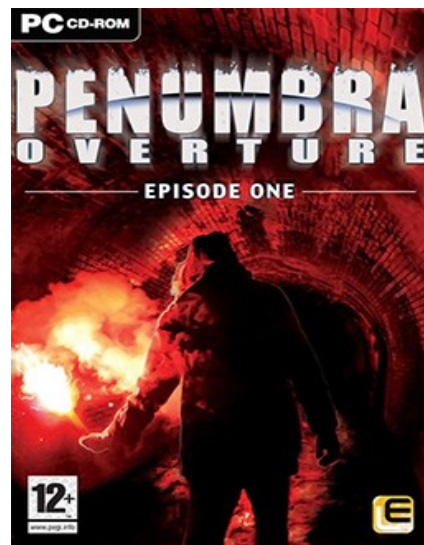
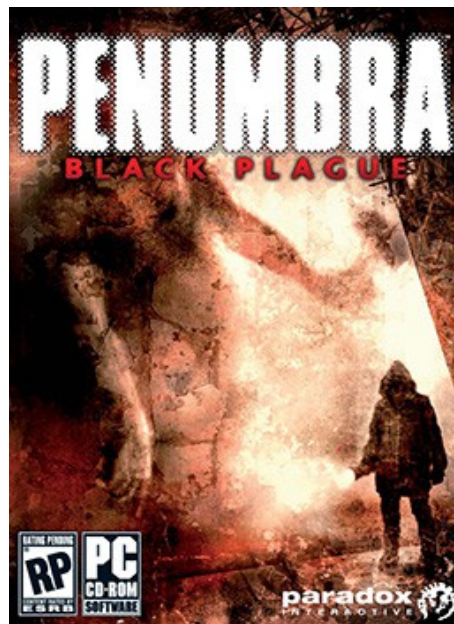
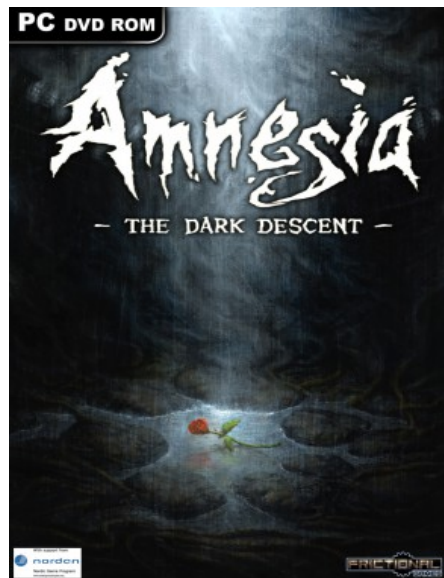


The Self, Presence and Storytelling

Thomas Grip

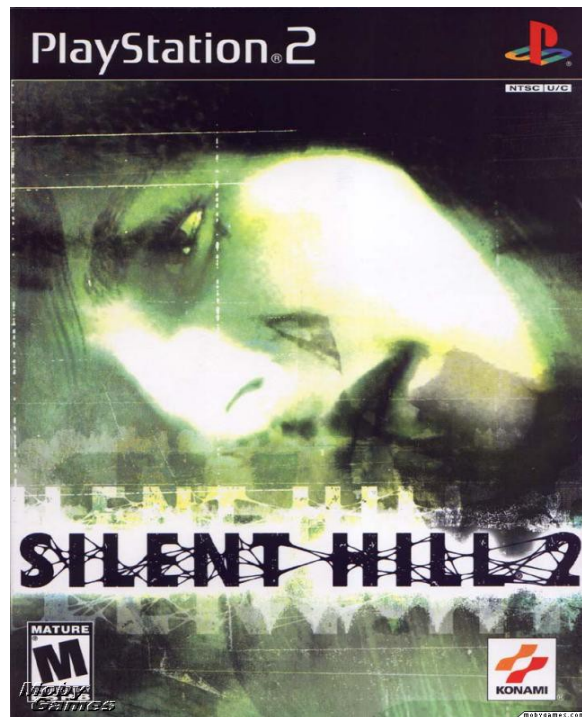
Creative Director, Frictional Games

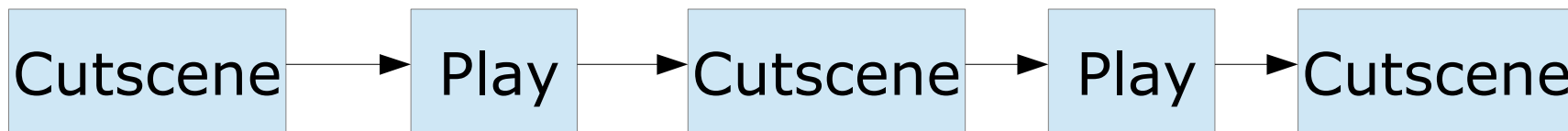
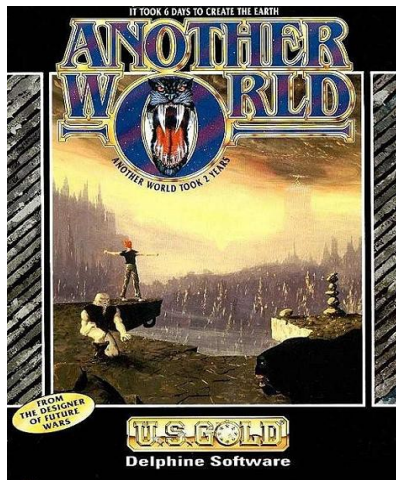
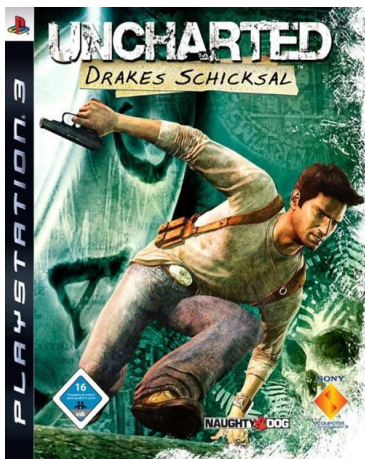


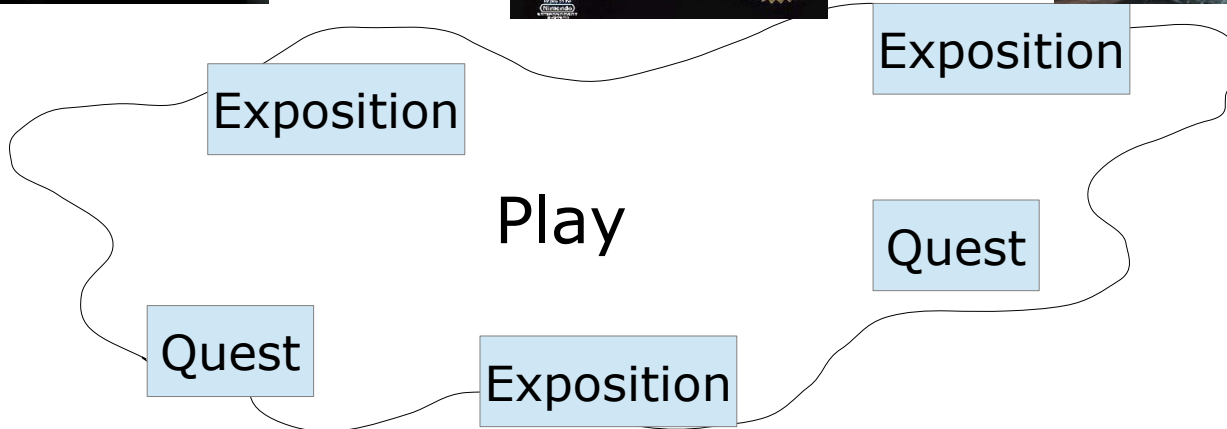
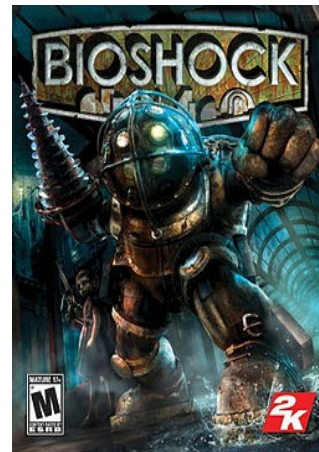
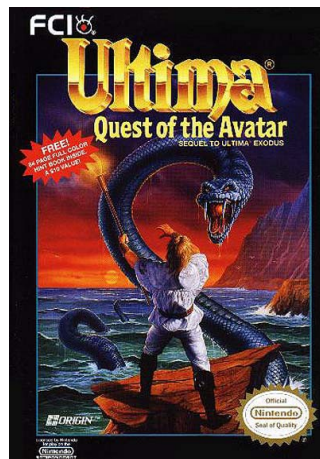
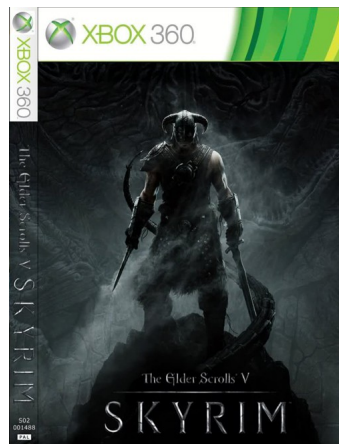
STORY?

