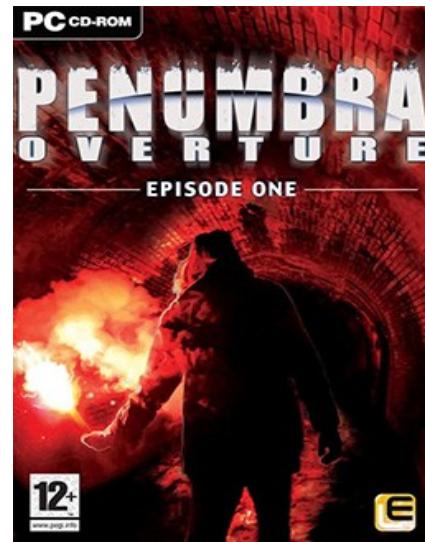
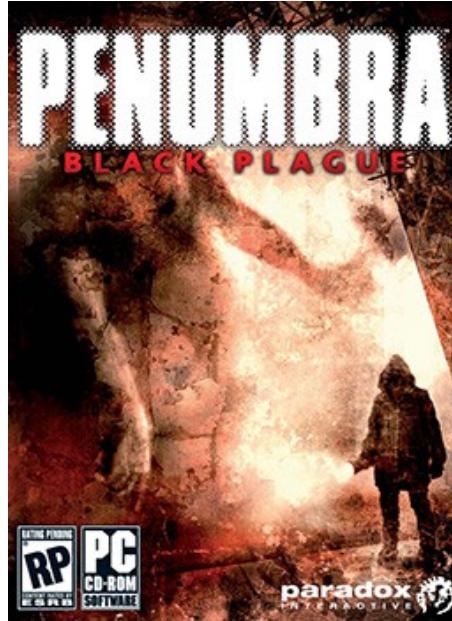
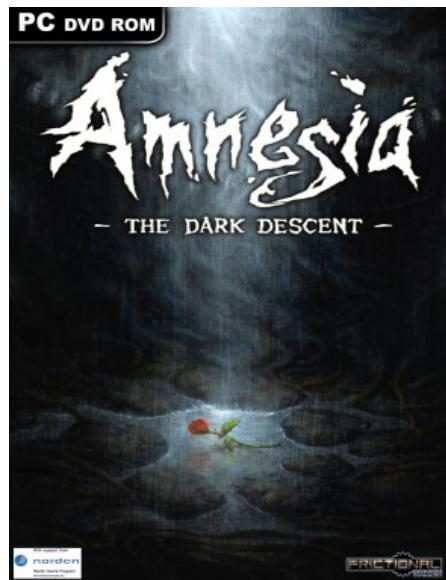


The Self, Presence and Storytelling

Thomas Grip
Creative Director, Frictional Games

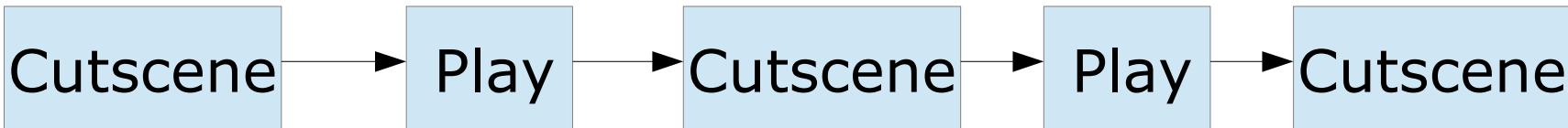
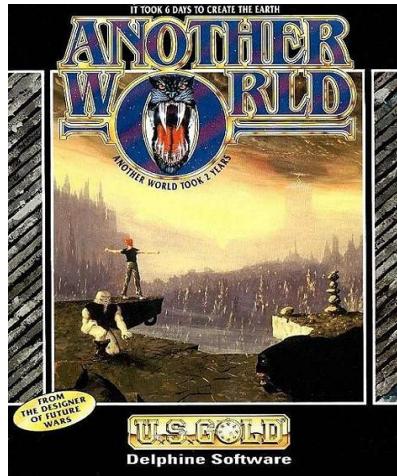
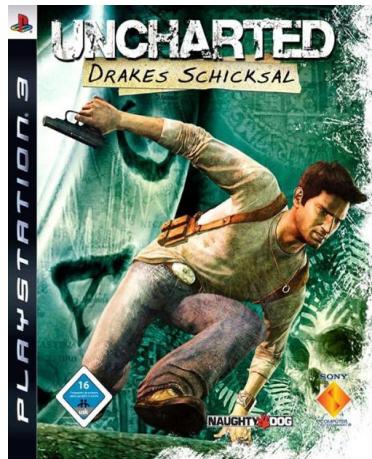


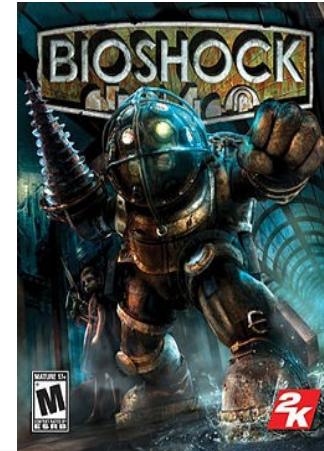
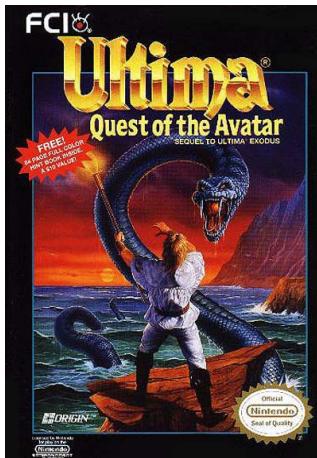
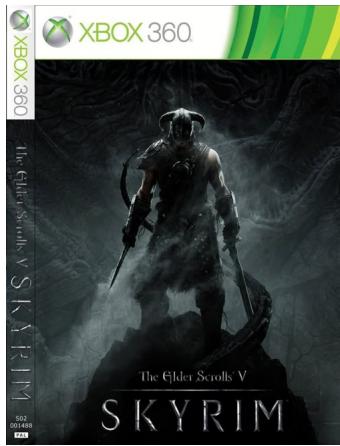
STORY?

- Theme
- Setting
- Character
- Plot
- Narration

STORY ≠ PLOT







Exposition

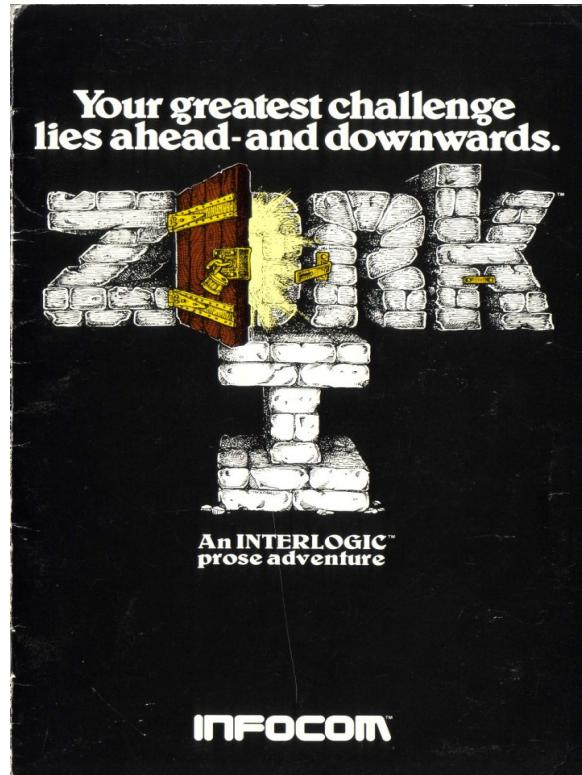
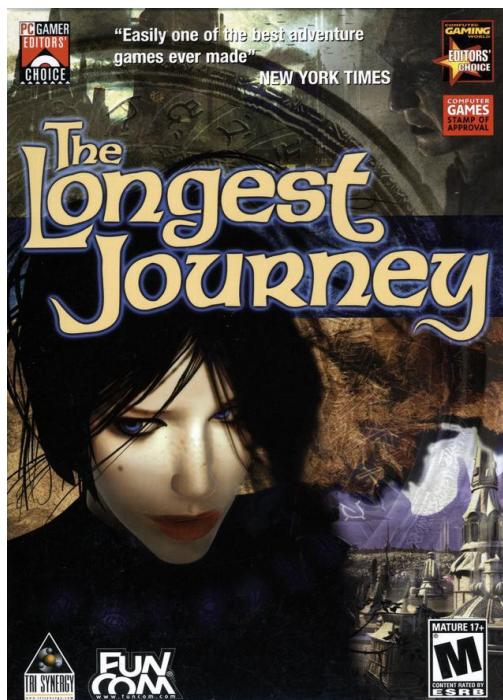
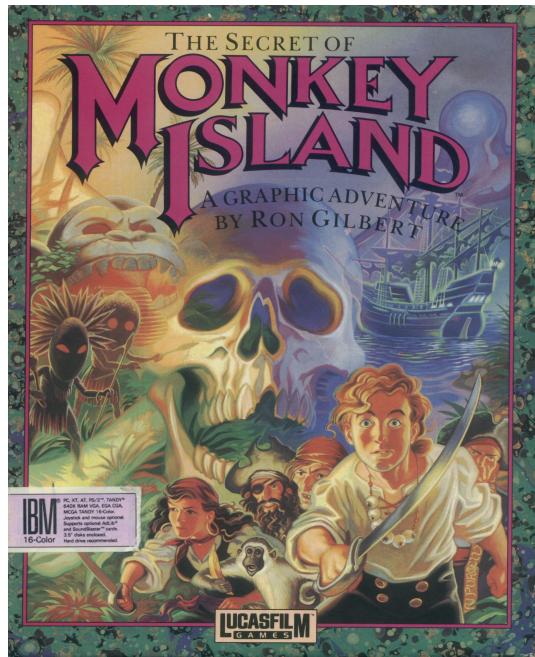
Exposition

