

Connected Worlds: Building Dynamic Storyworlds Using Network Theory

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Multiverse Narratives

Who am I?

(Freelance) Narrative Designer/Game Writer



Multiverse Narratives



GAME BAKERY

Strength in Numbers: Empowering Smaller Devs as In Person Collectives

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Pass Type: All Access Pass, Core Pass, Summits Pass, Expo Pass, Audio Pass, Independent Games Summit Pass, Career Development Pass

Topic: Advocacy, Production & Team Management

Format: Session



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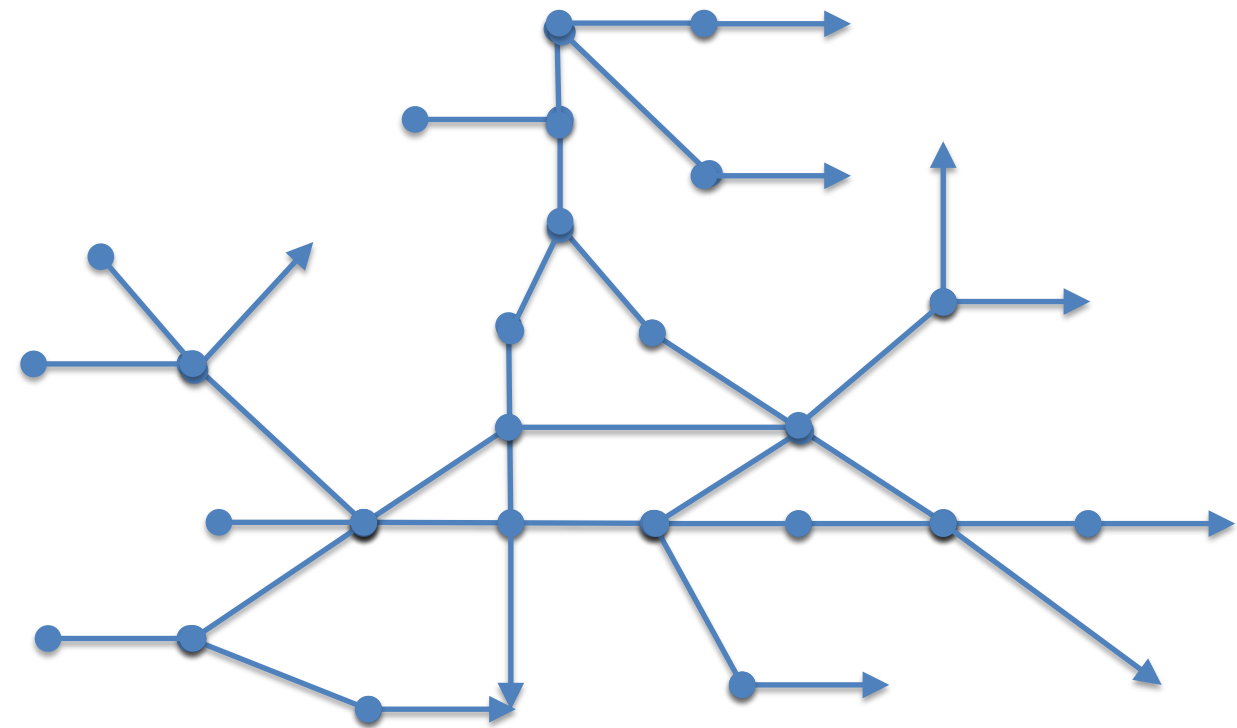
Disclaimer

- What I offer:
 - A method for cohesive worldbuilding
 - A model that measures interconnectivity
 - A toolset that allows diverse expansion
- The following is no substitute for
 - Creativity
 - Creating meaningful content
- Note: Examples made in *yEd Graph Editor*