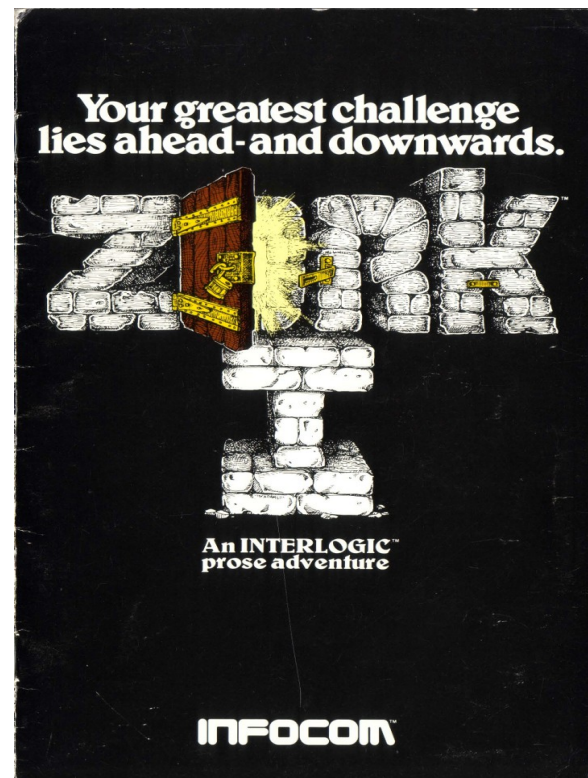
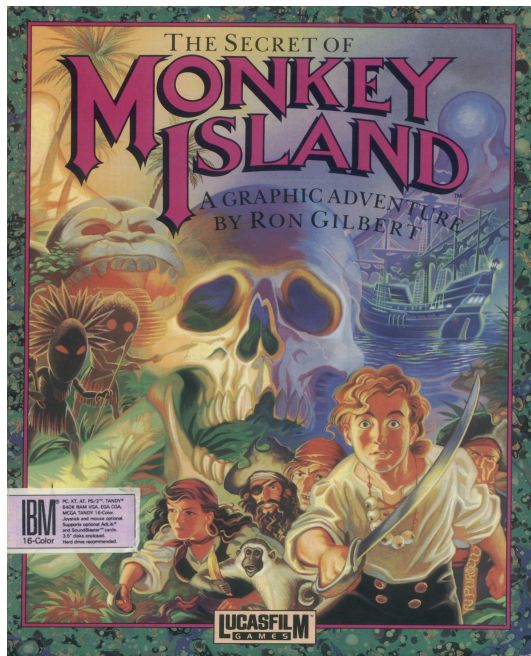
- Theme
- Setting
- Character
- Plot
- Narration

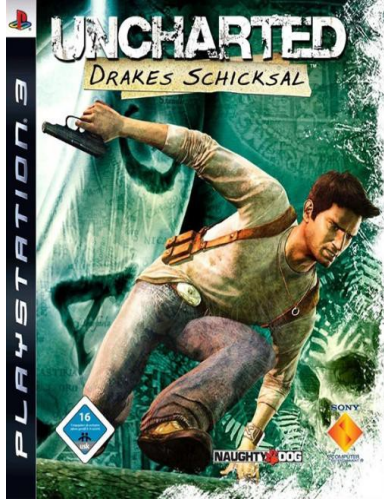
STORY $\neq$ PLOT



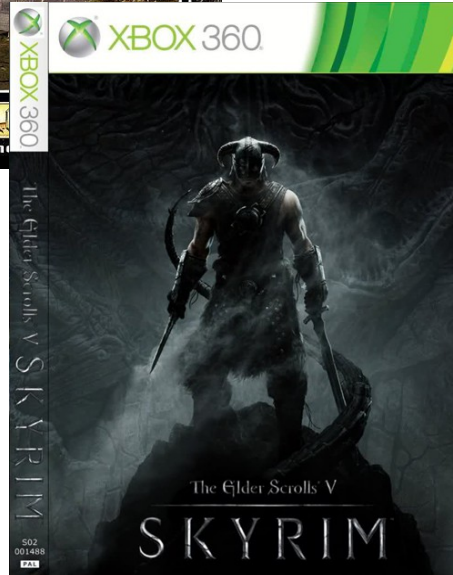
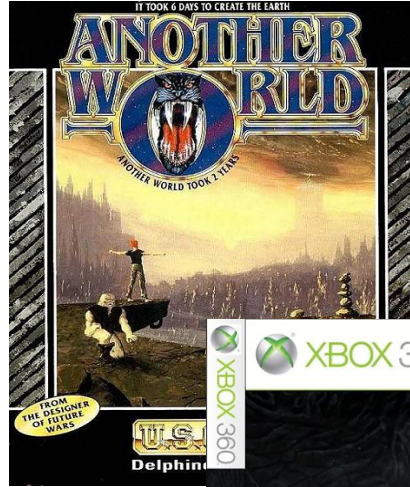