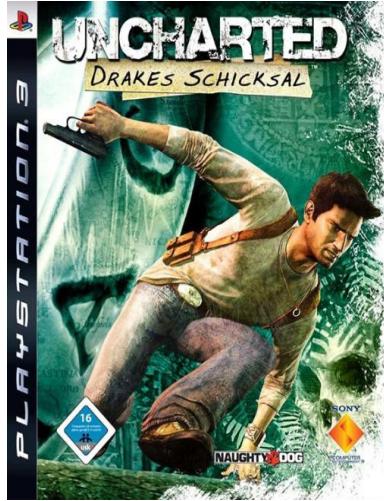
Play

Quest

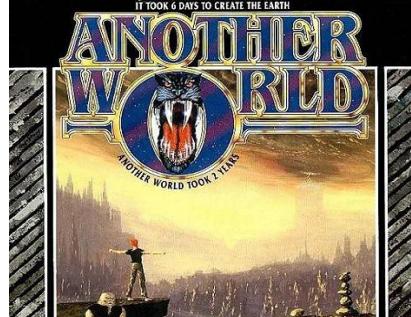
Quest

Exposition

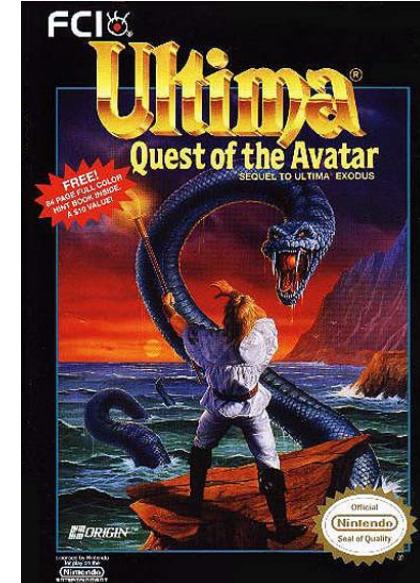


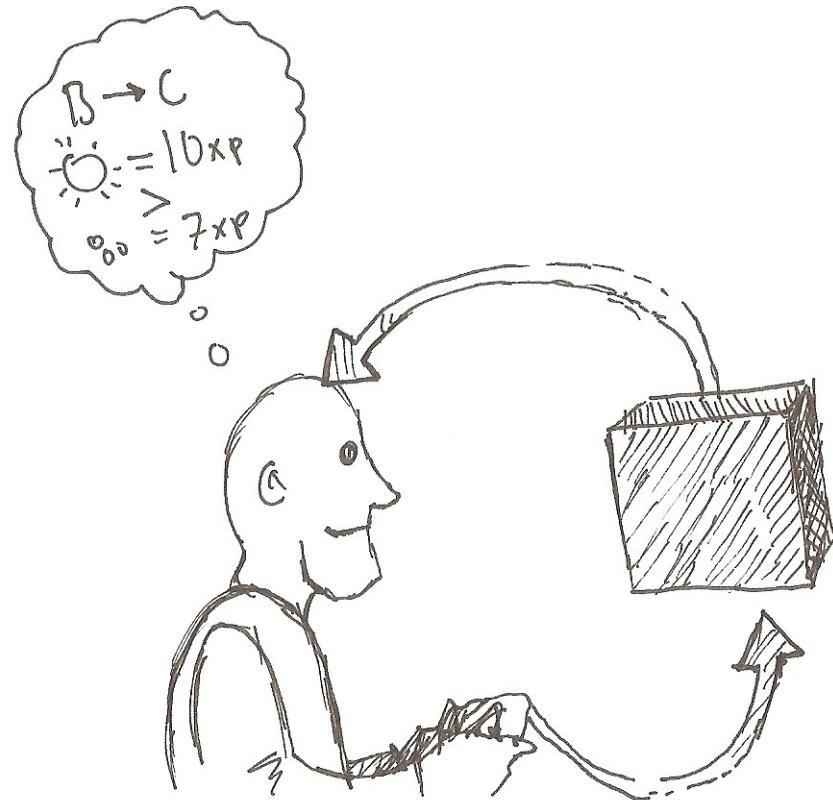


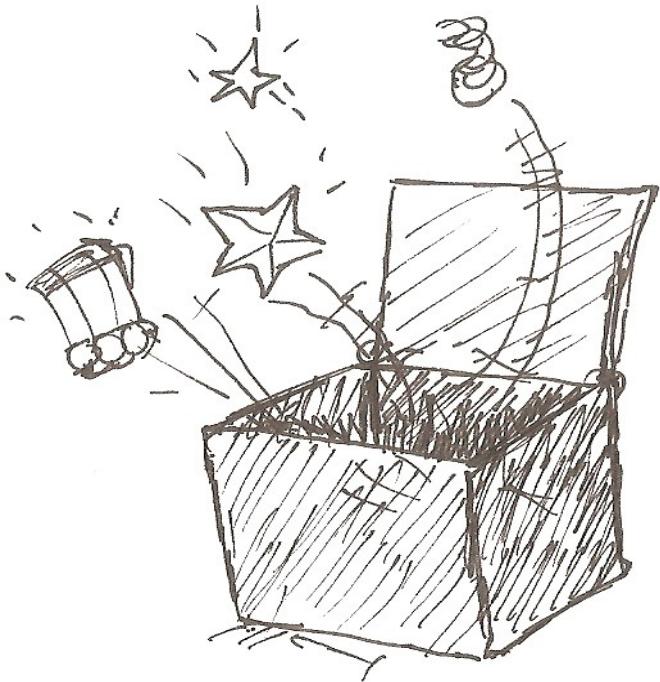
VS

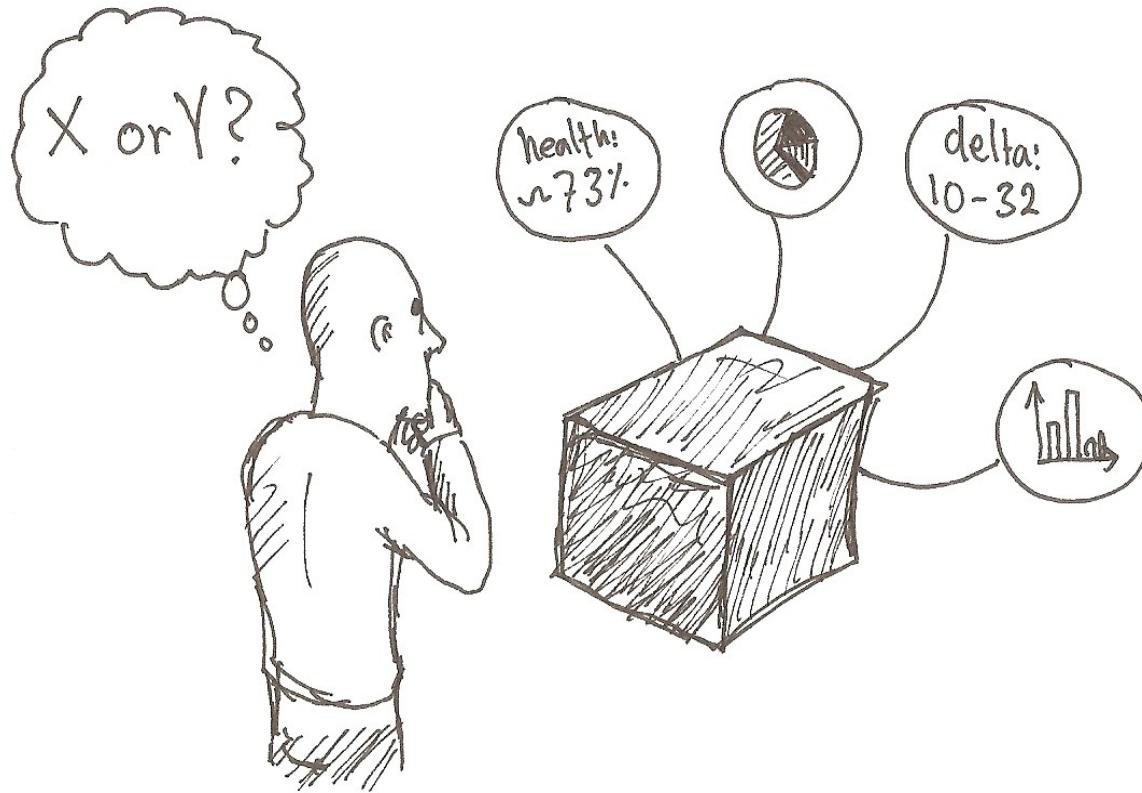


VS

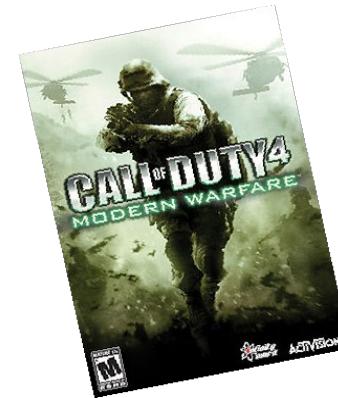
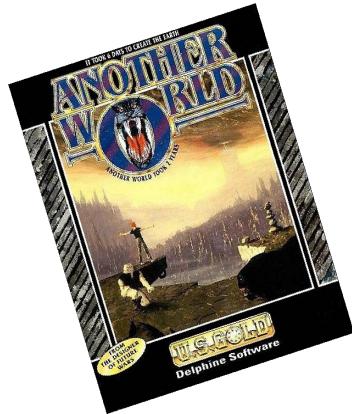


