





Written on your eyeballs: **Game Narrative in VR**

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GAME DEVELOPERS CONFERENCE®
MOSCONE CENTER · SAN FRANCISCO, CA
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Dr. No, MGM 1962



Pulp Fiction, Miramax 1994



Pulp Fiction, Miramax 1994



Presence is a narrative problem



Greater **immersion**
leads to
greater **expectations**

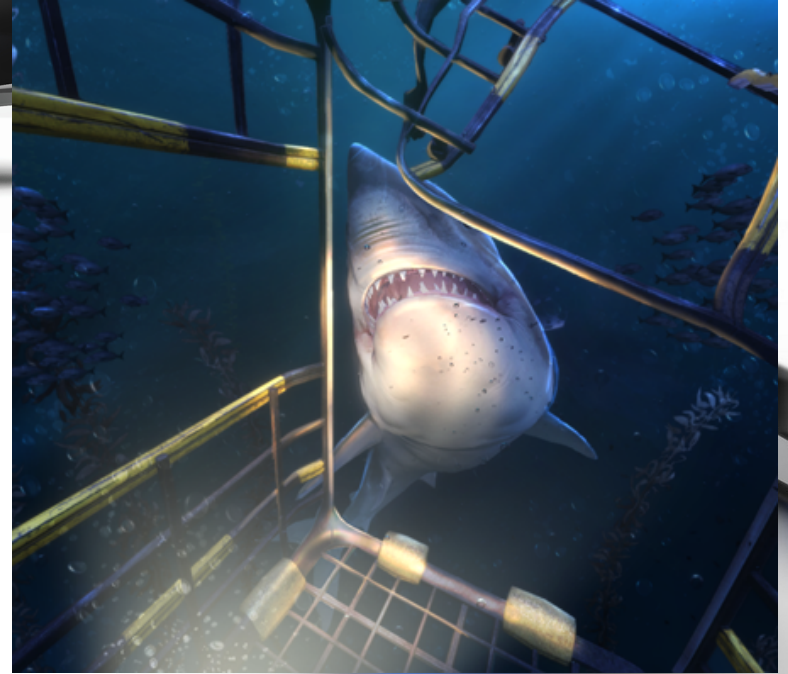
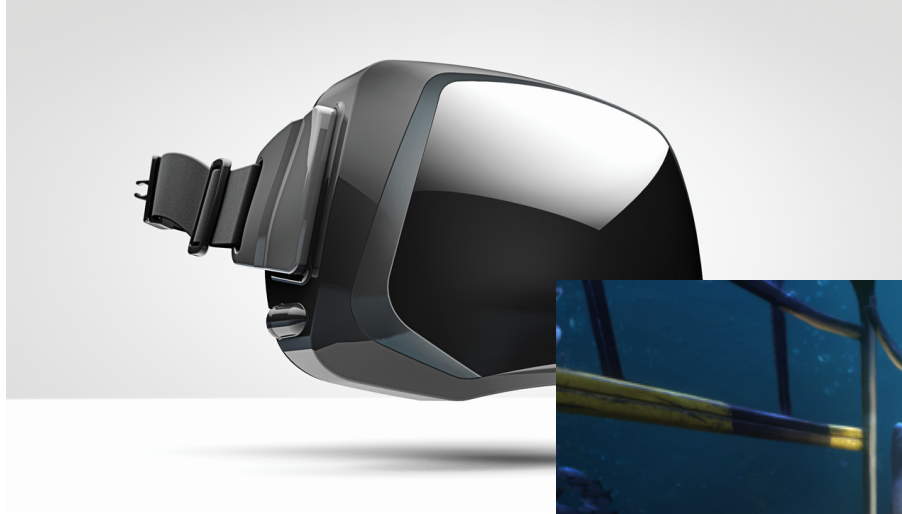