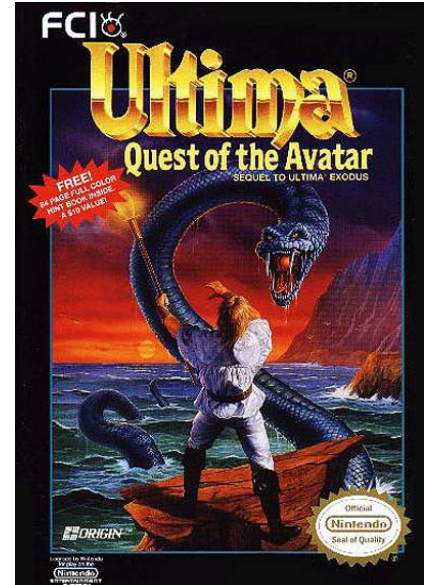


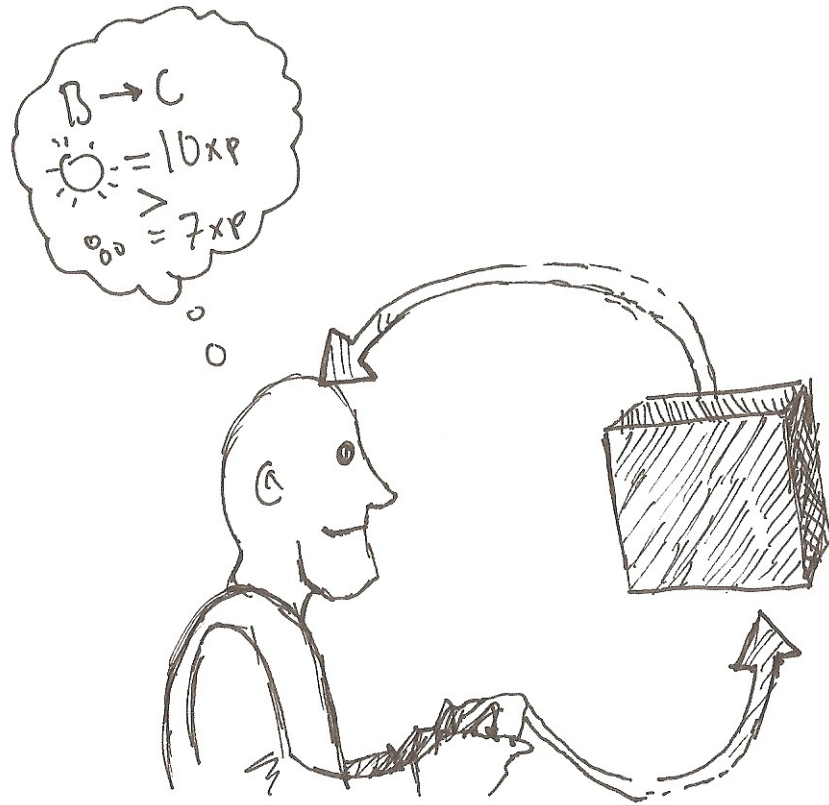


VS

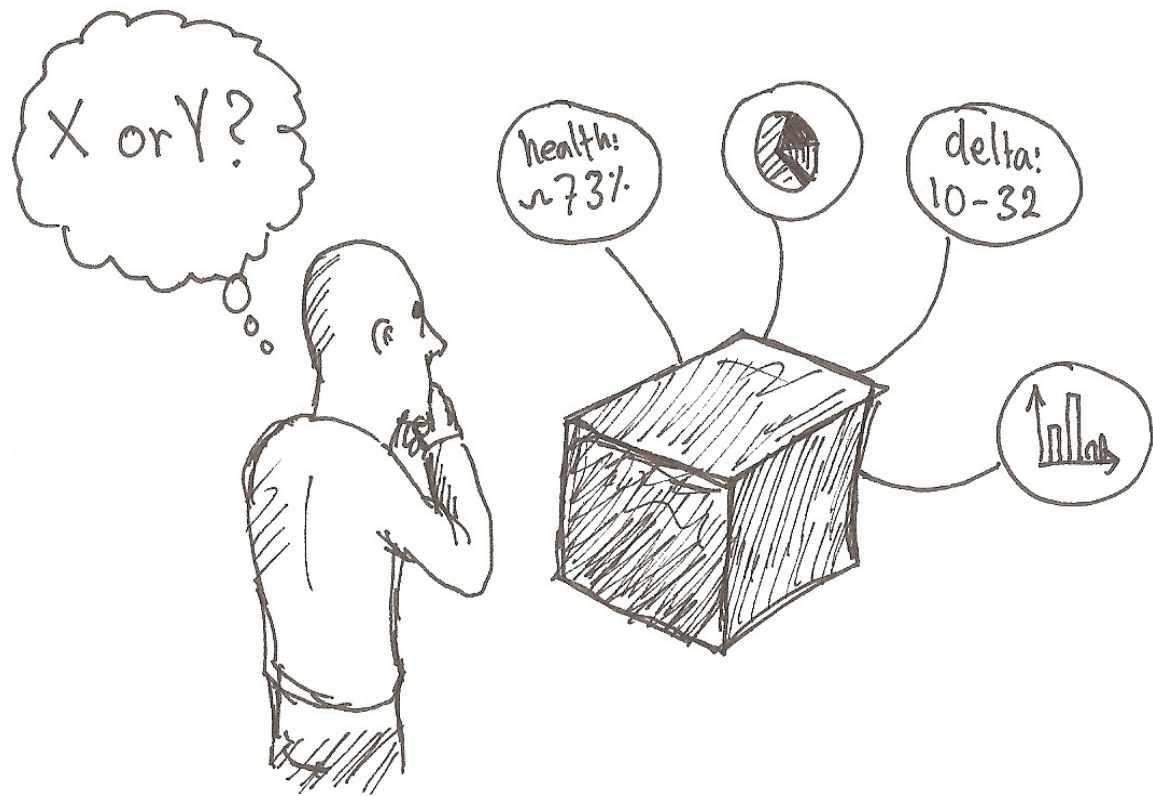


VS

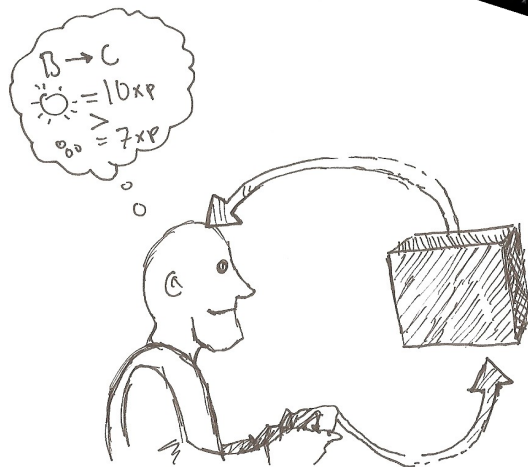
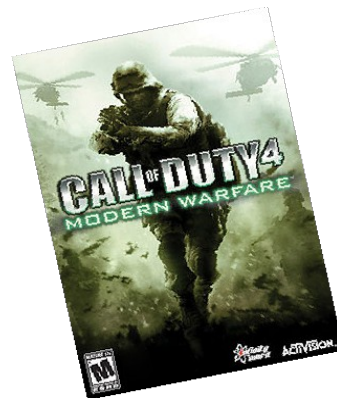
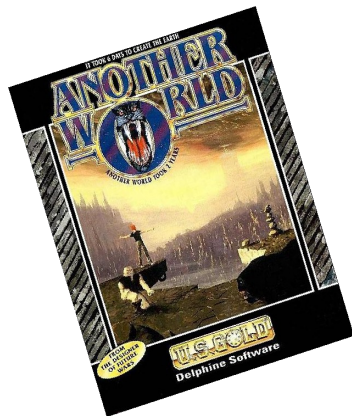


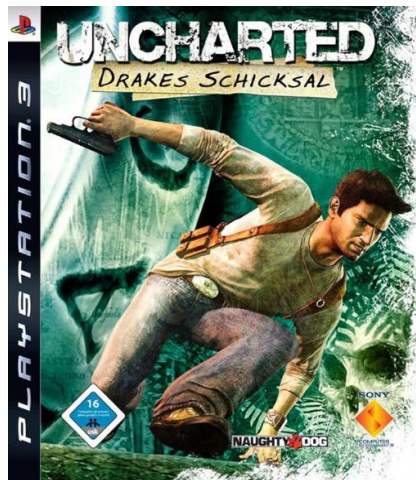




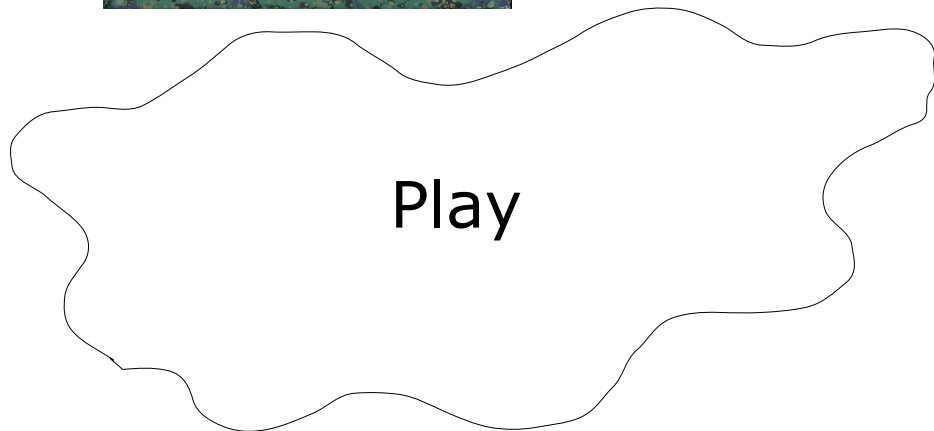
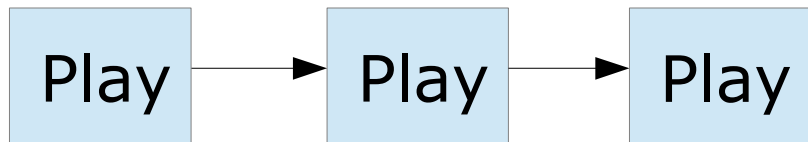
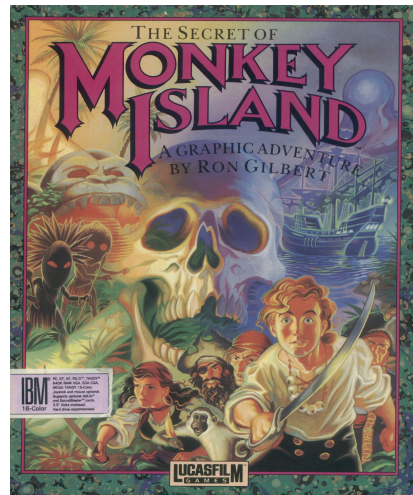




