



GAME NARRATIVE
SUMMIT

Keeping It Real: Authenticity, Anthropology and Artistry in Interactive Narrative

Michael Angst (E-Line Media, *Never Alone*)

Attila Szantner (MMOS Sarl, *Project Discovery* in *EVE Online*)

Matthew Lee (IGDA Serious Games SIG)

Kathleen Yin (Serious Games Australia New Zealand)

GDC

GAME DEVELOPERS CONFERENCE

MARCH 18–22, 2019 | #GDC19



NEVEK ALONE

< K I S I M A I N N I T C H U N A >

AN INCLUSIVE DEVELOPMENT PROCESS



Gloria O'Neill, President, Cook Inlet Tribal Council

Can we harness the power of video games to celebrate and extend our culture?



Can a game made from an indigenous perspective reach a global audience and make money to help sustain our programs?

indigenous culture in games?

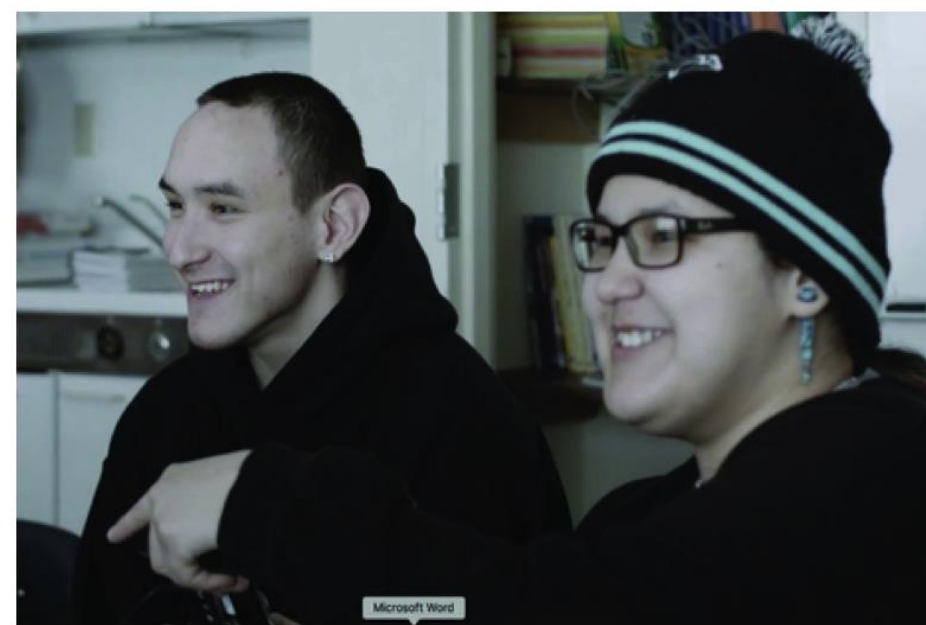
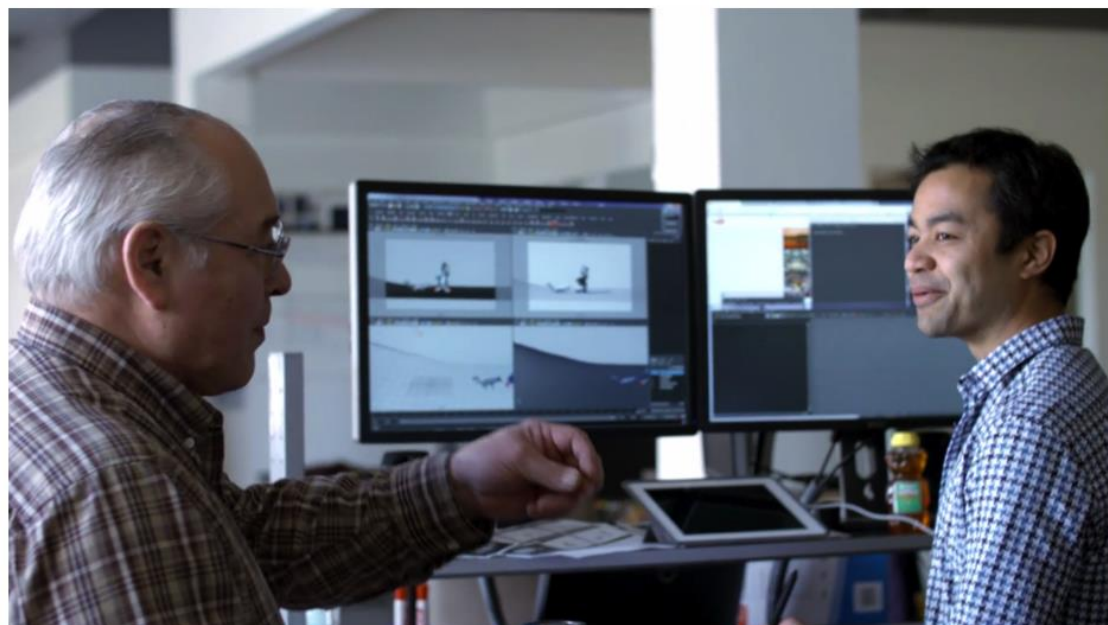
exploit	stereotypes for exaggerated effect
appropriate	use without our reference or respect
sample	earnest inclusion of individual elements lacking context
depict	represent history, traditions, characters in context