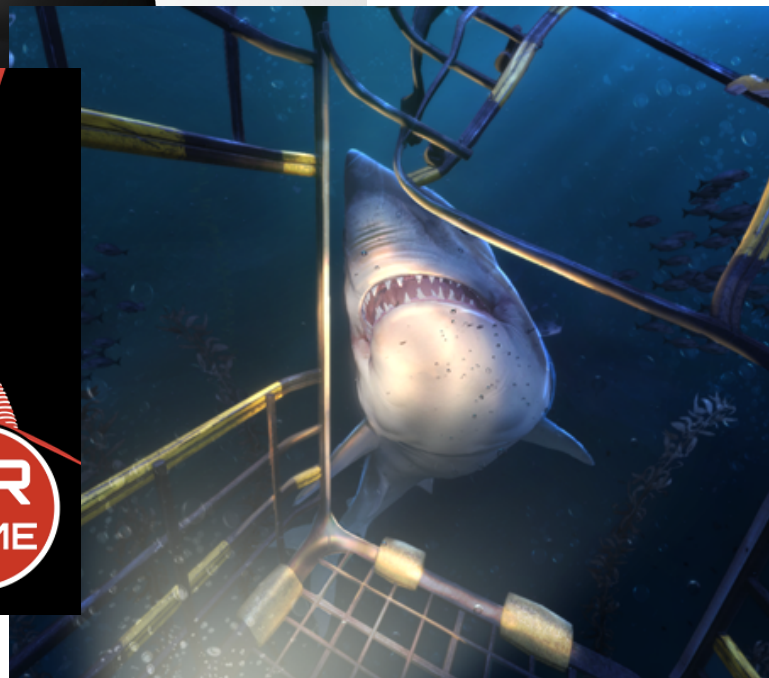
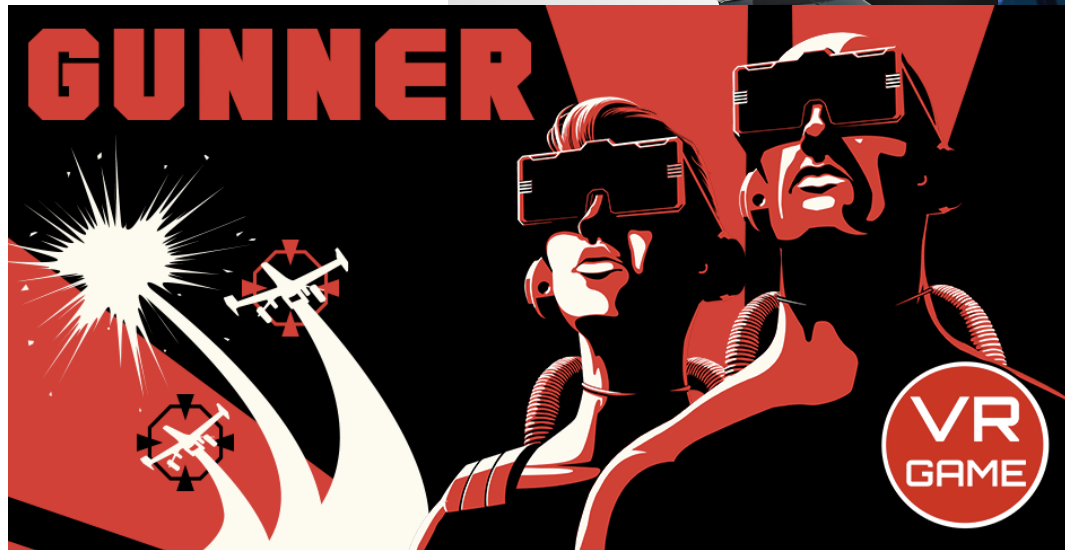