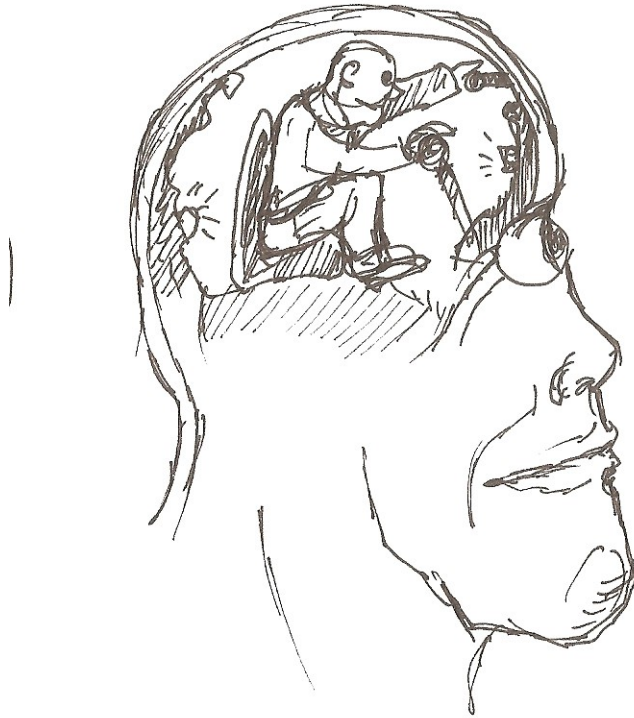




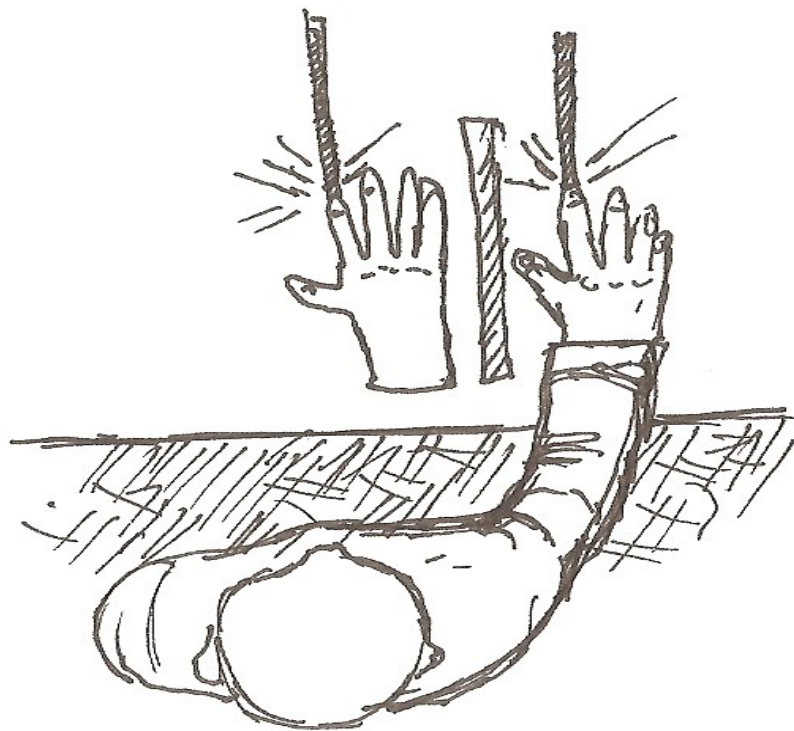
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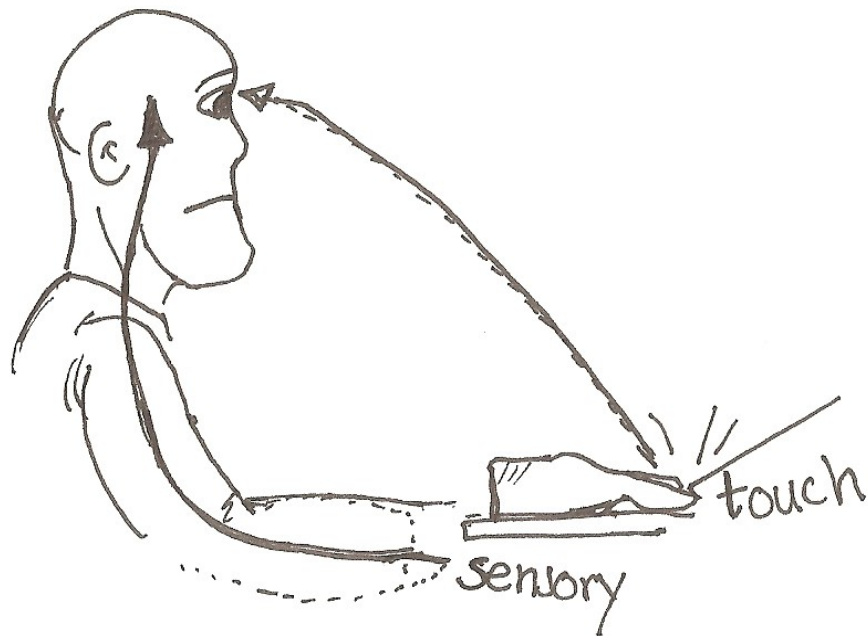