Stories



Storyworlds







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AQUILUS



ALTAIR



EZIO



EDWARD



CONNOR

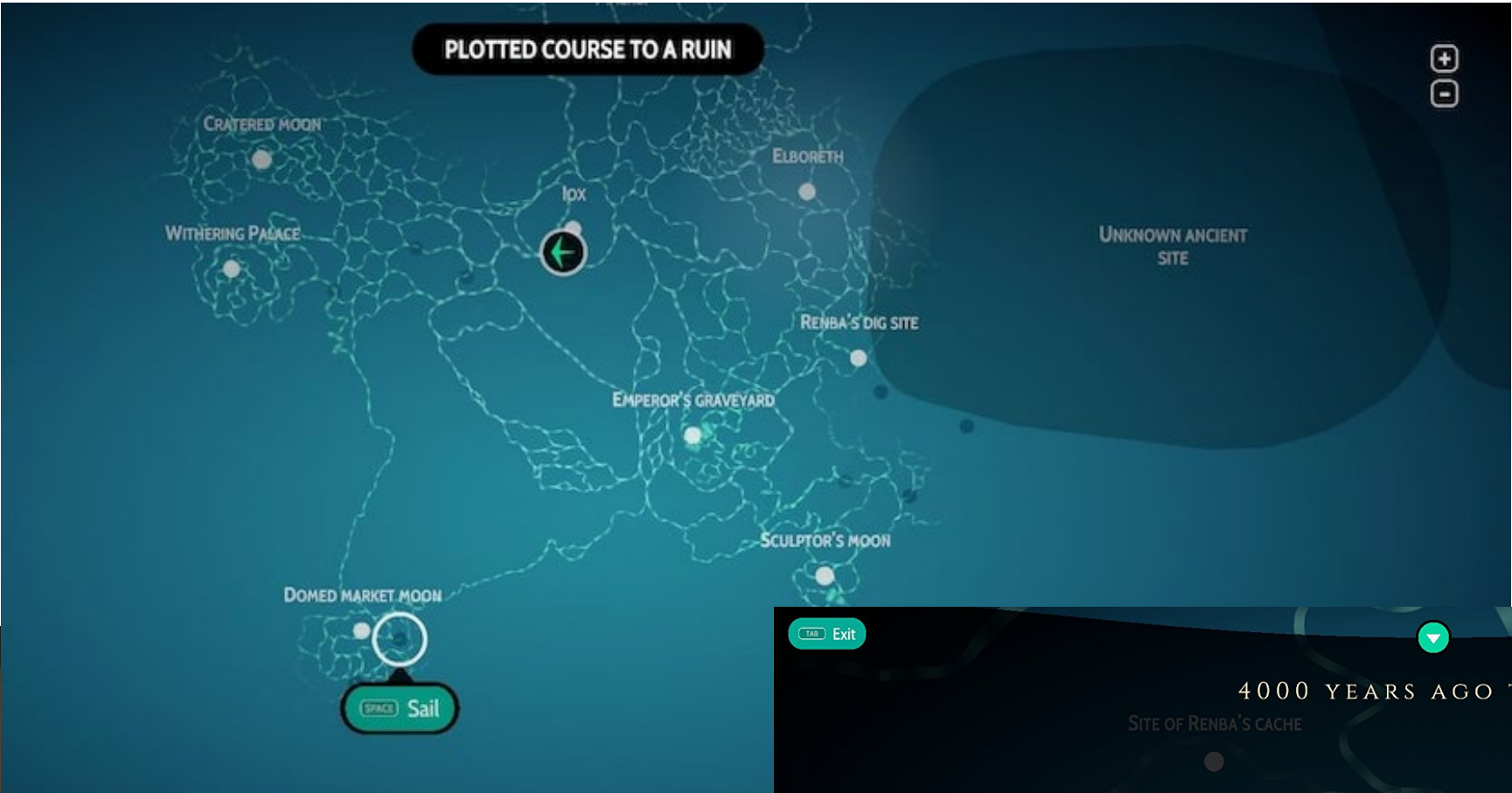


AVELINE



NIKOLAI

Worldbuilding & Tracking storyworlds



PLOTTED COURSE TO A RUIN

CRATERED MOON

WITHERING PALACE

Ipx

ELBORETH

RENBA'S DIG SITE


EMPEROR'S GRAVEYARD

SCULPTOR'S MOON

DOMED MARKET MOON

UNKNOWN ANCIENT SITE

Sail

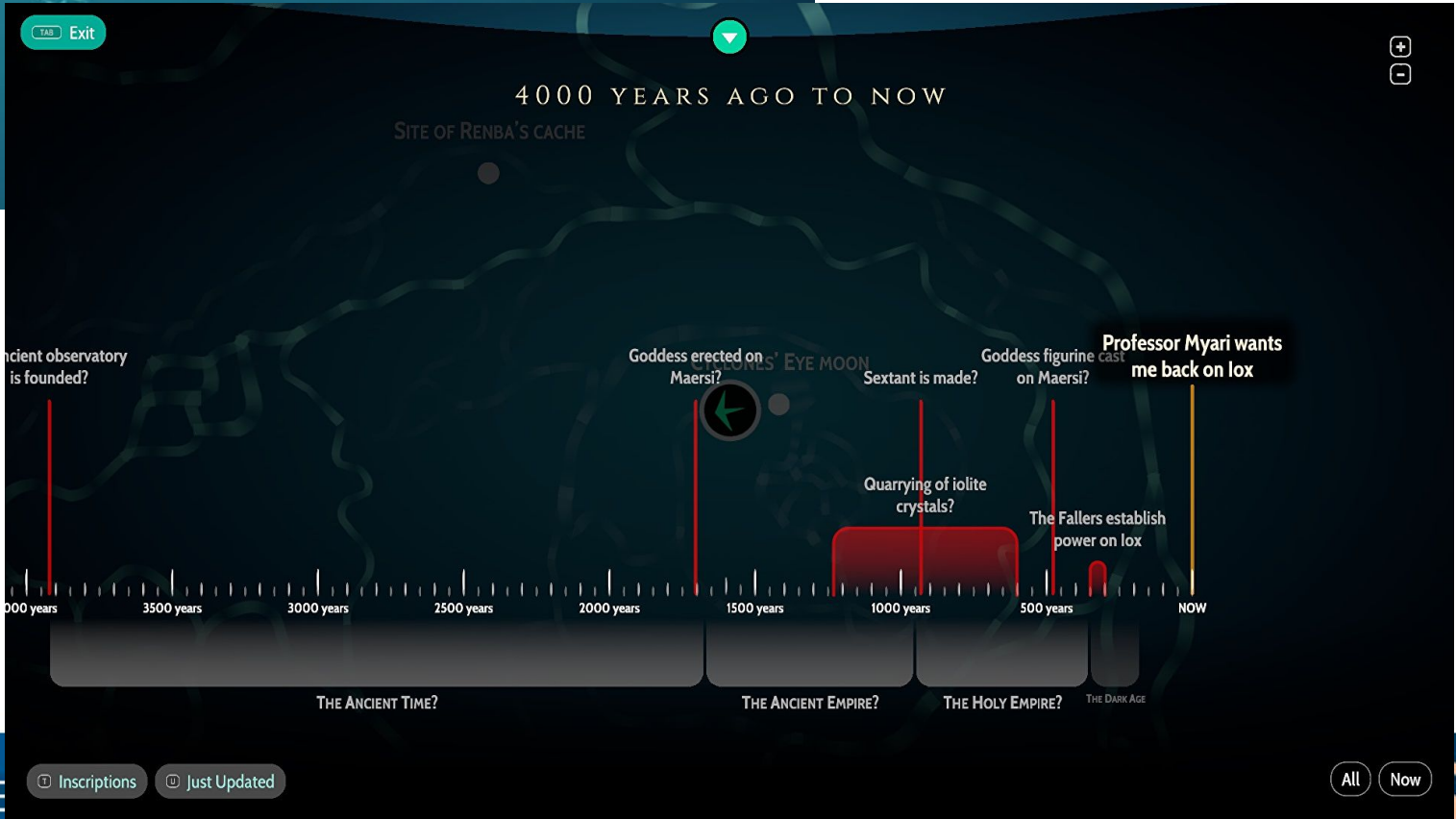


WHO IS THIS AMADU, MISTRESS?

1 "When we find him, we'll ask him."

2 "Huang said he might know something."

3 "Hopefully not an archaeologist."



4000 YEARS AGO TO NOW

SITE OF RENBA'S CACHE

Ancient observatory is founded?

Goddess erected on Maersi?

Sextant is made?

Quarrying of iolite crystals?

Goddess figurine cast on Maersi?

Professor Myari wants me back on Iox

THE ANCIENT TIME?

THE ANCIENT EMPIRE?