Sony/SCEE London Studio













- NPC behaviour
- Perspective character
- Plotting



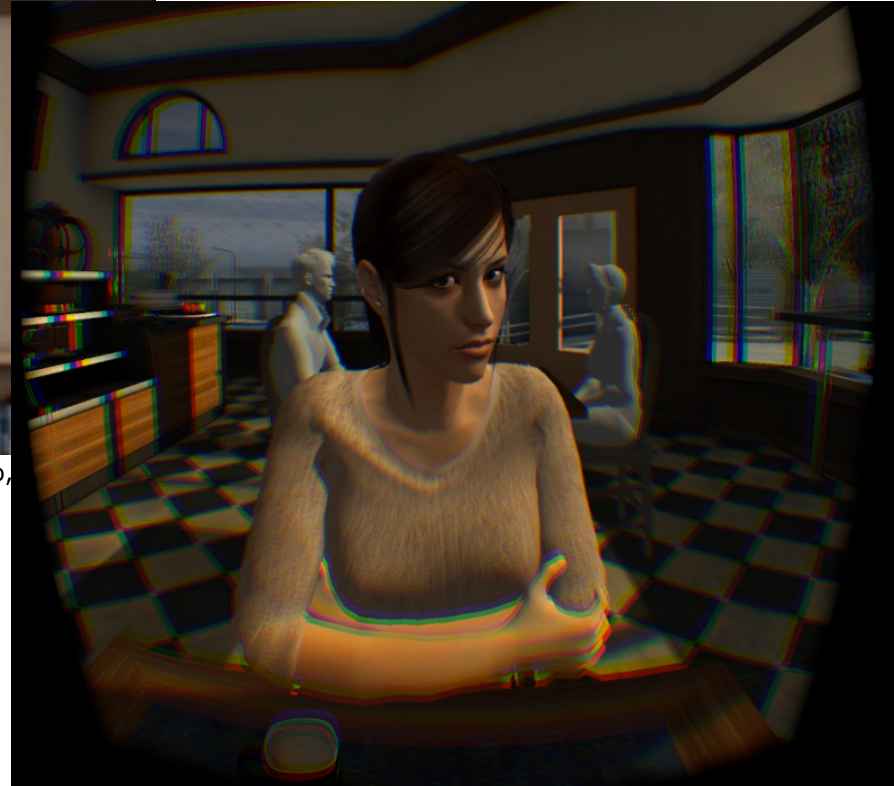
- NPC behaviour
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Ami Yamato, 2011-2014