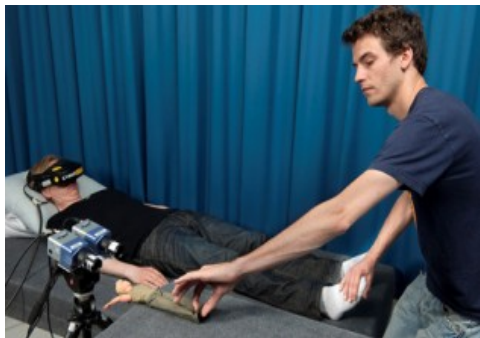


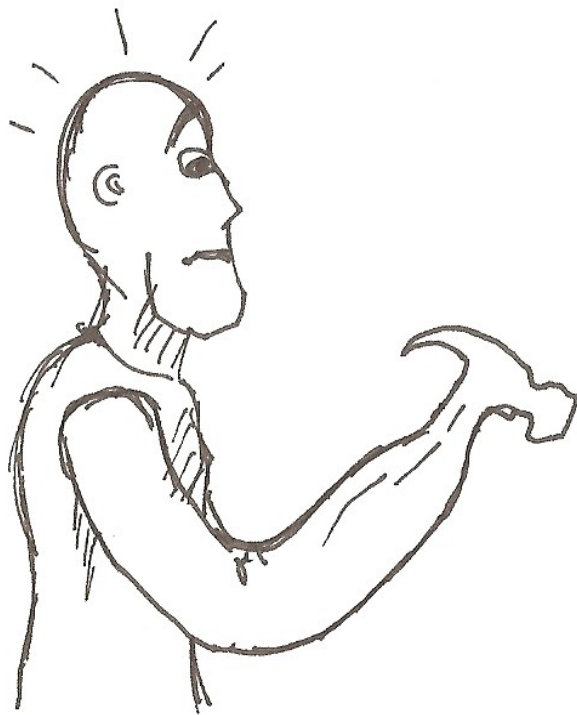


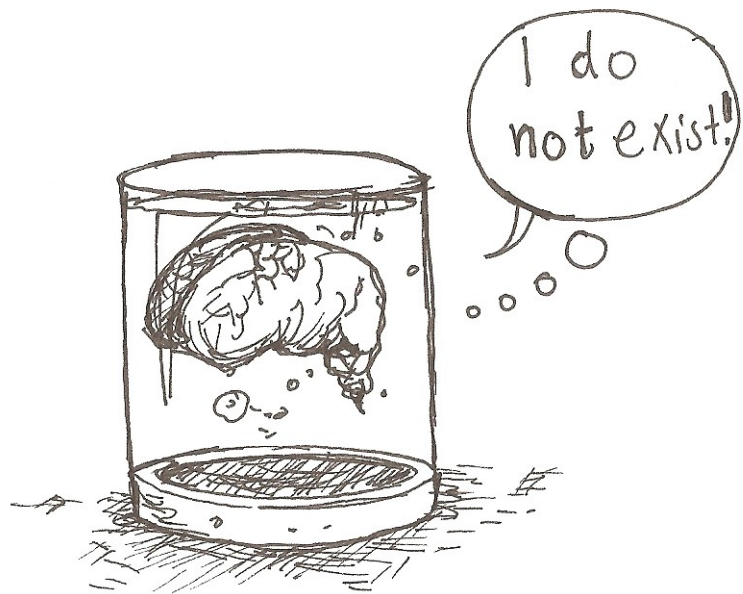






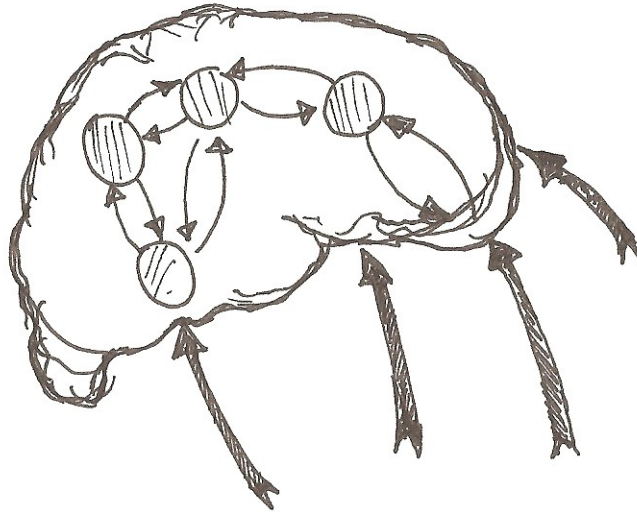






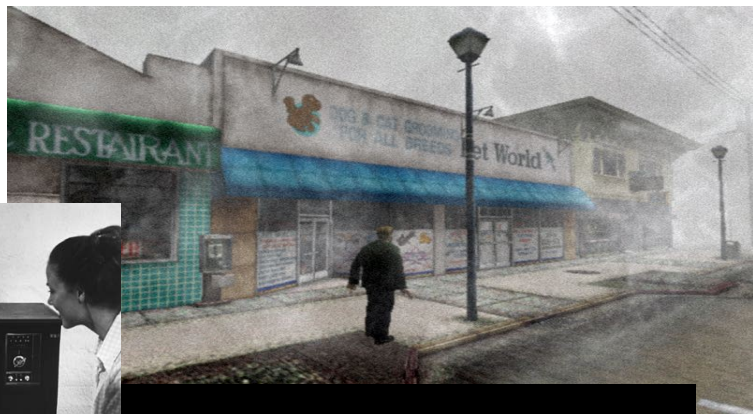


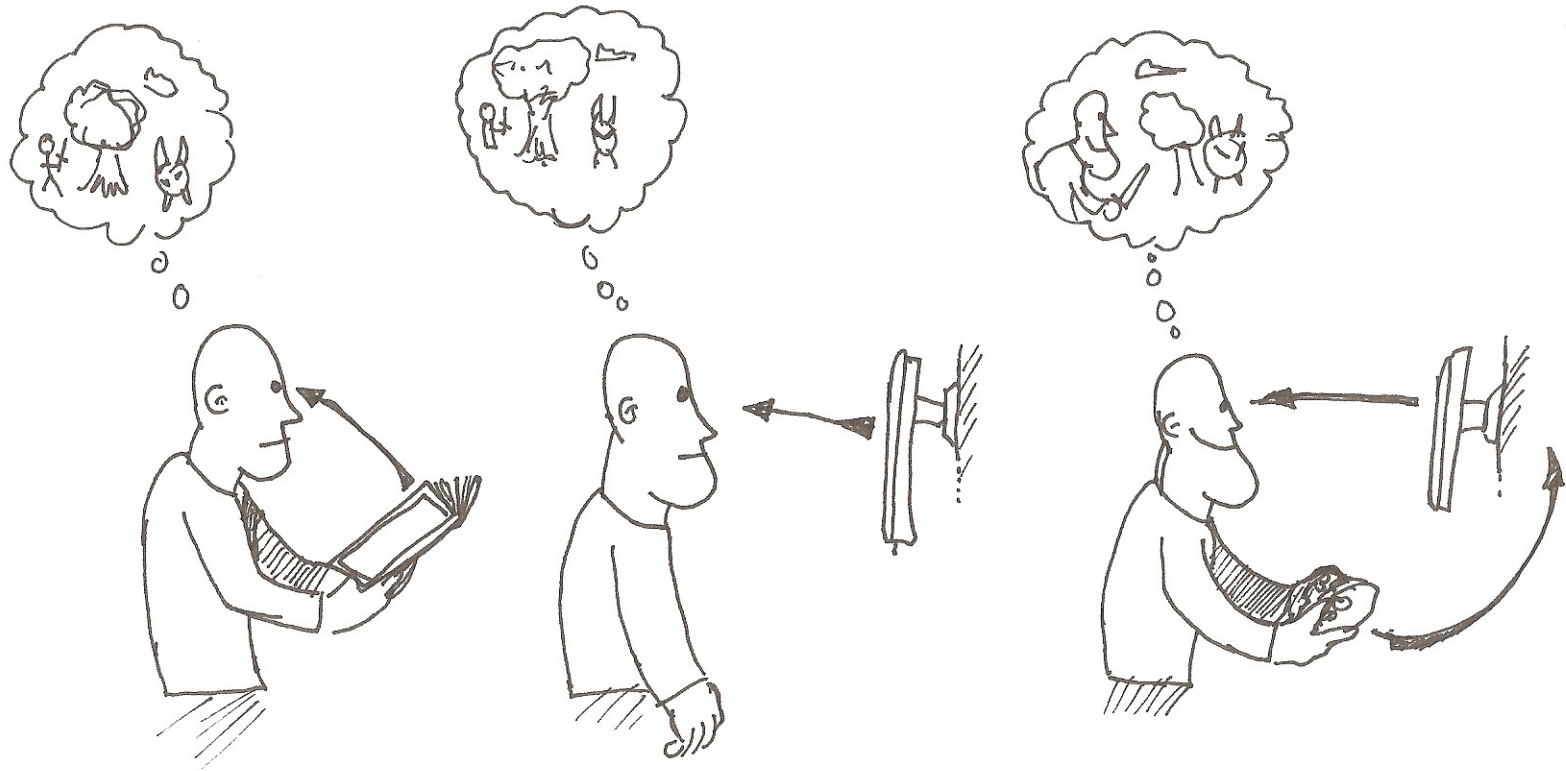






- Our self is based on feedback
- It is open to manipulation

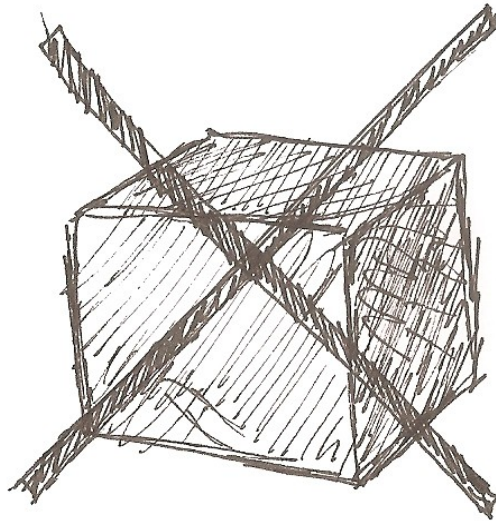








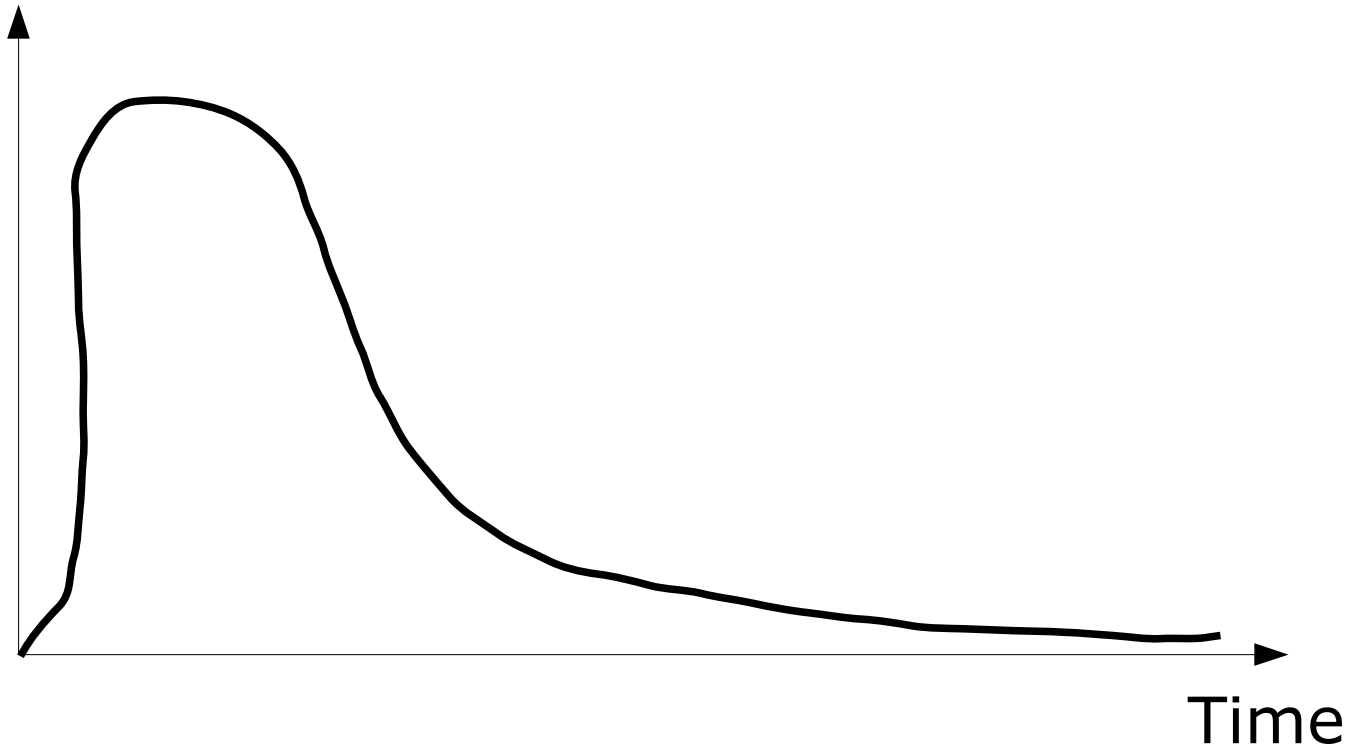


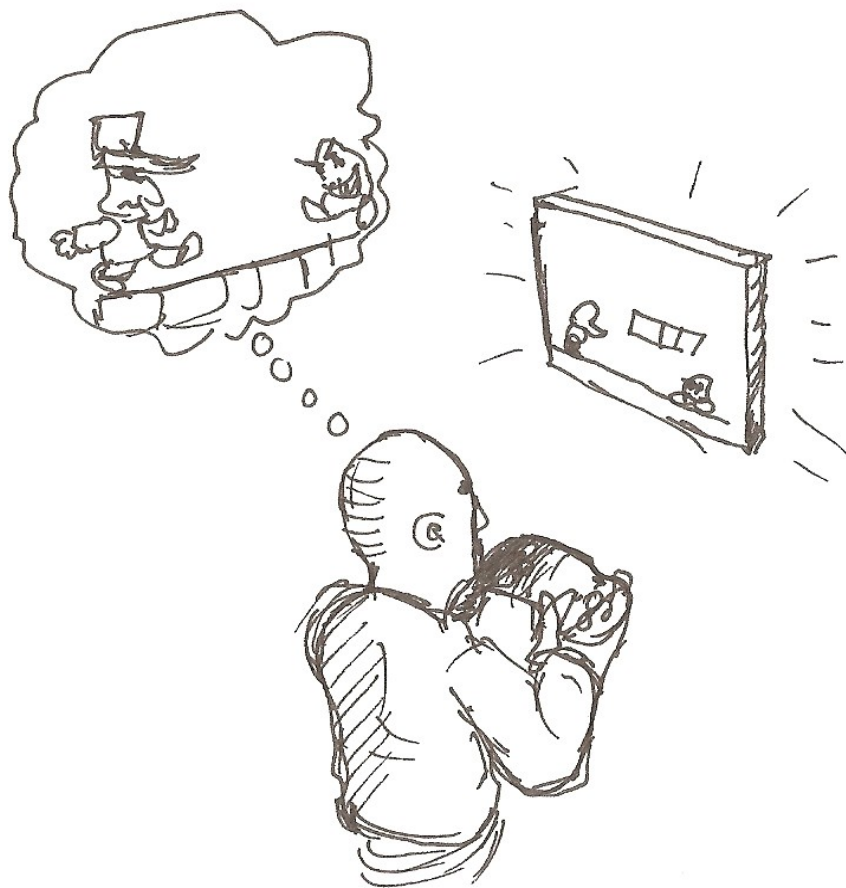


Axiom #1:

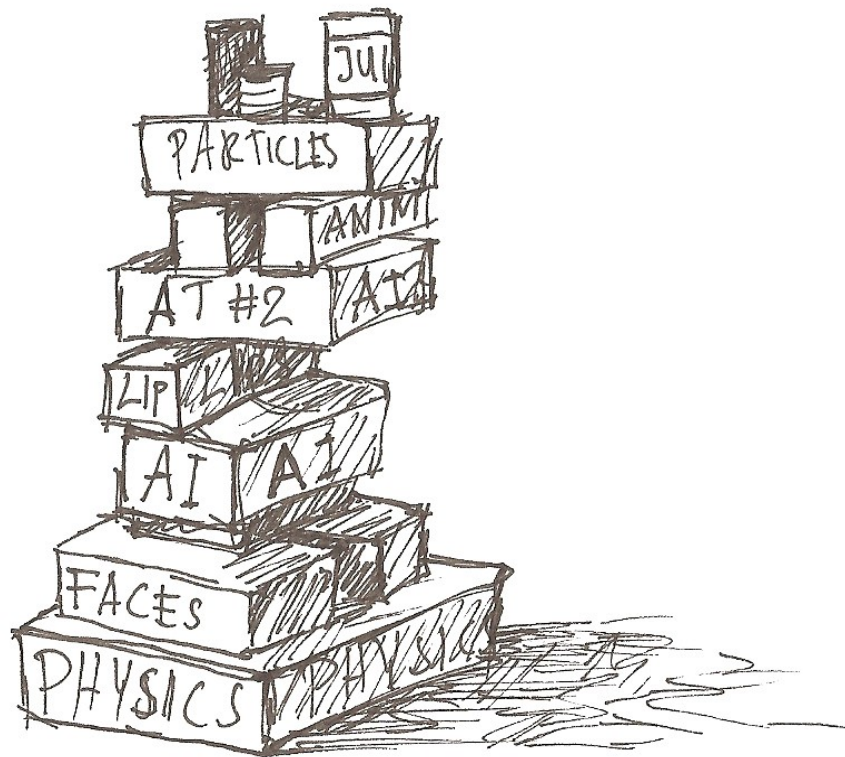
Interaction's main purpose is to create presence