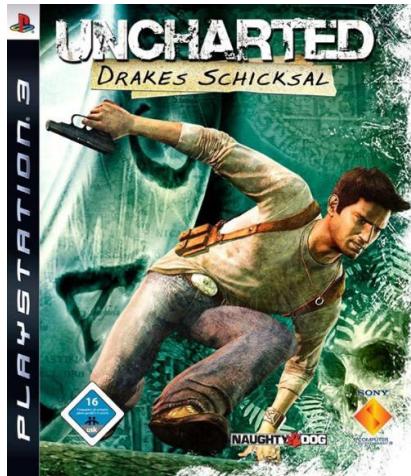




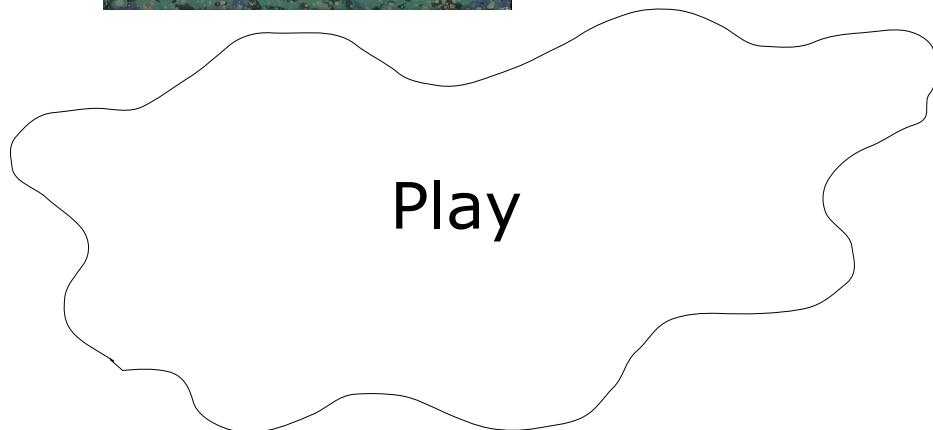
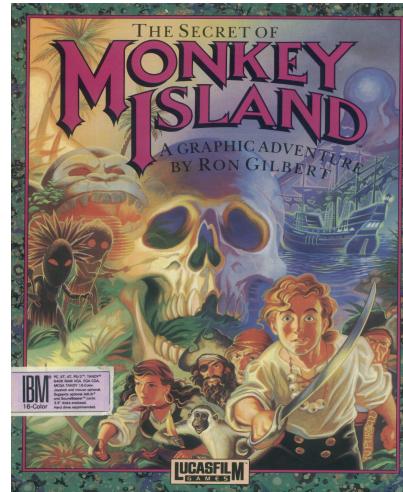