Ami Yamato,



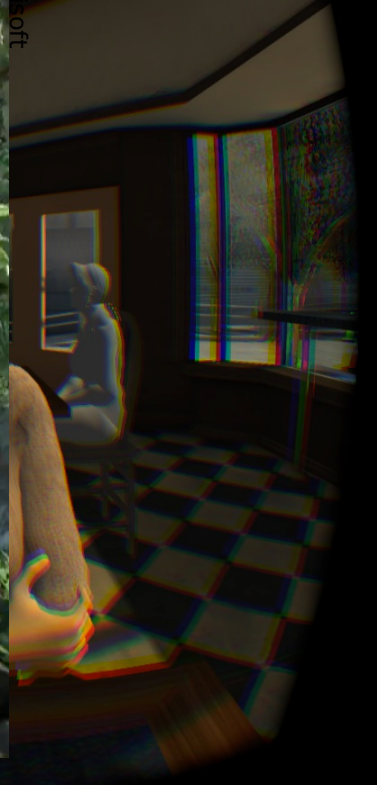
Coffee Without Words, Tove Knabe



Far Cry 3, Ubisoft

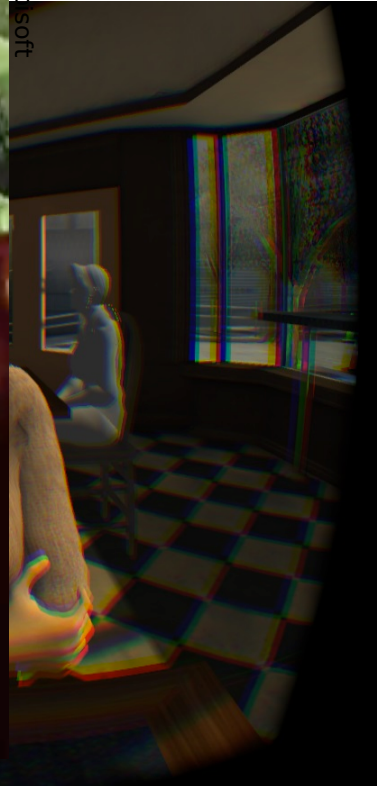


Coffee Without Words, Tove Knabe



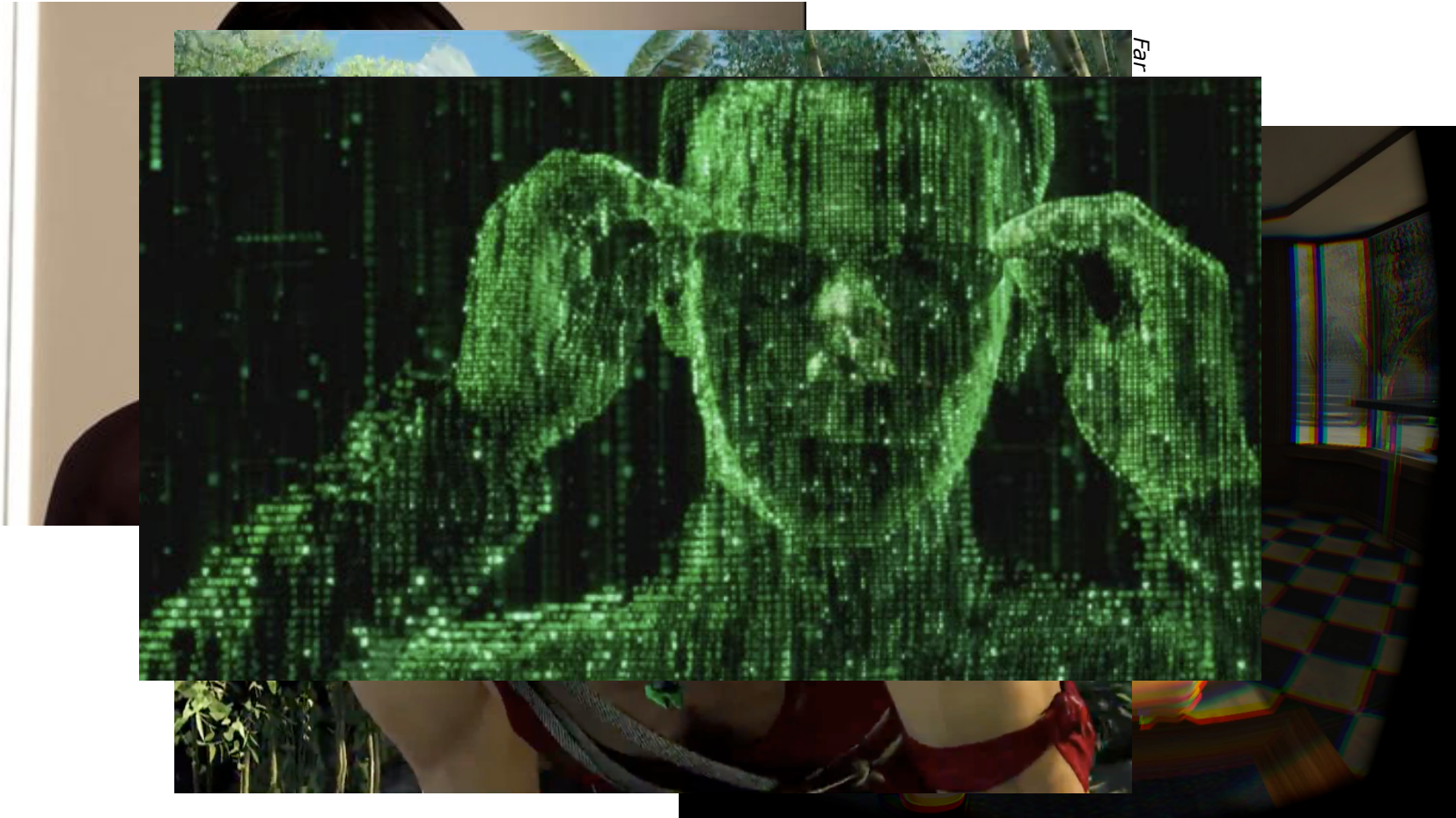


Far Cry 3, Ubisoft



Coffee Without Words, Tove Knabe





Far

Coffee Without Words, Tove Knabe



X-Rocker Surge