THE HOLY EMPIRE?

THE DARK AGE

Inscriptions

Just Updated

All

Now

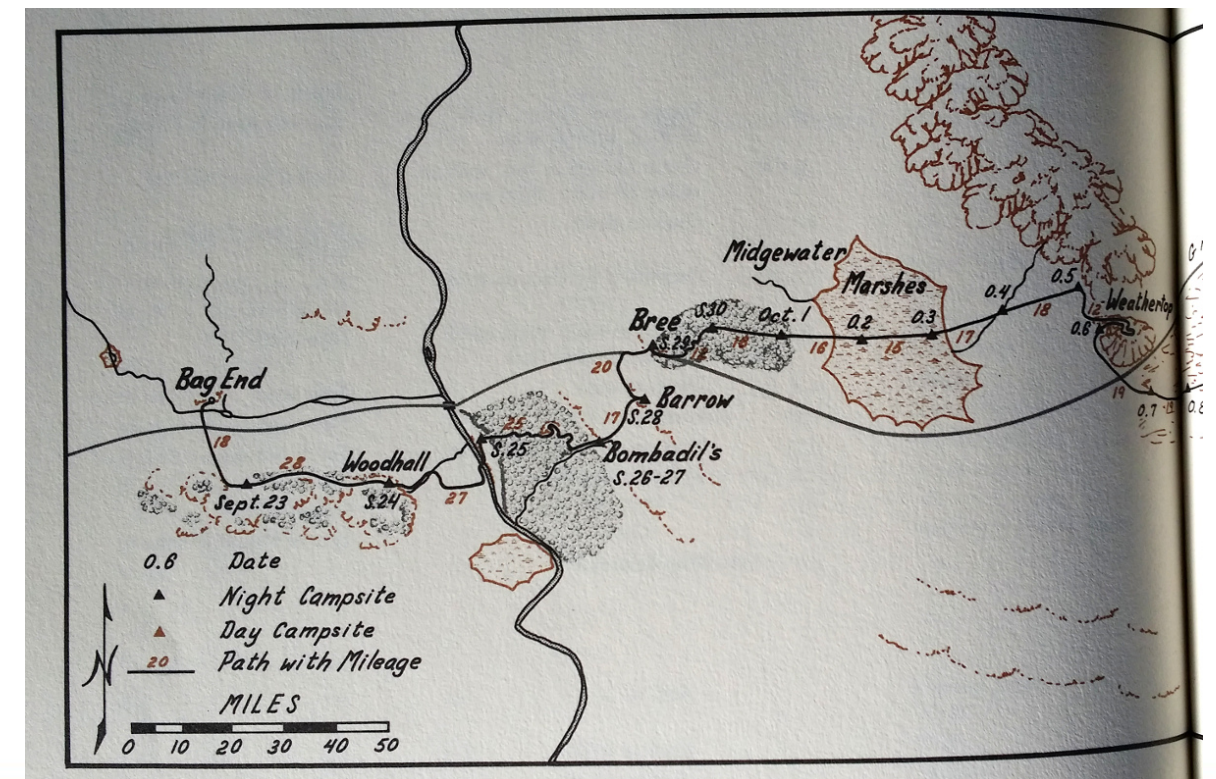
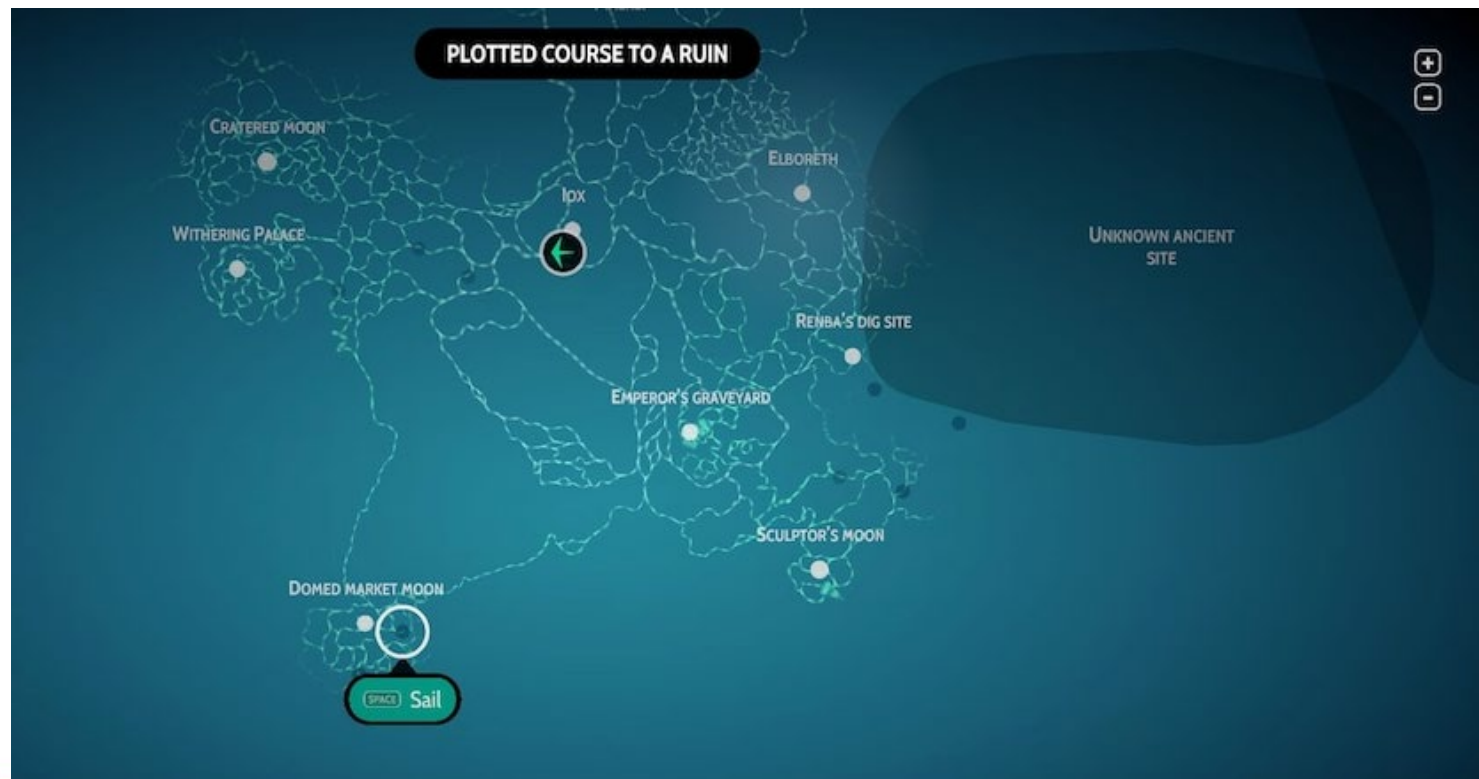
Narratives