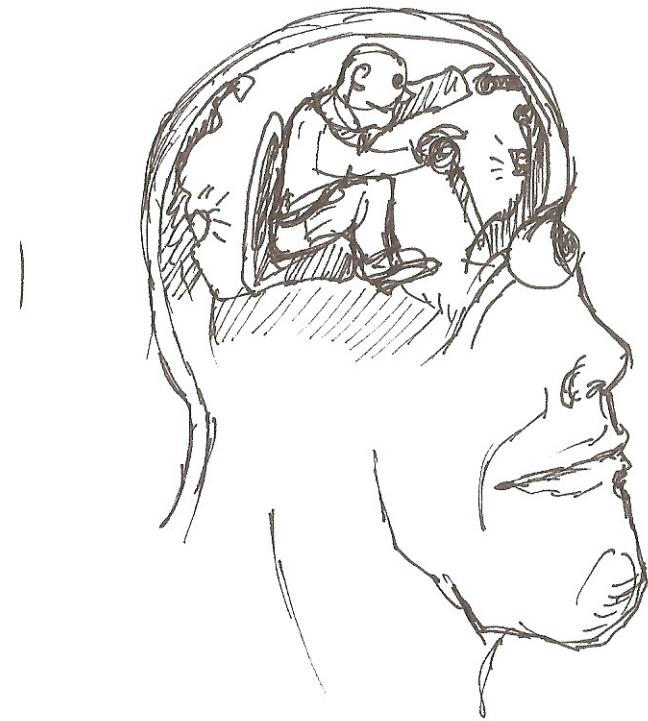




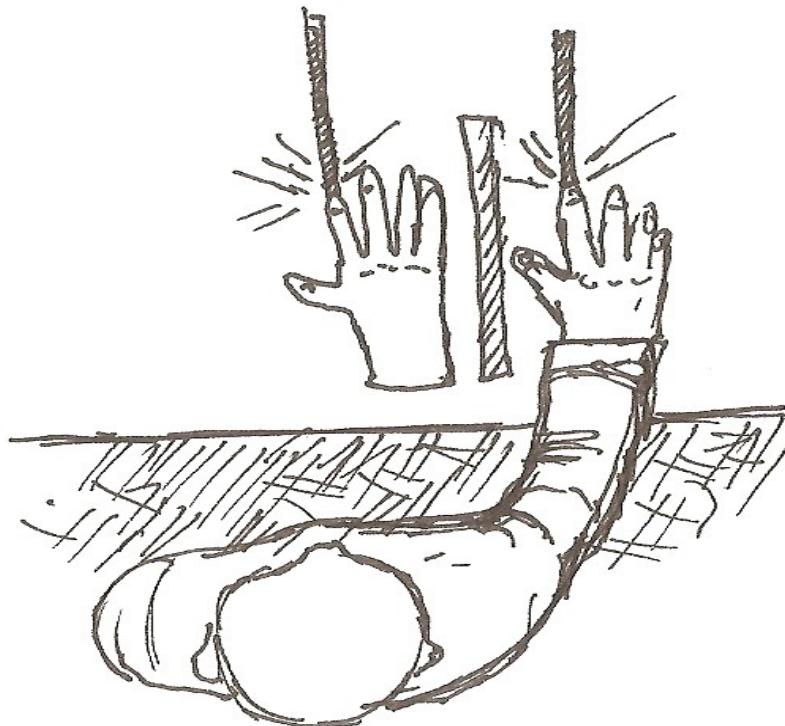
+

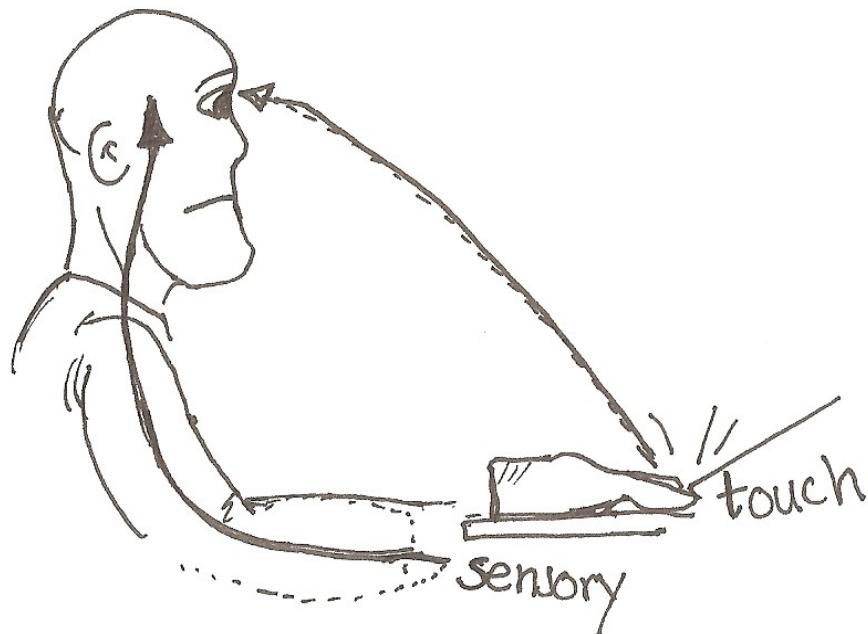








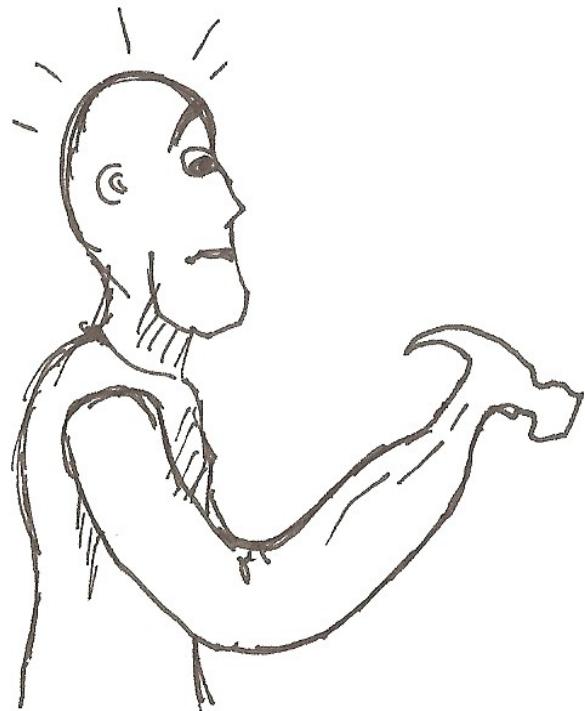


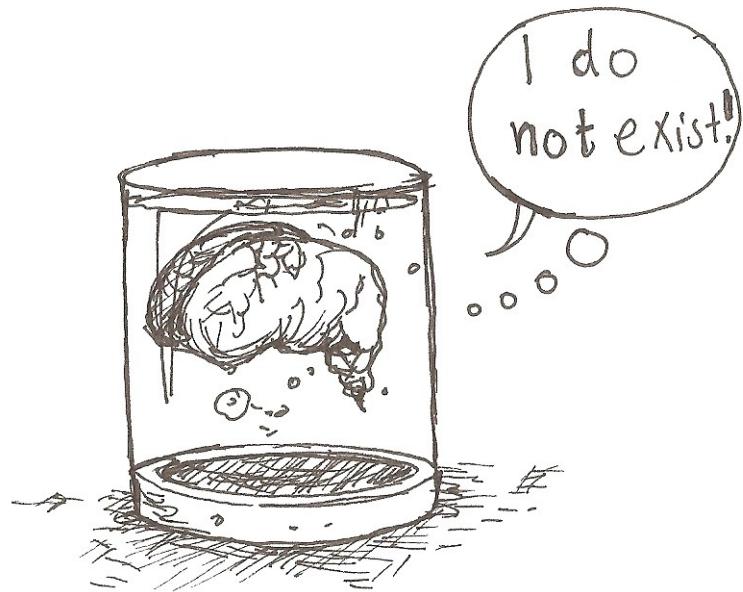




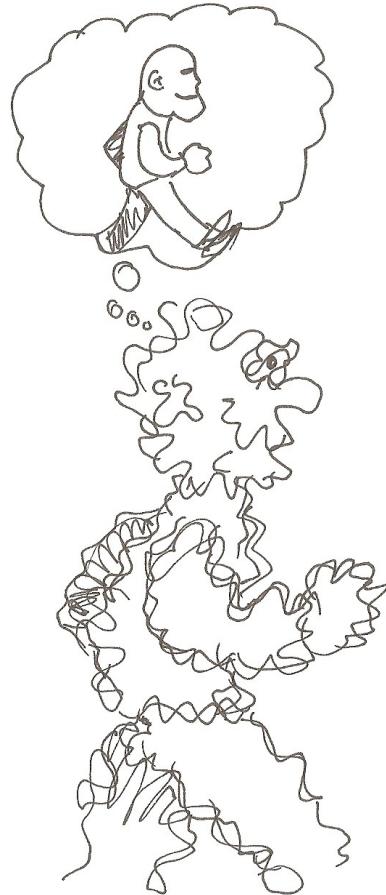
GAME DEVELOPERS CONFERENCE® EUROPE

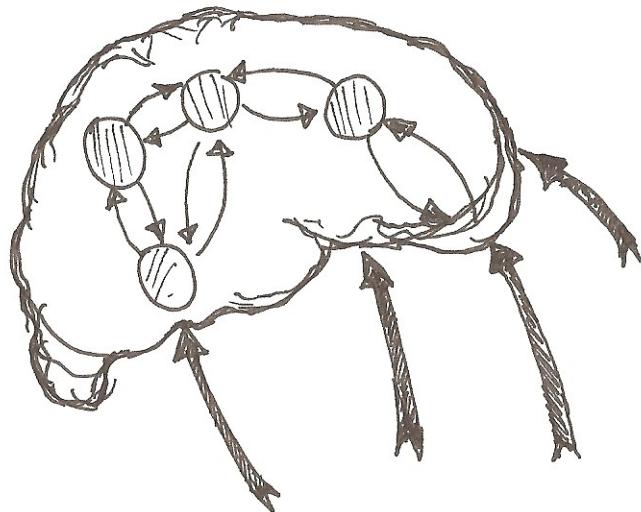
AUGUST 13-15, 2012 WWW.GDCEUROPE.COM





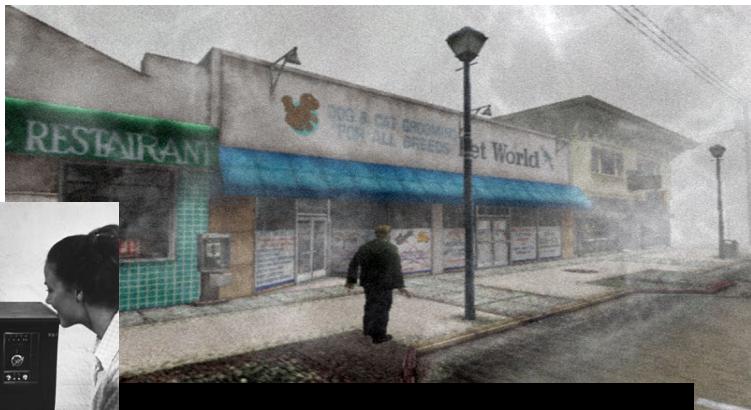


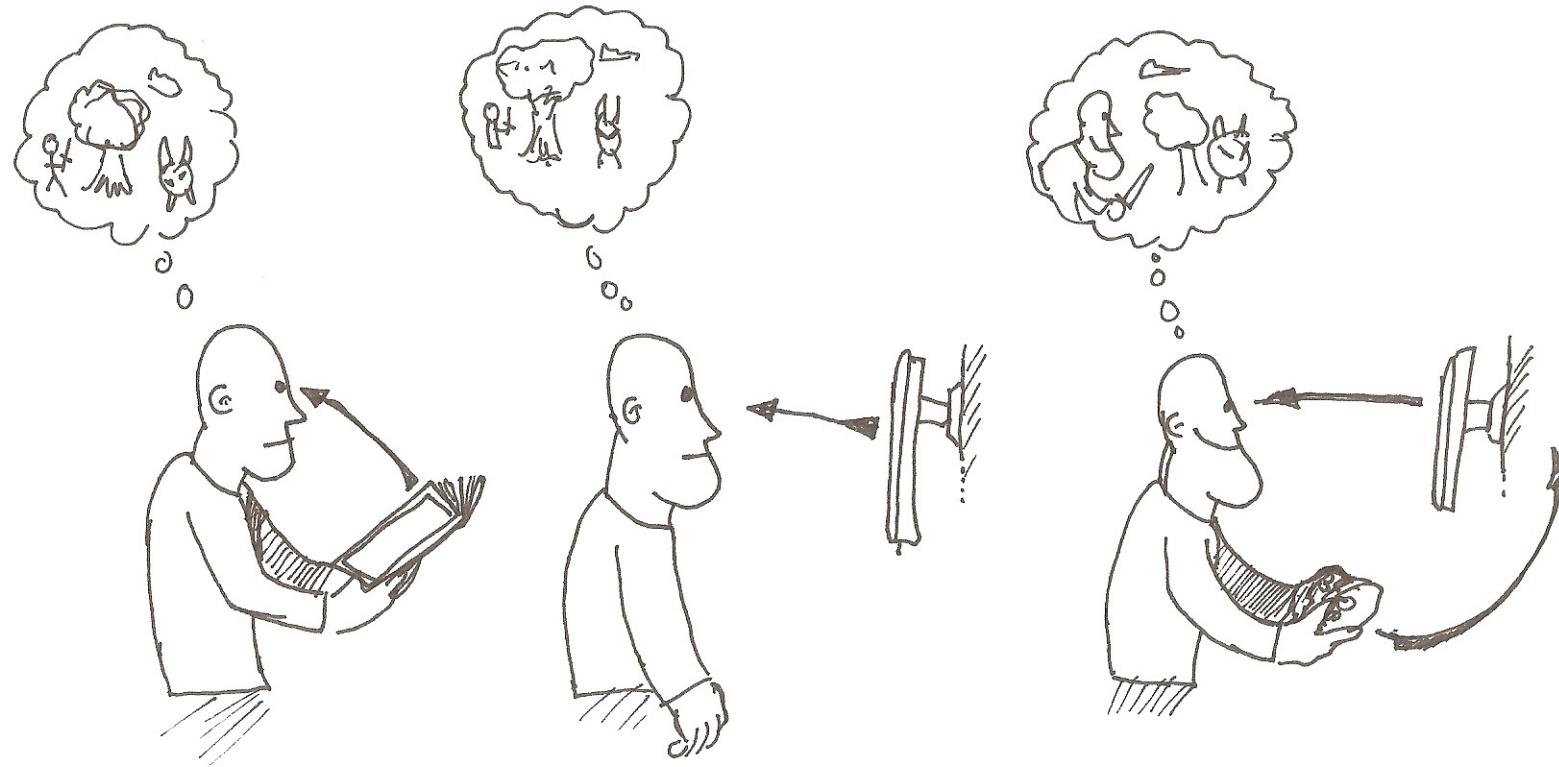






- Our self is based on feedback