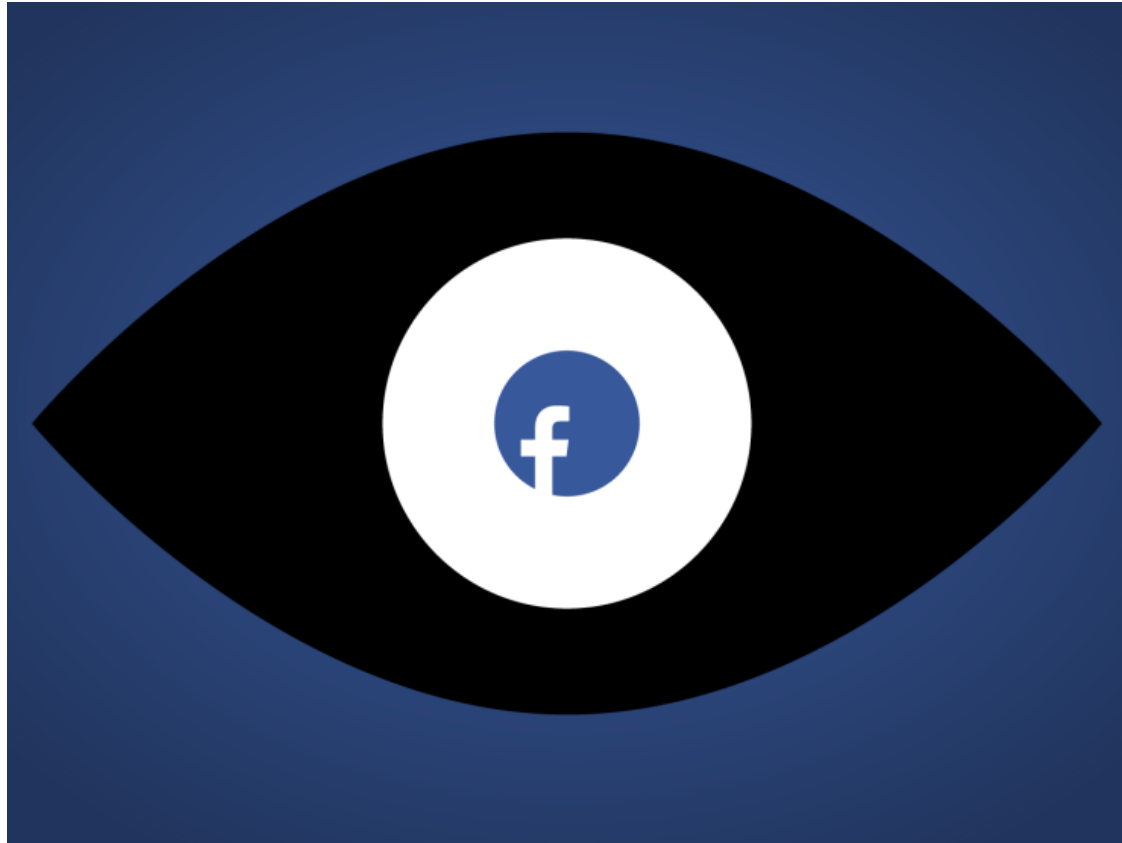
WELL THIS IS
AWKWARD



The uncanny valley is **social**
as well as visual



Presence is most powerful
when it's **social**



Techcrunch



Ami Yamato, 2011-2014



Is there
something on
my face?



Ami Yamato, 2011-2014



Is there
something on
my face?

This is getting
weird.



Ami Yamato, 2011-2014



Is there
something on
my face?