- Characters having a series of events in locations
 - Probably affecting other characters



Maps

- Collection of locations in relation to each other
- Showing where interesting events occurred
- Or where people live

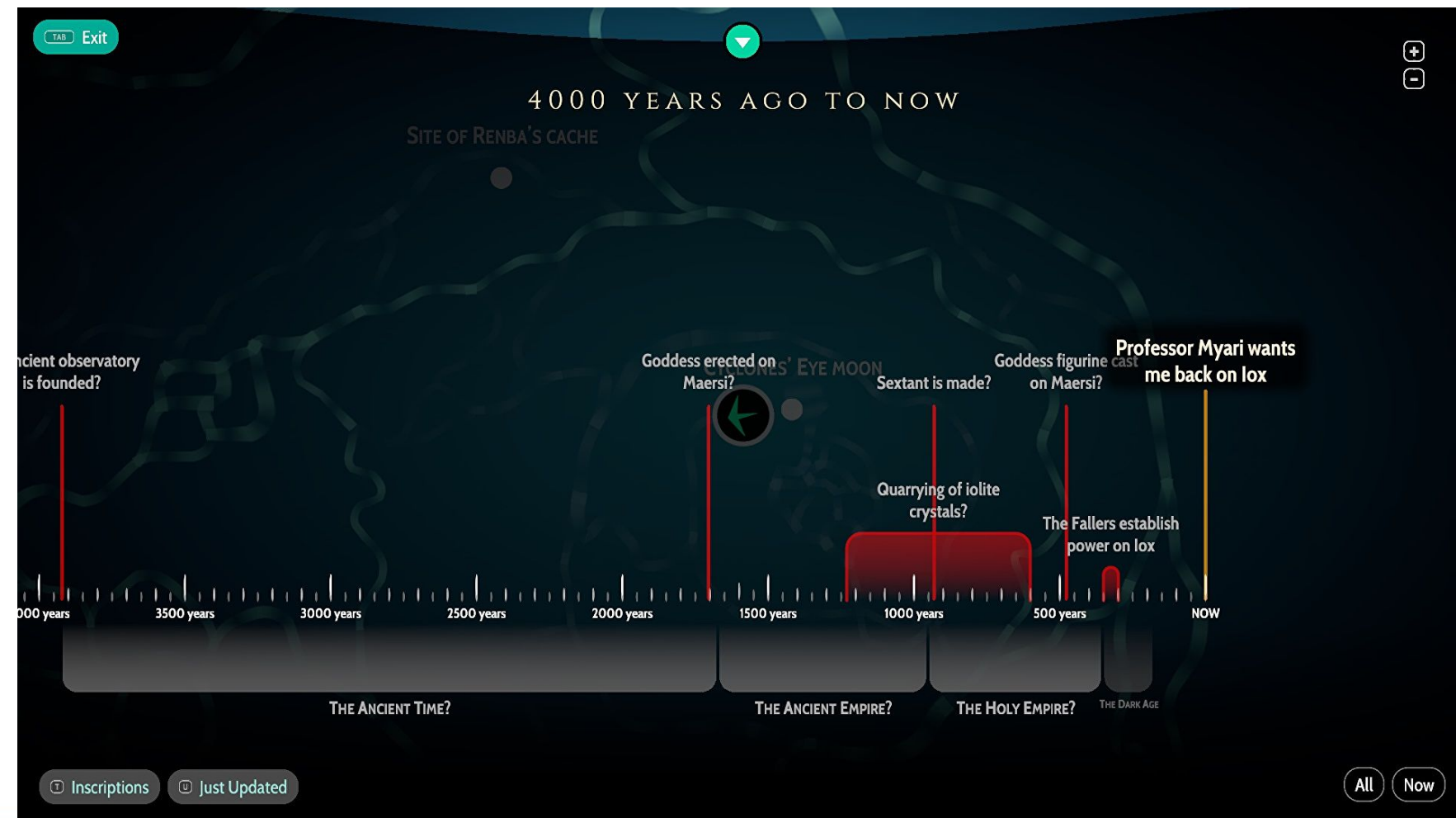


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Timelines (histories)

- Sequence of events
- Showing causality or correlation
- Sequence of events?
 - That's a plot!



Characters

- Active agents
- ~~Factions~~ -> Individuals
- ~~Objects~~ -> Attributes of characters
 - Or convert to Characters:
 - Excalibur
 - One Ring
 - Mjolnir