infuse

permeate the experience thematically and creatively

make key creative decisions from an indigenous perspective

inclusive development



oral
storytelling



scrimshaw
storytelling



video
storytelling



live
storytelling





THE JOURNEY CONTINUES

Massively Multiplayer Online Science

Attila Szantner

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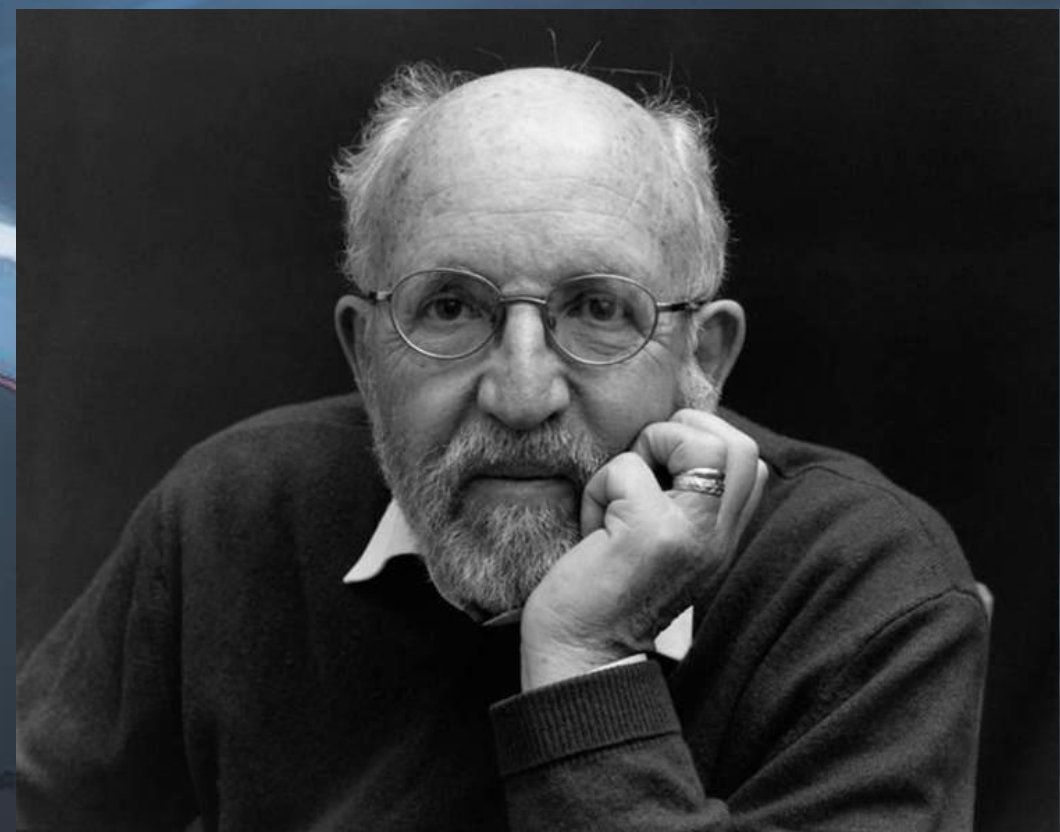
@the_MMOS



PROJECT
DISCOVERY

EVE[®]
ONLINE









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SUMMIT

nature biotechnology

THE SCIENCE AND BUSINESS OF BIOTECHNOLOGY

VOLUME 36 NUMBER 9 SEPTEMBER 2018
www.nature.com/naturebiotechnology



Online gaming for image analysis
Synthetic probiotic for phenylketonuria
Genome model captures variation

GDC[®]

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6

COUNTRIES



7

CONSORTIUM MEMBERS



3

UNIVERSITIES



30

MONTHS OF WORK



UNIVERSITÉ
DE GENÈVE



UNIVERSITY OF AMSTERDAM



MUSÉUM
NATIONAL D'HISTOIRE NATURELLE

MMOS





Narratives in Health-Focused Transformational Games

Matthew Lee, RN
Chair, IGDA Serious Games SIG

Narrative Medicine

Utilizing people's narratives in clinical practice, research, and education as a way to promote healing