This is getting
weird.

Get out of my
house.



Ami Yamato, 2011-2014



Half Life 2, Valve 2004



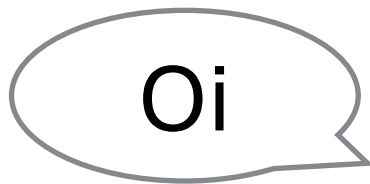
Half Life 2, Valve 2004



Uncharted 2, Naughty Dog 2009



Half Life 2, Valve 2004



Uncharted 2, Naughty Dog 2009



- NPC behaviour



- Perspective character
- Plotting



Nimble Sense

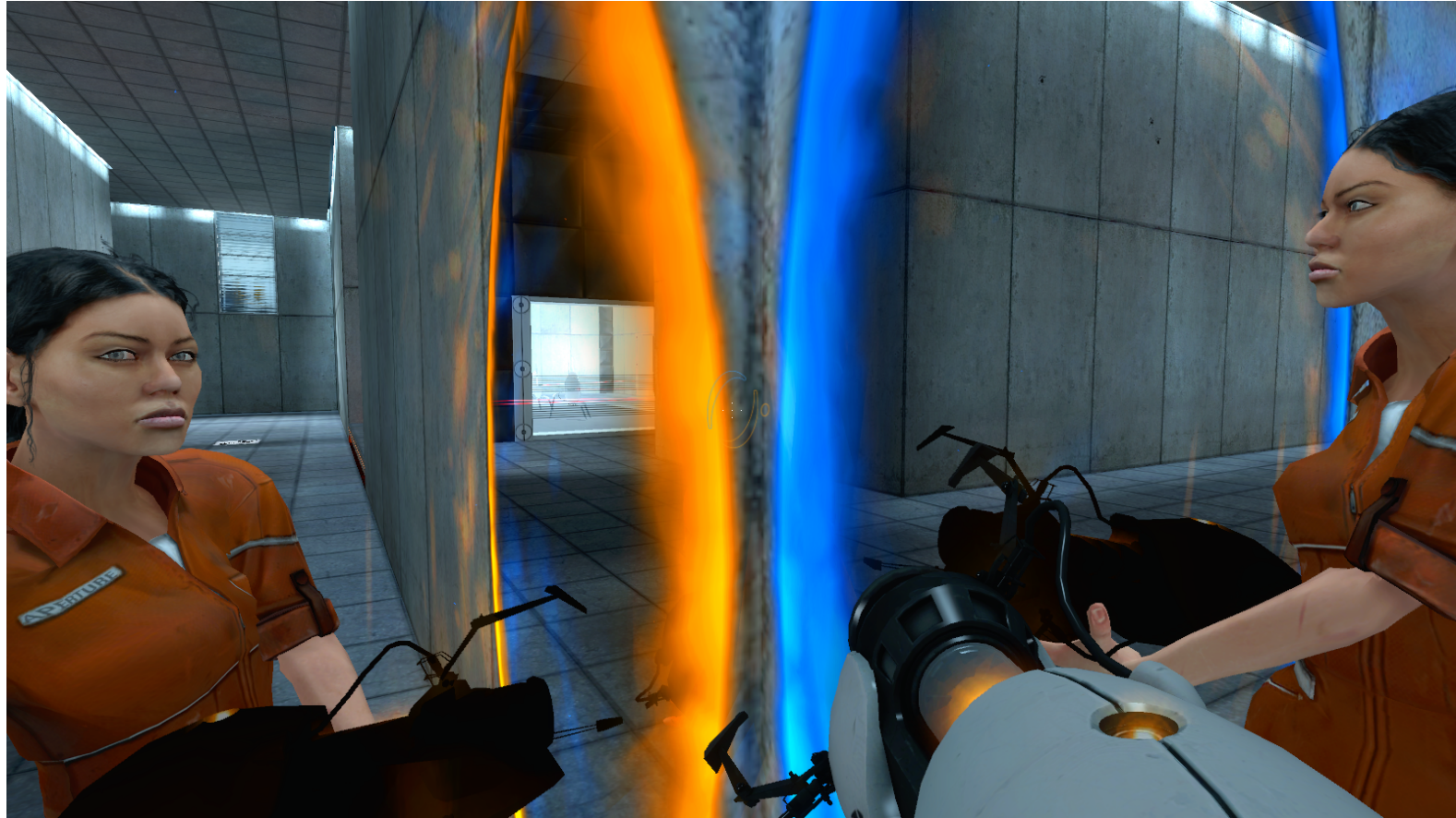


OutNow-GH
GAMES

Deus Ex: Human Revolution, Eidos Montreal/Square Enix 2011



Deus Ex: Human Revolution, Eidos Montreal/Square Enix 2011



Portal, Valve 2007





In VR, lack of characterisation isn't
just a **storytelling** issue...

It's an **immersion** issue







VALVE



We can **embody** our characters
without **believing we are them**



Talk is cheap.