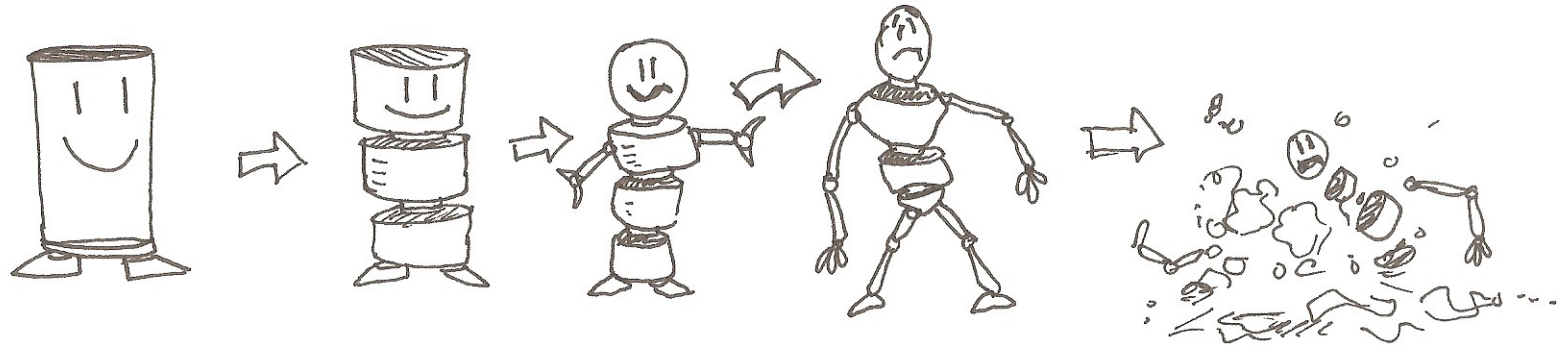
Scariness

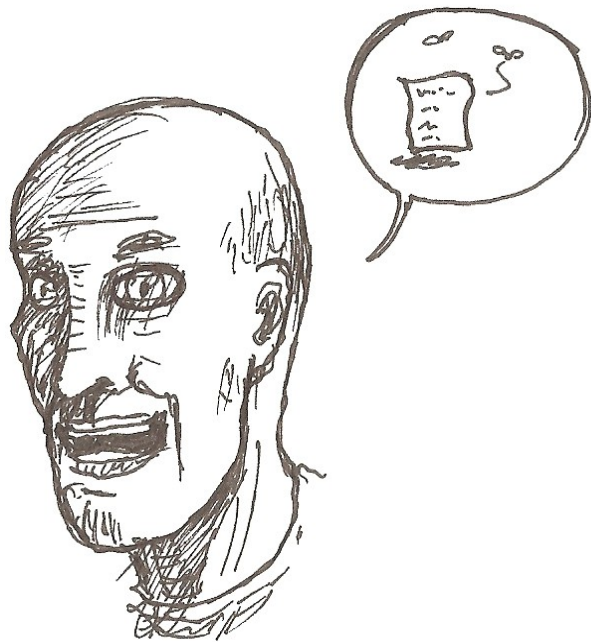


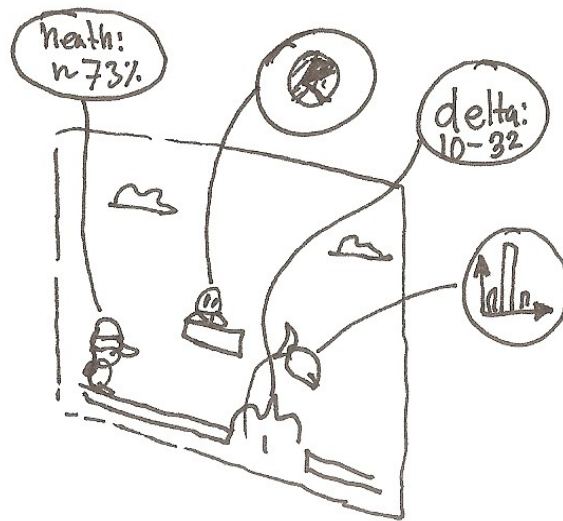


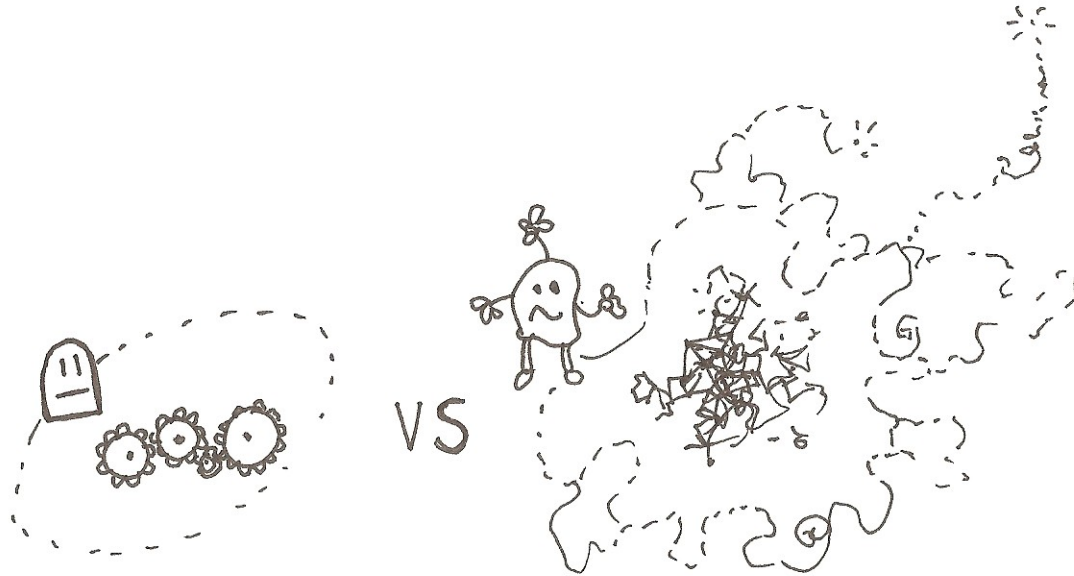


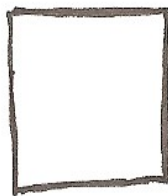






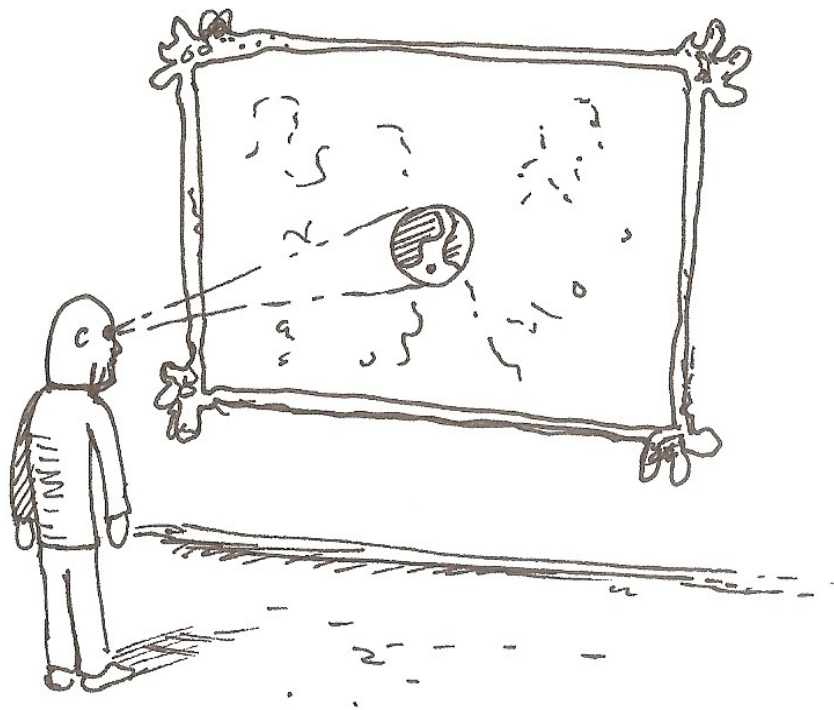


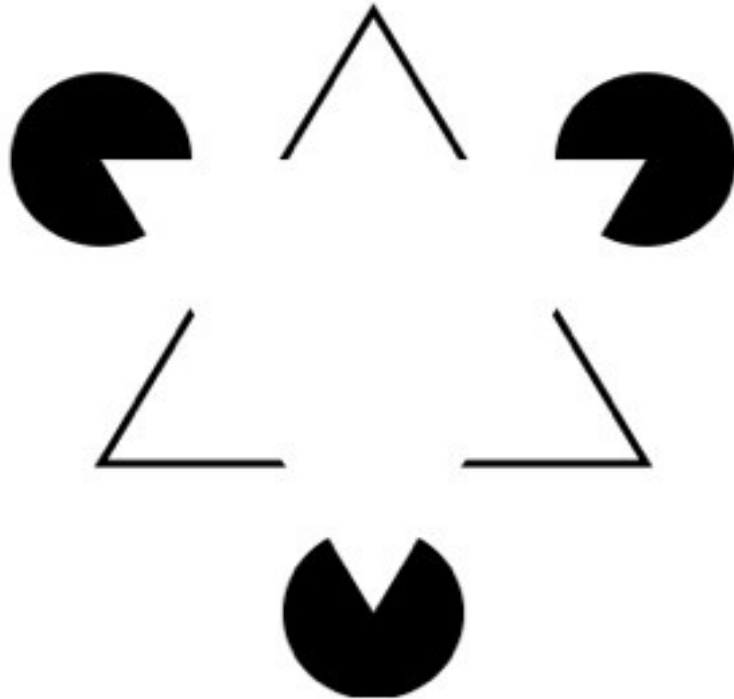




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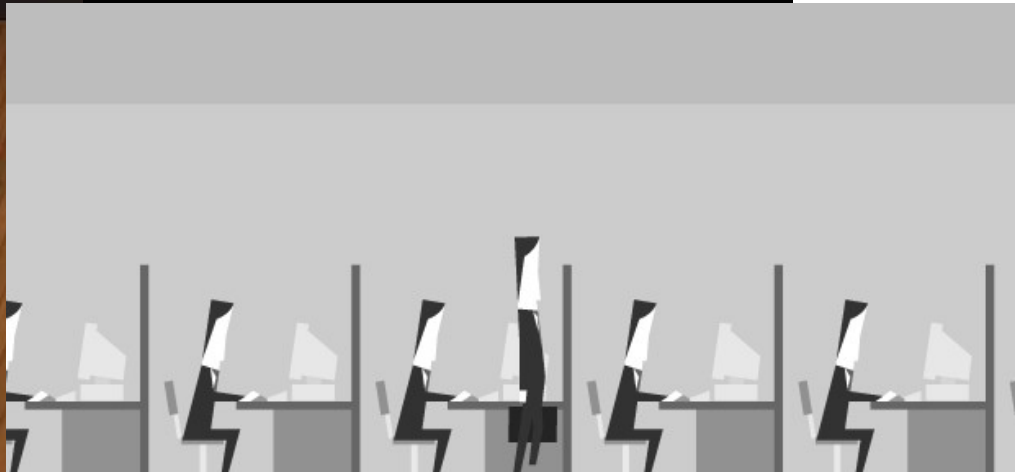
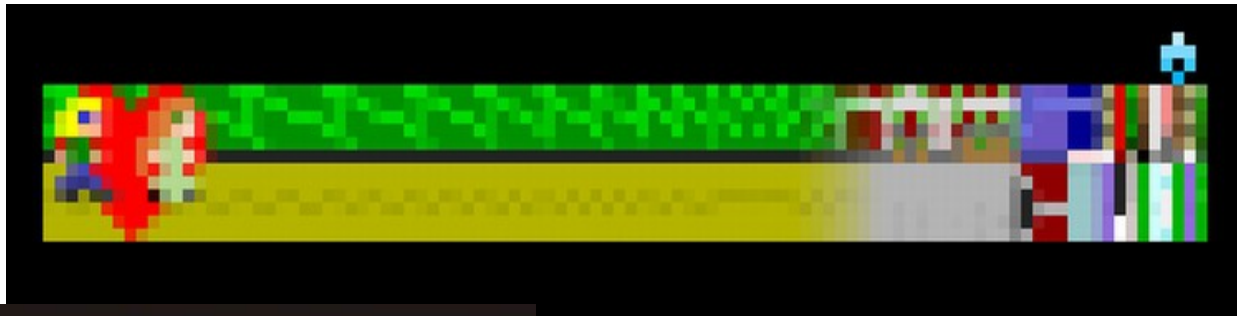


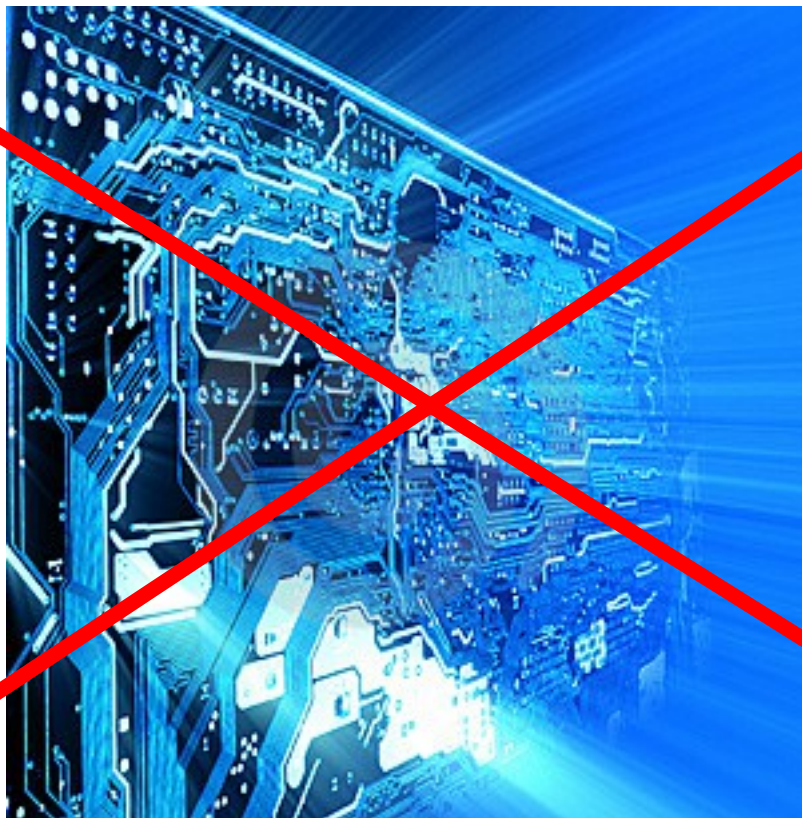
Axiom #2:

Keep systems simple, rely on imagination

- 1) Interaction's main purpose is to create presence
- 2) Keep systems simple, rely on imagination