- It is open to manipulation





GAME DEVELOPERS CONFERENCE® EUROPE

AUGUST 13-15, 2012 WWW.GDCEUROPE.COM

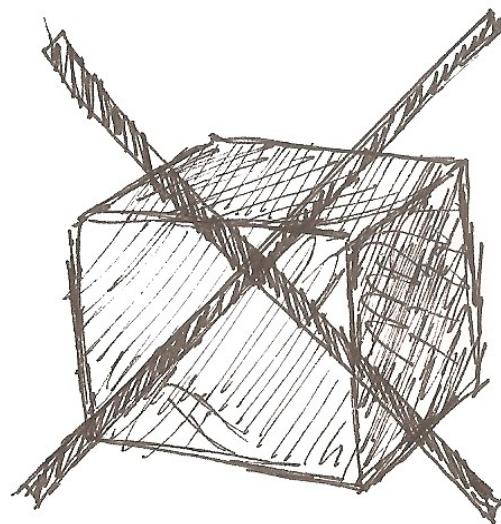




GAME DEVELOPERS CONFERENCE® EUROPE

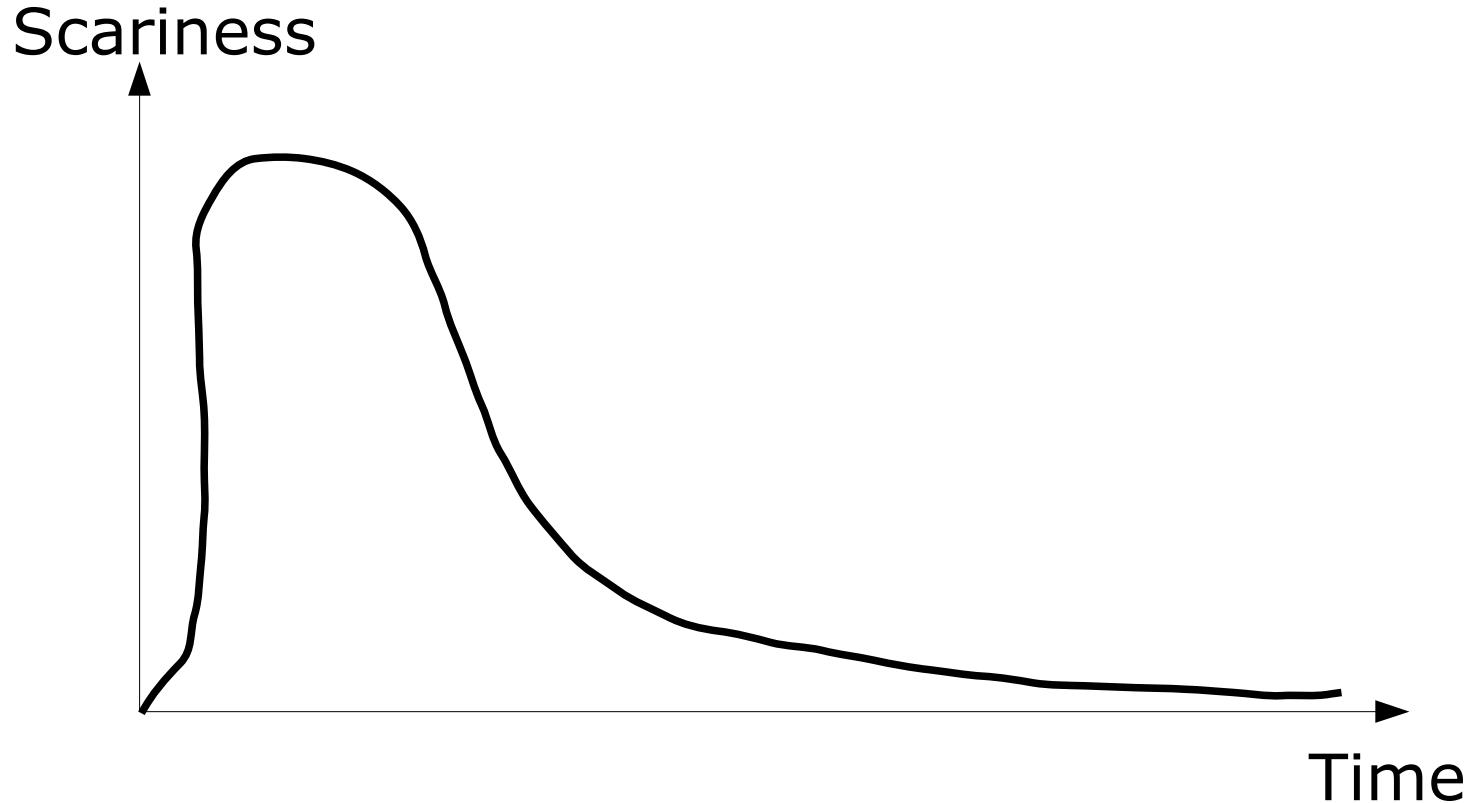
AUGUST 13-15, 2012 WWW.GDCEUROPE.COM

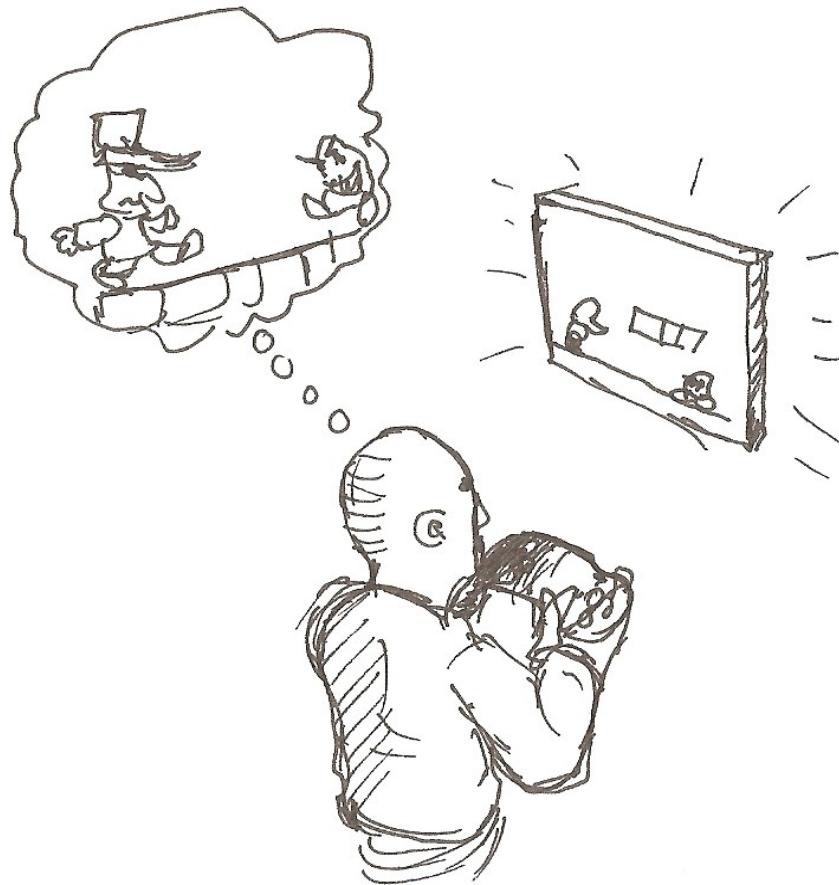


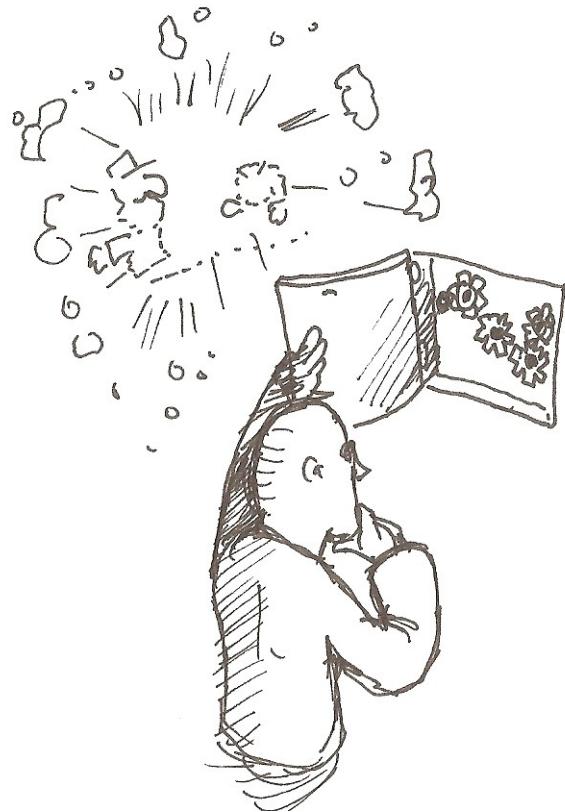


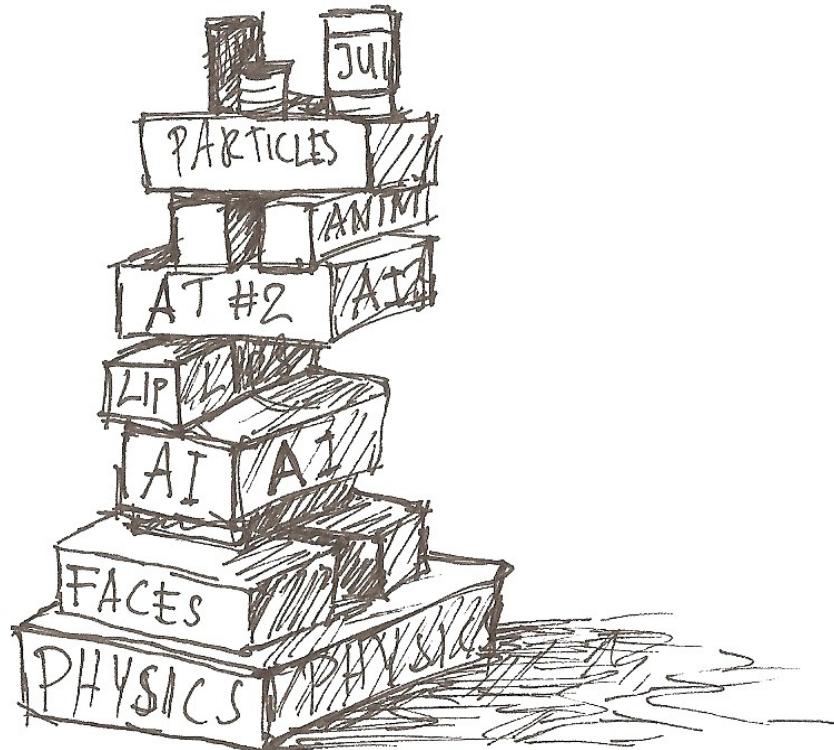
Axiom #1:

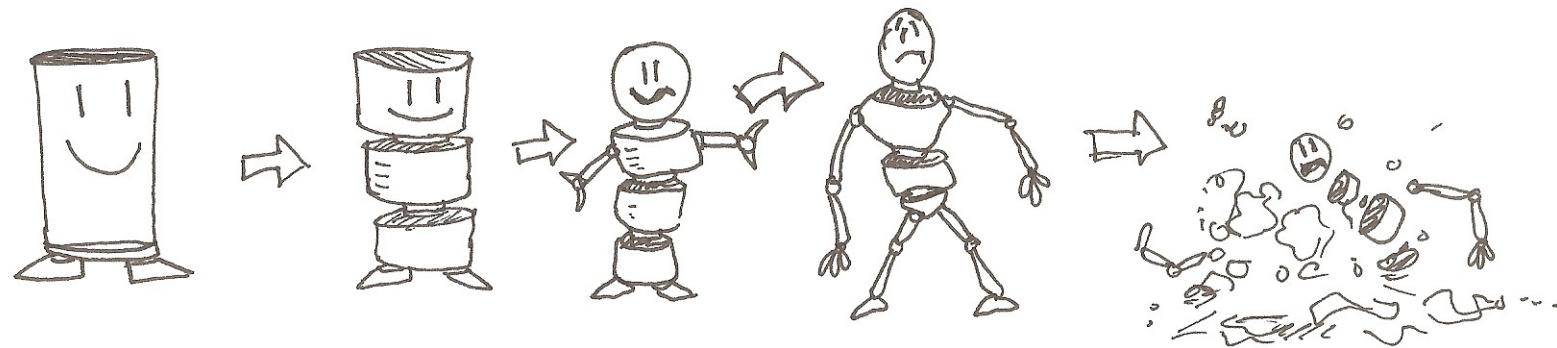
Interaction's main purpose is to create presence