- NPC behaviour
- Perspective character
- Plotting





- NPC behaviour
- Perspective character



- Plotting





#1

Grab 'em by the
ear-drums

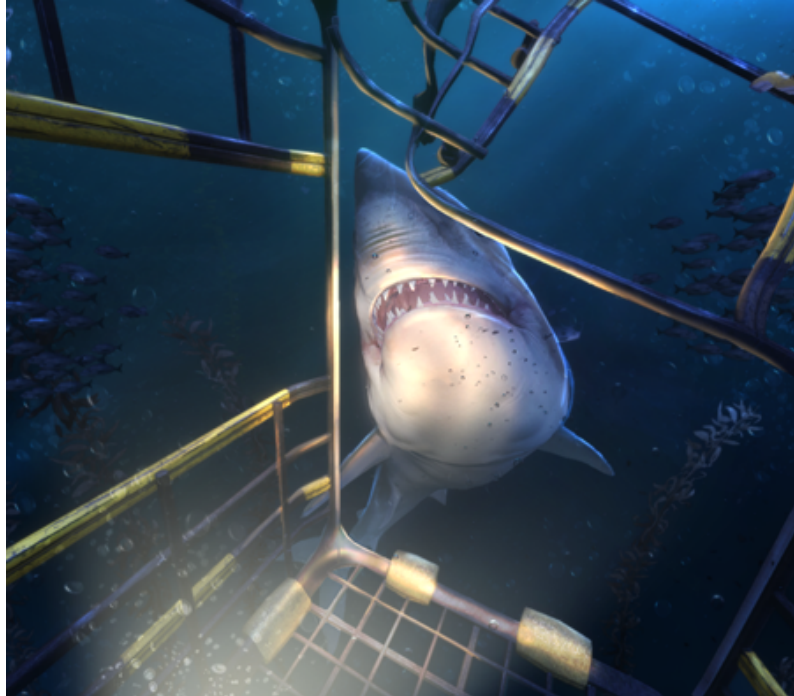


20th Century Fox Alien Archive

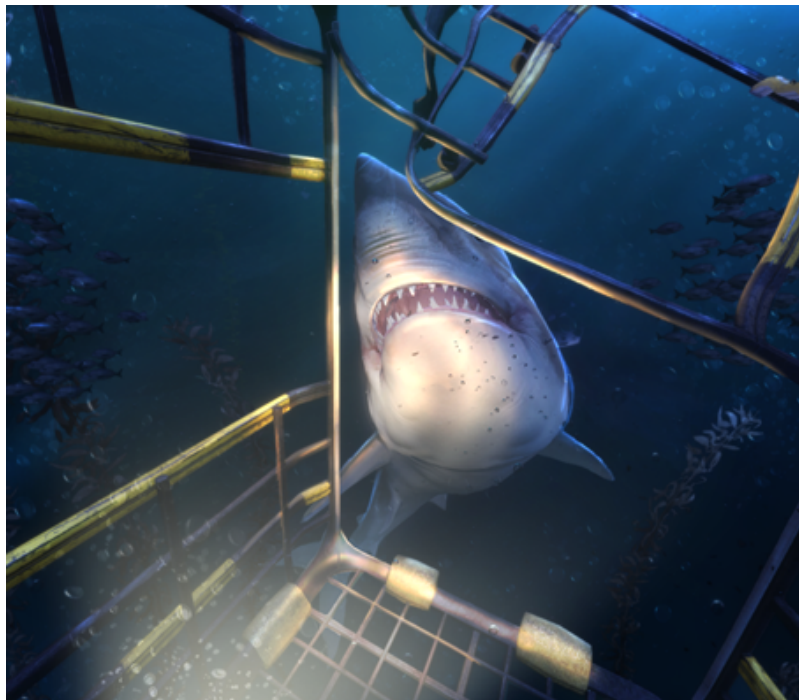


#2

Less is **even more**



The Deep, SCEE London Studio



The Deep, SCE London Studio

tl;dr:
u r bein shark attacked



'A mana of speaking'





#3

**Immersion is not
distraction**