Also called
Nursing

Patient Stories



'If you want to know what it is like to be a patient then the one solution is to listen to patients'







Vital Signs Nursing

Breakaway Games

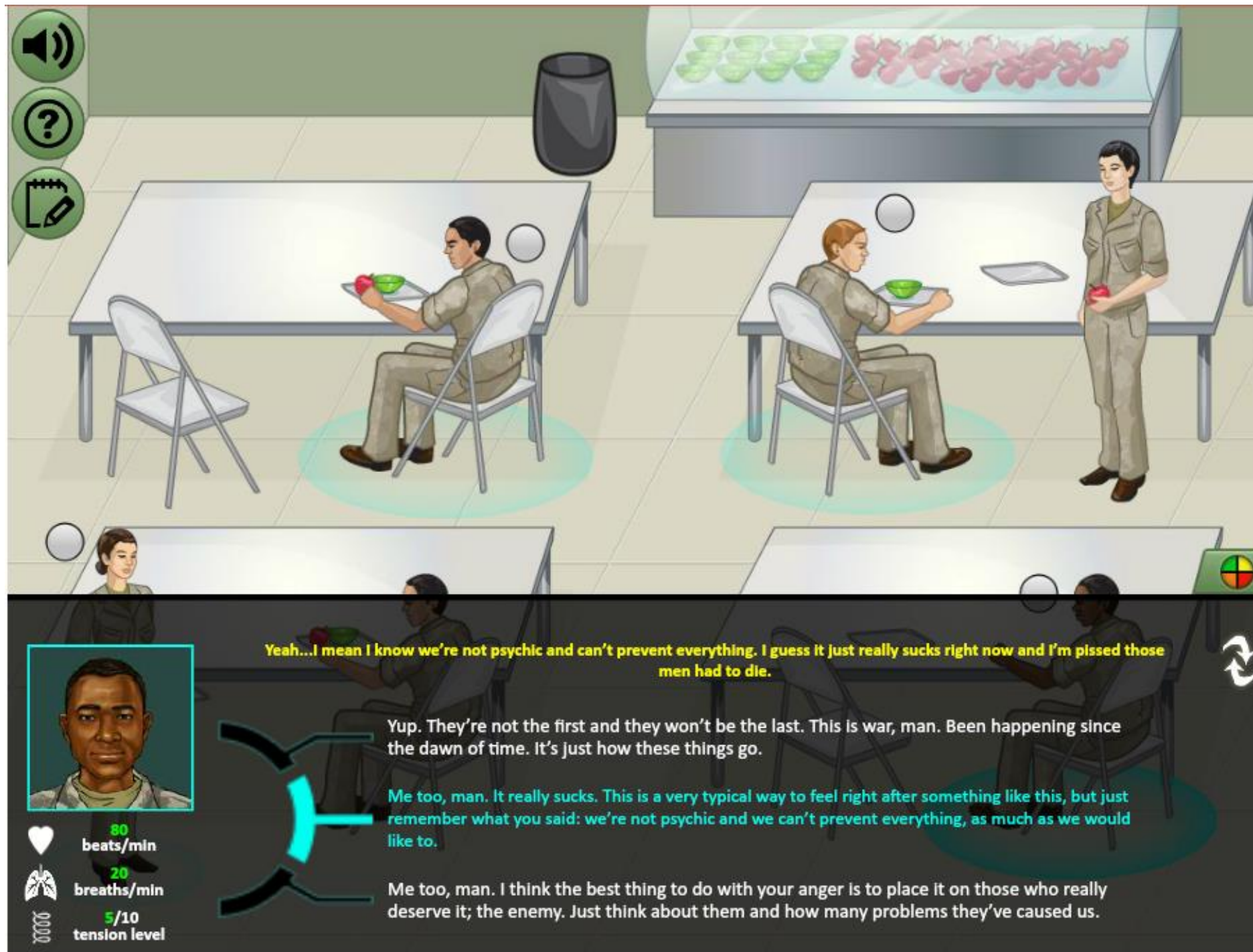
(Sandbox)

Goals of Care

US Dept of
Vet Affairs

(Structured)





PTSD Toolkit for Nurses

University of
Pennsylvania

(Semi-Structured)

Why Stories in Health Games

- Patients as people, *NOT* data points or symptoms
 - This is the whole point of narrative medicine! (and nursing)
 - Quantitative vs Qualitative Experiences
- Healthcare, in practice, is story-driven
 - Stories provide context for findings and guidelines
 - Evidence-based practice relies on people remembering evidence

Thank you!

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Matthew: @alfheimwanderer

Michael: @ELineMedia

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