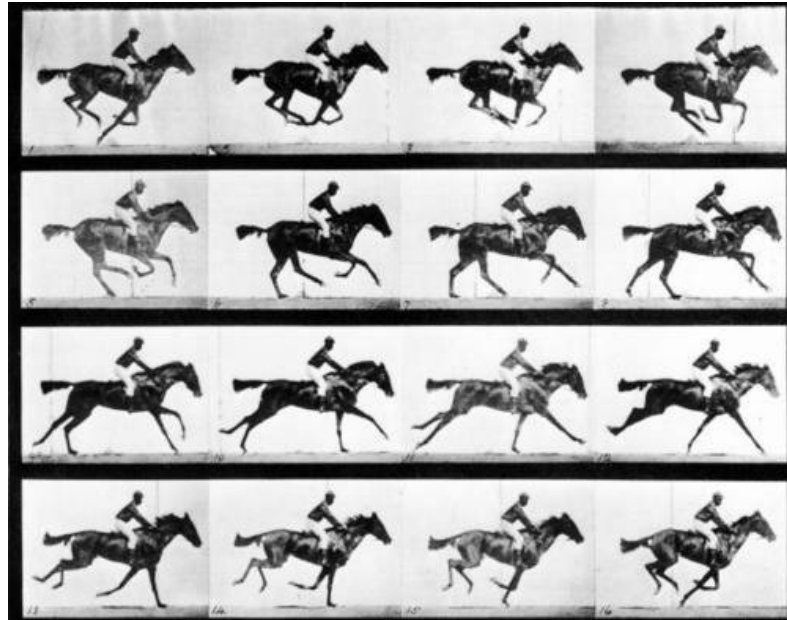


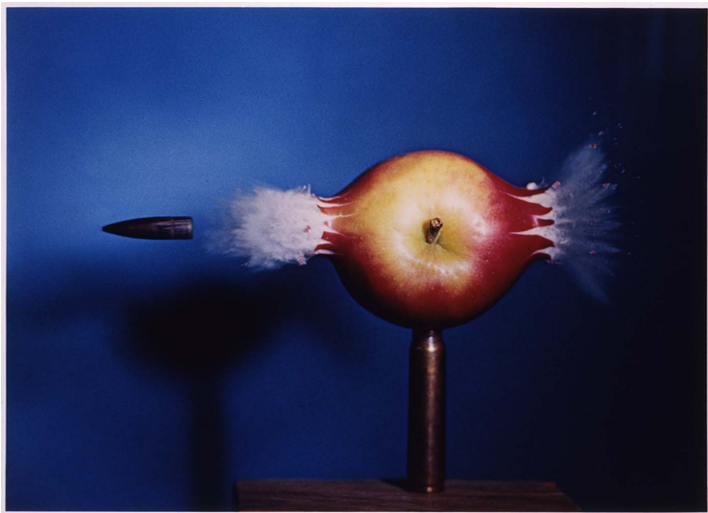












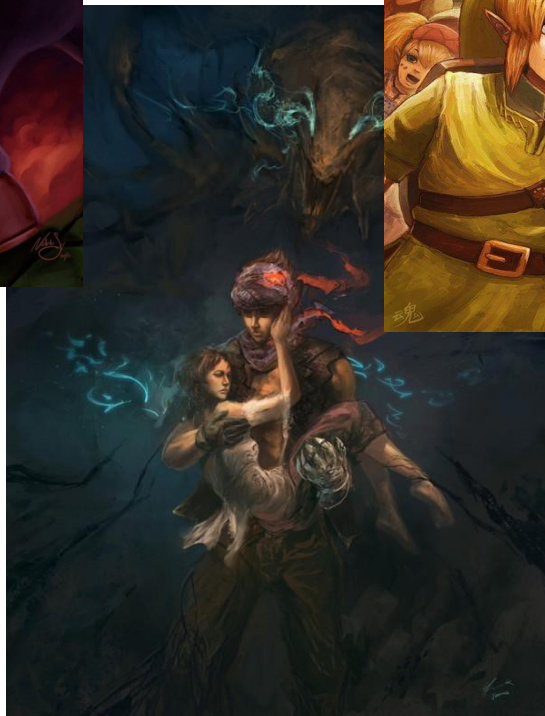




For sale: baby shoes, never worn.”
- Ernest Hemmingway

”A rose by any other name would smell as sweet”
- William Shakespeare

”The building was on fire, and it wasn't my fault.”
- Jim Butcher



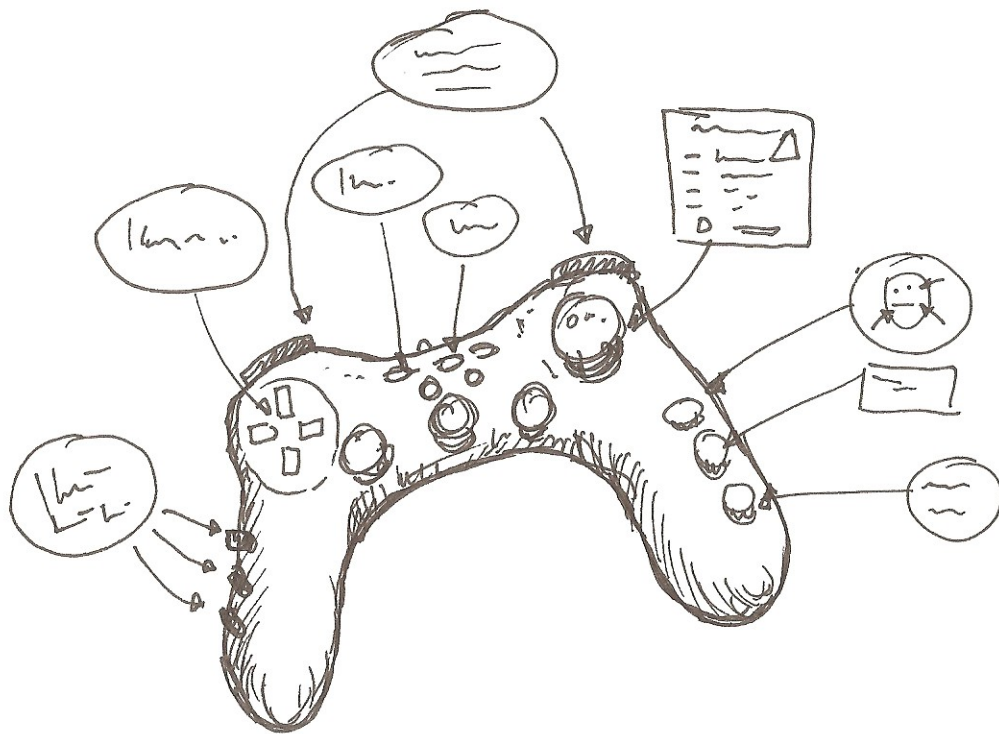






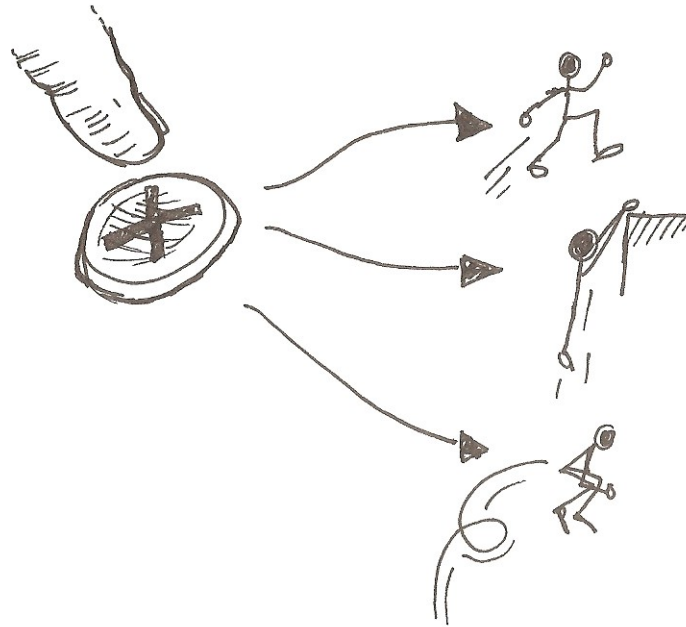
RULES

{Transperant Controls}





{Agreeable Outcome}









{Deterministic Mechanics}







{No Repetition}



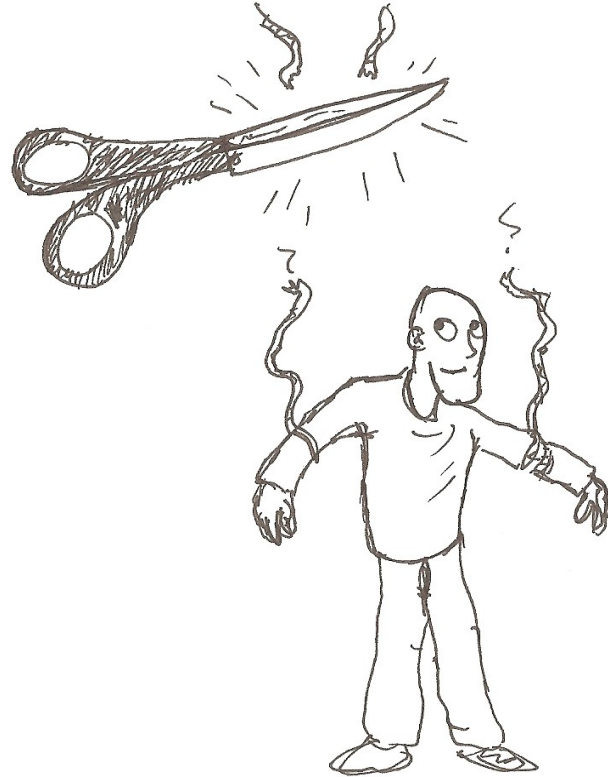




{Consistent World}

{Aesthetics Matter}

{Avoid Fail-Safes}



{No Silver Bullet}



not:



In Closing

FrictionalGames.blogspot.com

Thanks for listening!