#3

Immersion is not distraction



Battlefield 4

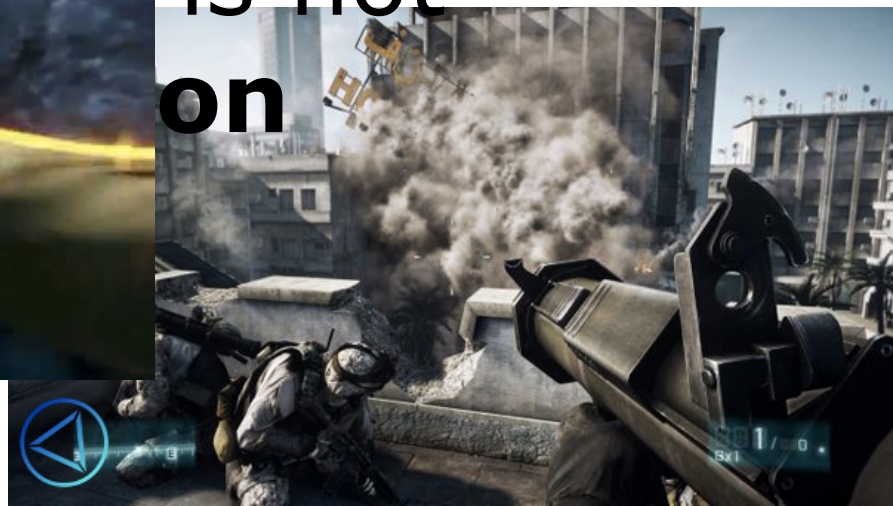


#3



Far Cry 4, Ubisoft.

is not
on



Call of Duty



#3



Far Cry 4, Ubisoft.



COD:MW3, Activision



Overwatch



#3



Far Cry 4, Ubisoft.



gopro.fr



COD:MW3, Activision

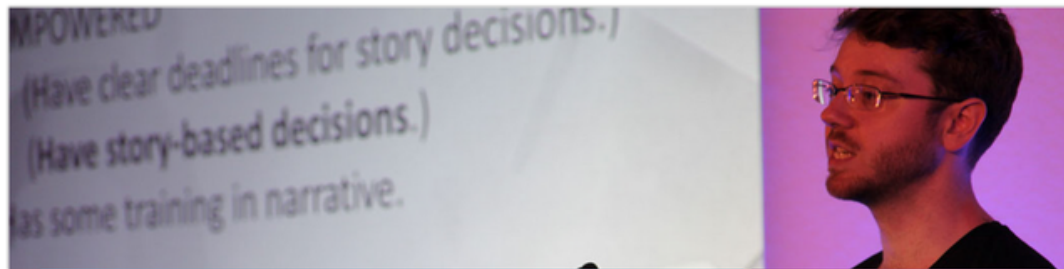


Battlefield 4





James Jean Illustration



Rob Morgan
GameWriter

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