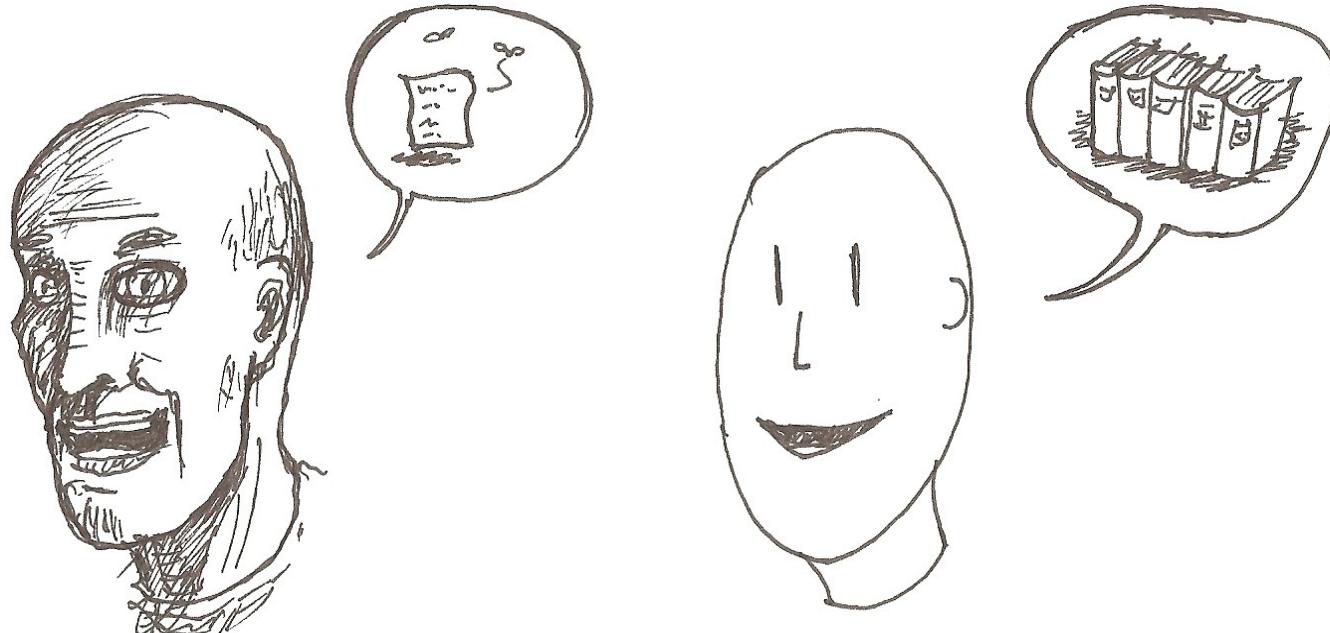


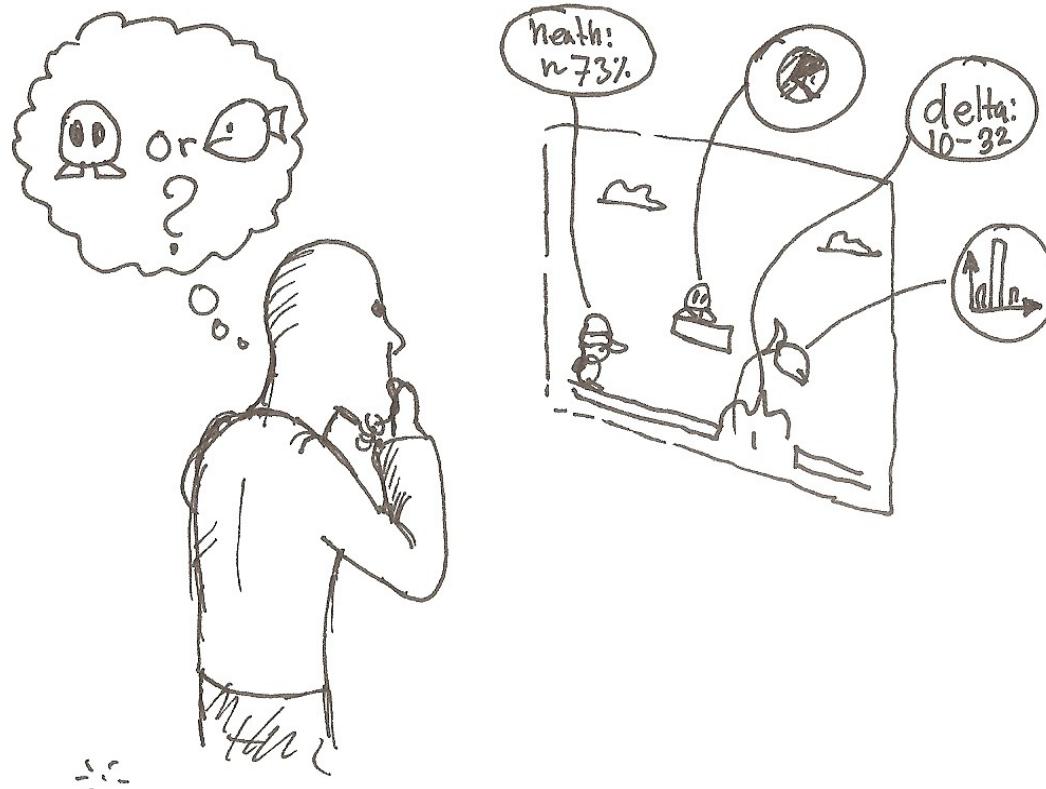


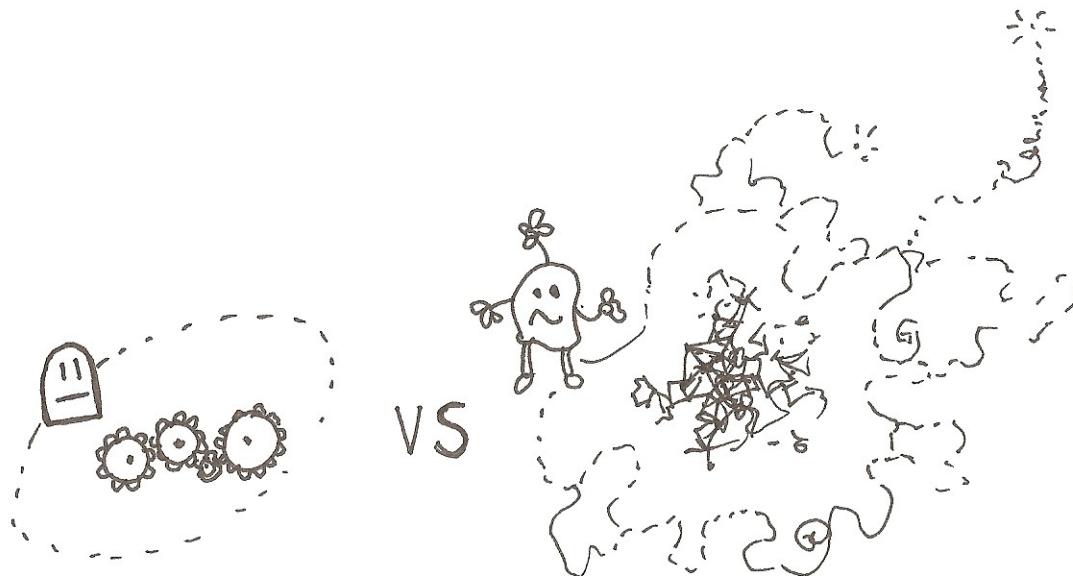


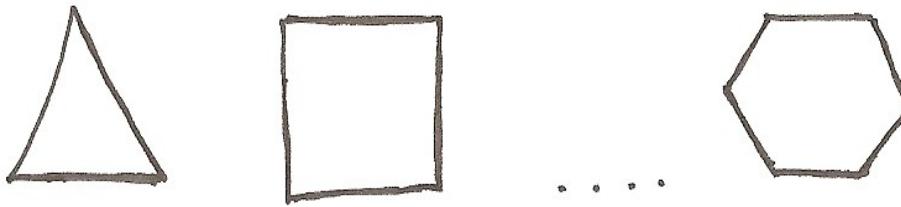


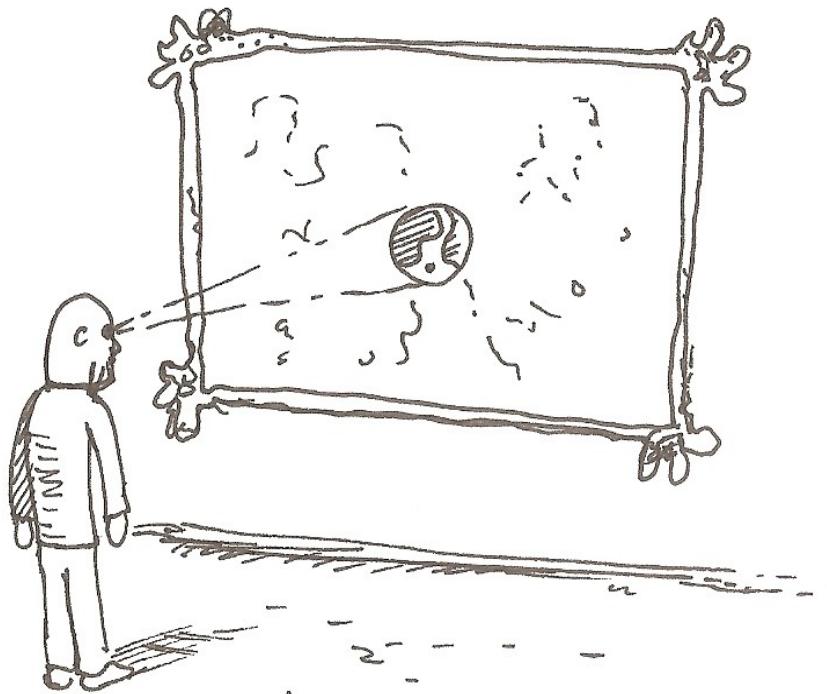


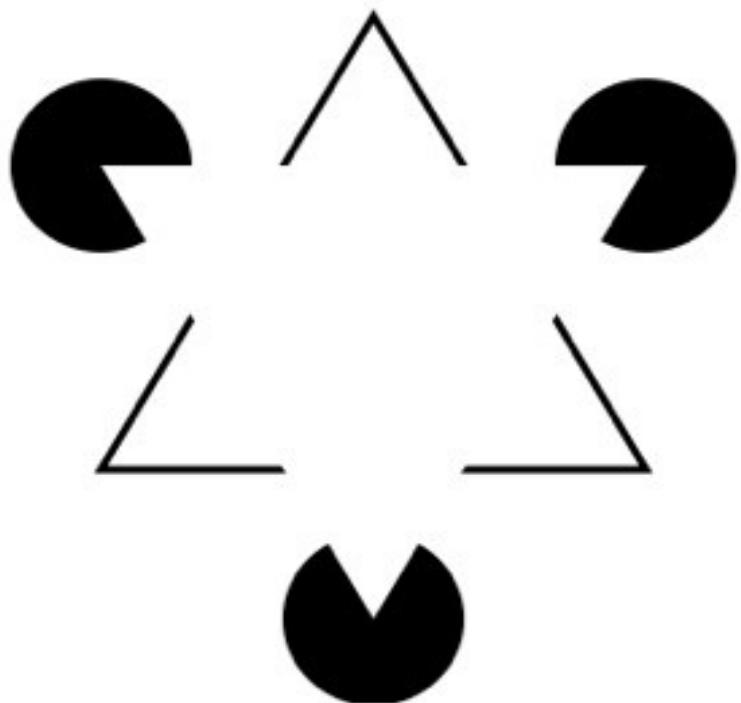












GAME DEVELOPERS CONFERENCE® EUROPE

AUGUST 13-15, 2012 WWW.GDCEUROPE.COM



GAME DEVELOPERS CONFERENCE® EUROPE

AUGUST 13-15, 2012 WWW.GDCEUROPE.COM





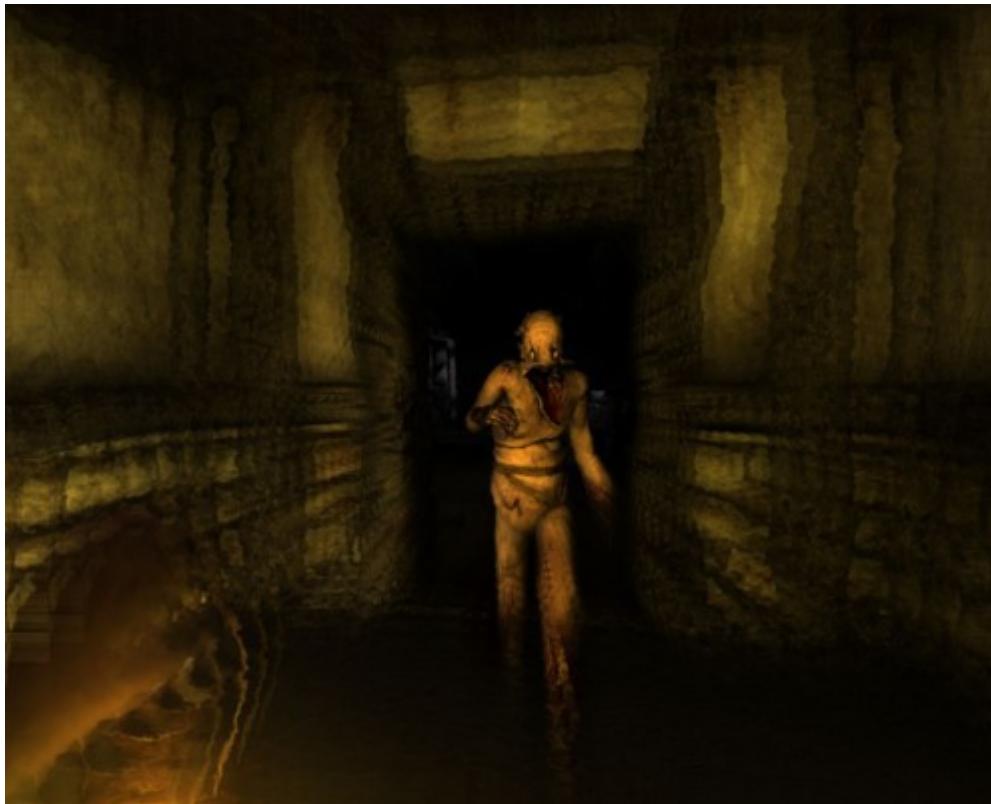
Axiom #2:

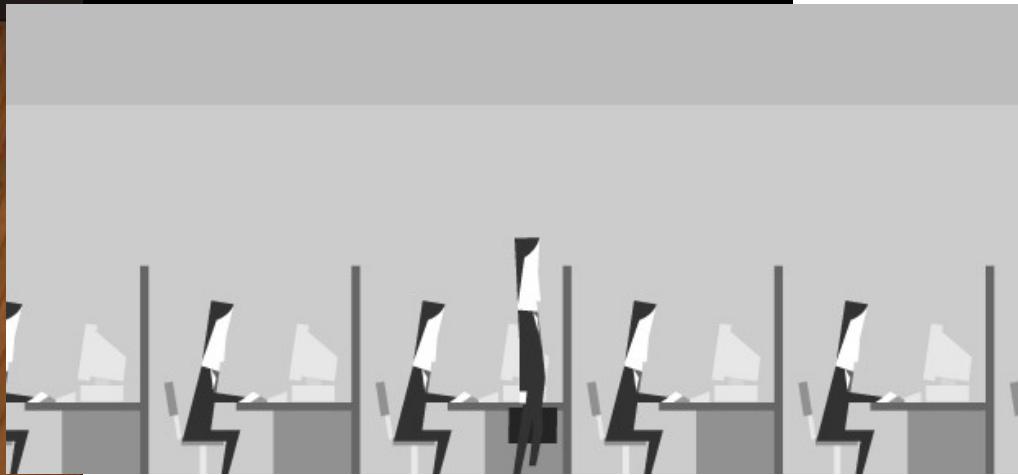
Keep systems simple, rely on imagination

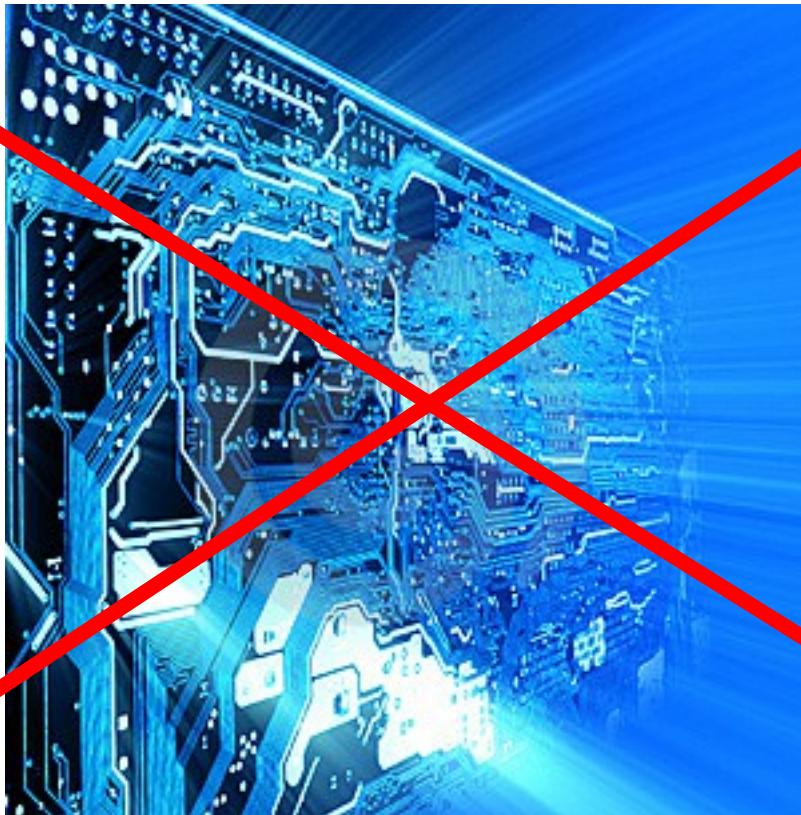
- 1) Interaction's main purpose is to create presence
- 2) Keep systems simple, rely on imagination

GAME DEVELOPERS CONFERENCE® EUROPE

AUGUST 13-15, 2012 WWW.GDCEUROPE.COM





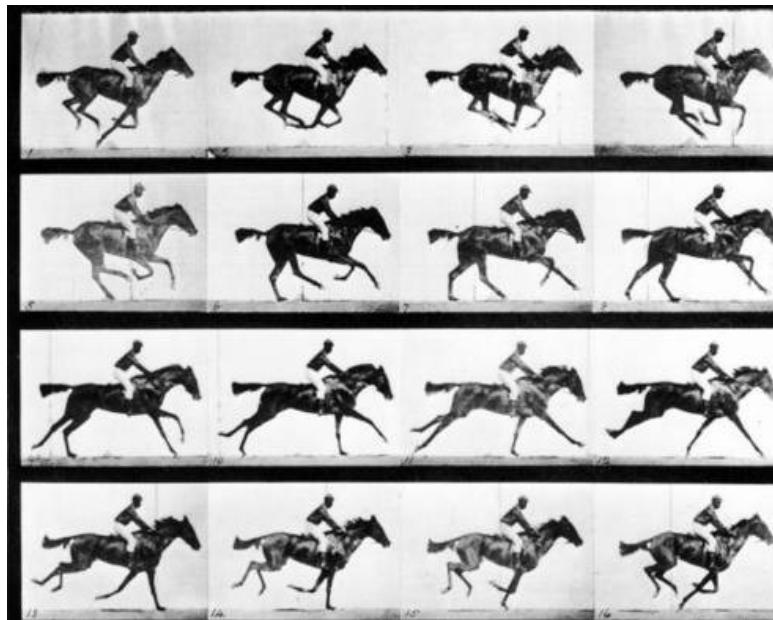


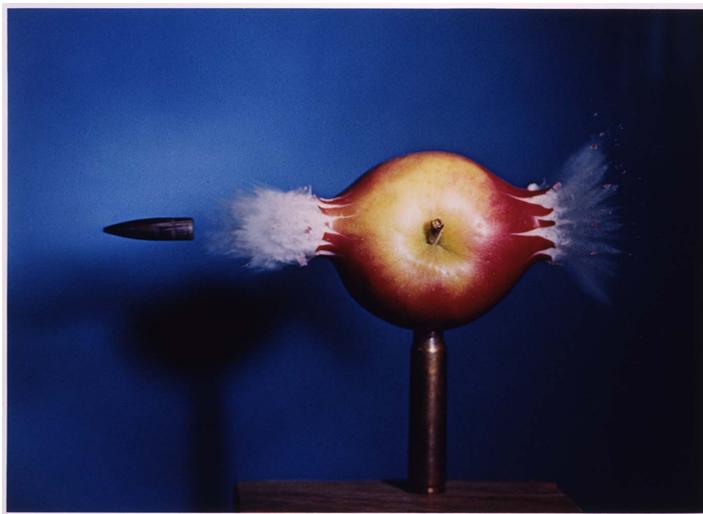


GAME DEVELOPERS CONFERENCE® EUROPE

AUGUST 13-15, 2012 WWW.GDCEUROPE.COM











For sale: baby shoes, never worn.”

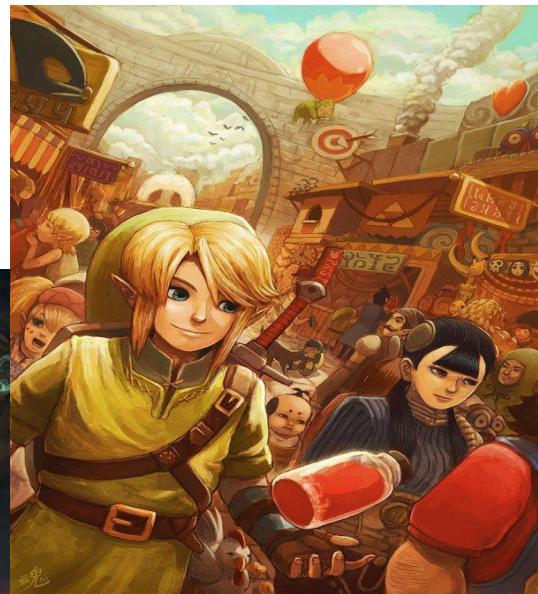
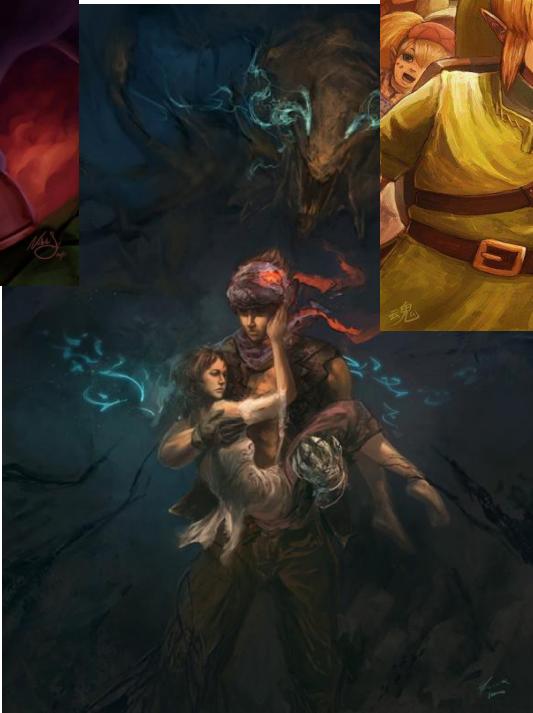
- Ernest Hemmingway

”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



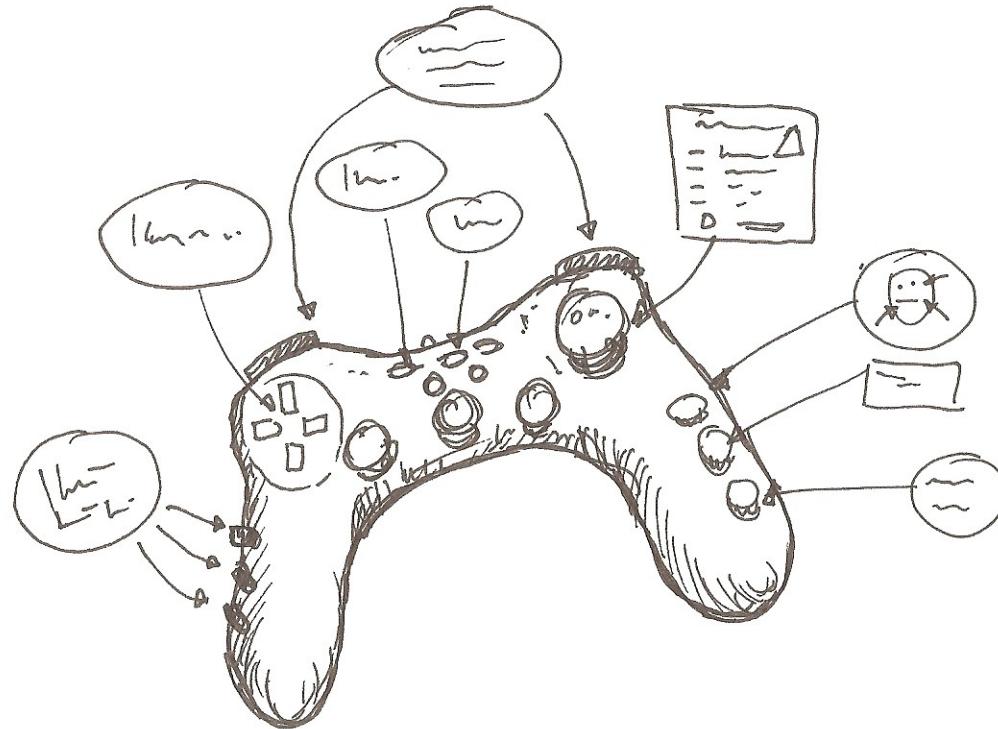






RULES

{Transperant Controls}

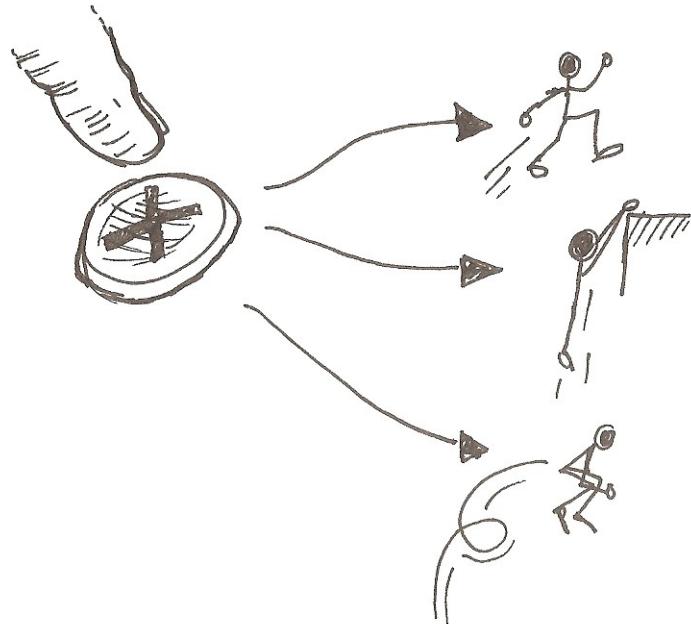


GAME DEVELOPERS CONFERENCE® EUROPE

AUGUST 13-15, 2012 WWW.GDCEUROPE.COM



{Agreeable Outcome}





GAME DEVELOPERS CONFERENCE® EUROPE

AUGUST 13-15, 2012 WWW.GDCEUROPE.COM





{Deterministic Mechanics}





GAME DEVELOPERS CONFERENCE® EUROPE

AUGUST 13-15, 2012 WWW.GDCEUROPE.COM



{No Repetition}



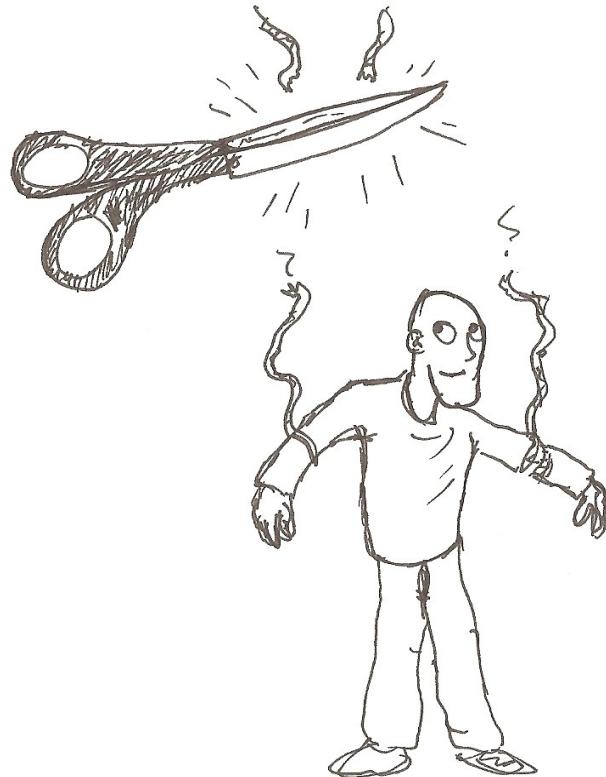




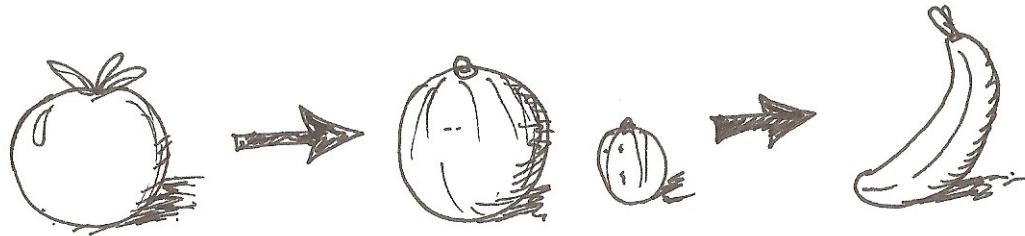
{Consistent World}

{Aesthetics Matter}

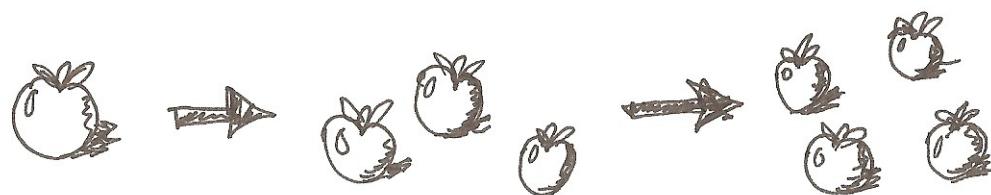
{Avoid Fail-Safes}



{No Silver Bullet}



not:



In Closing

FrictionalGames.blogspot.com

Thanks for listening!