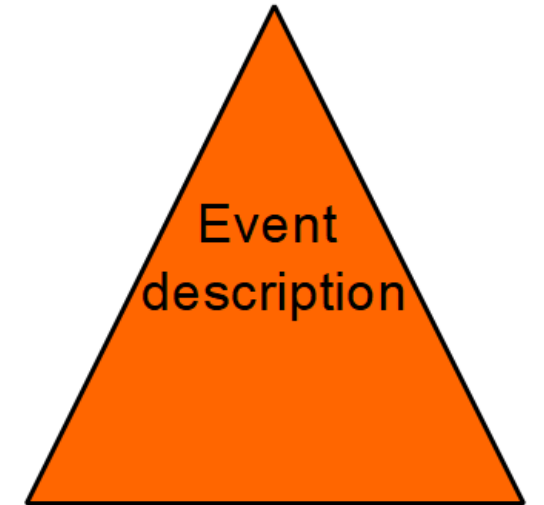
Locations

- Physical space
- Places where events happen
- Places meaningful to characters

Location name

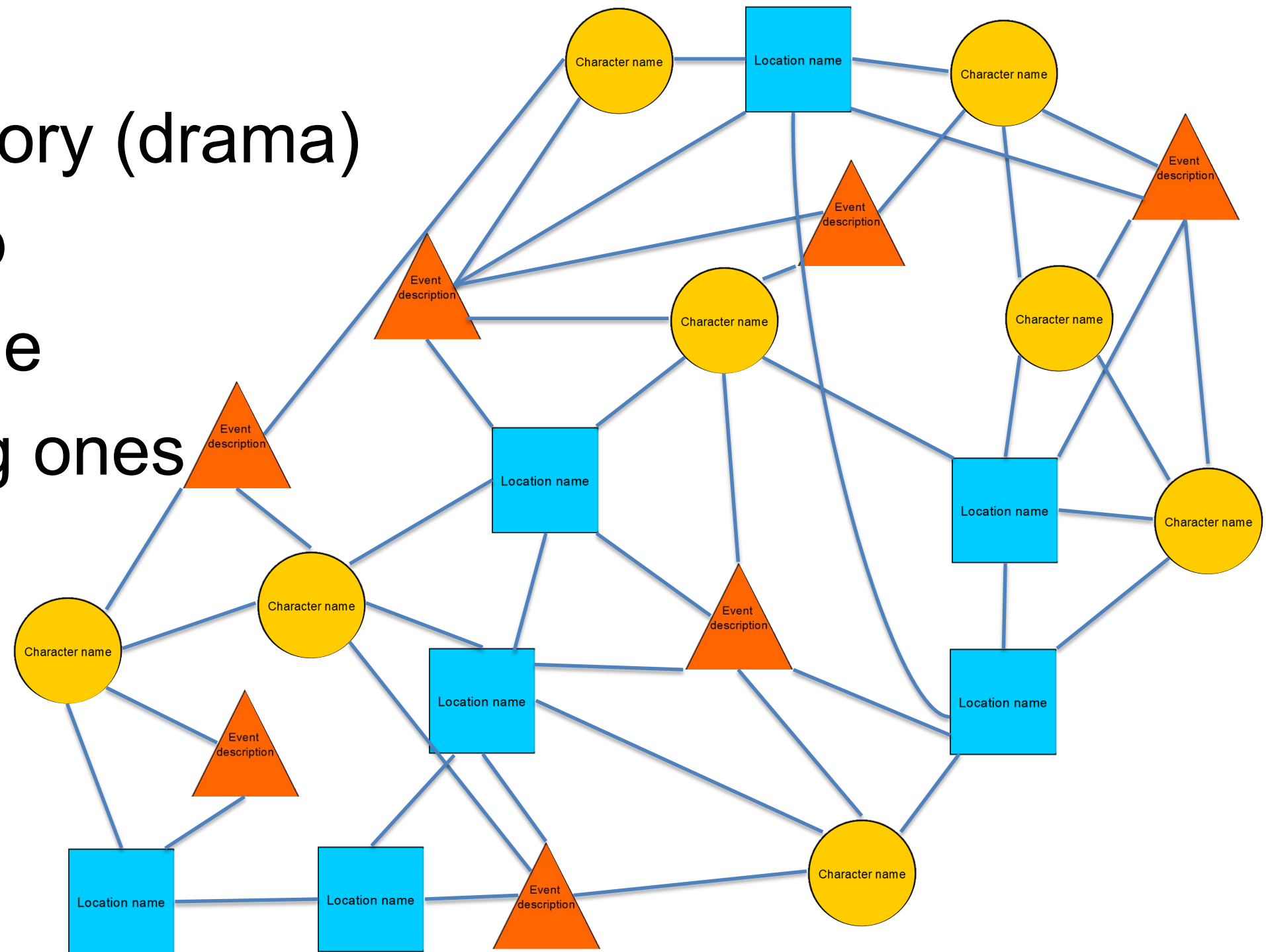
Events

- Events != Moments
- Further reading: Natalie Heinich
- Newspaper worthy
- Events can be embedded in other events
 - The Siege of Minas Tirith
 - Grond breaks the gates
 - The charge of the Rohirrim
 - Theoden is killed



Building a connected world

- Add characters = more story (drama)
- Add locations = more map
- Add events = more timeline
- Link new nodes to existing ones
 - Rule of thumb: ≥ 2
 - Preferably 4(?)



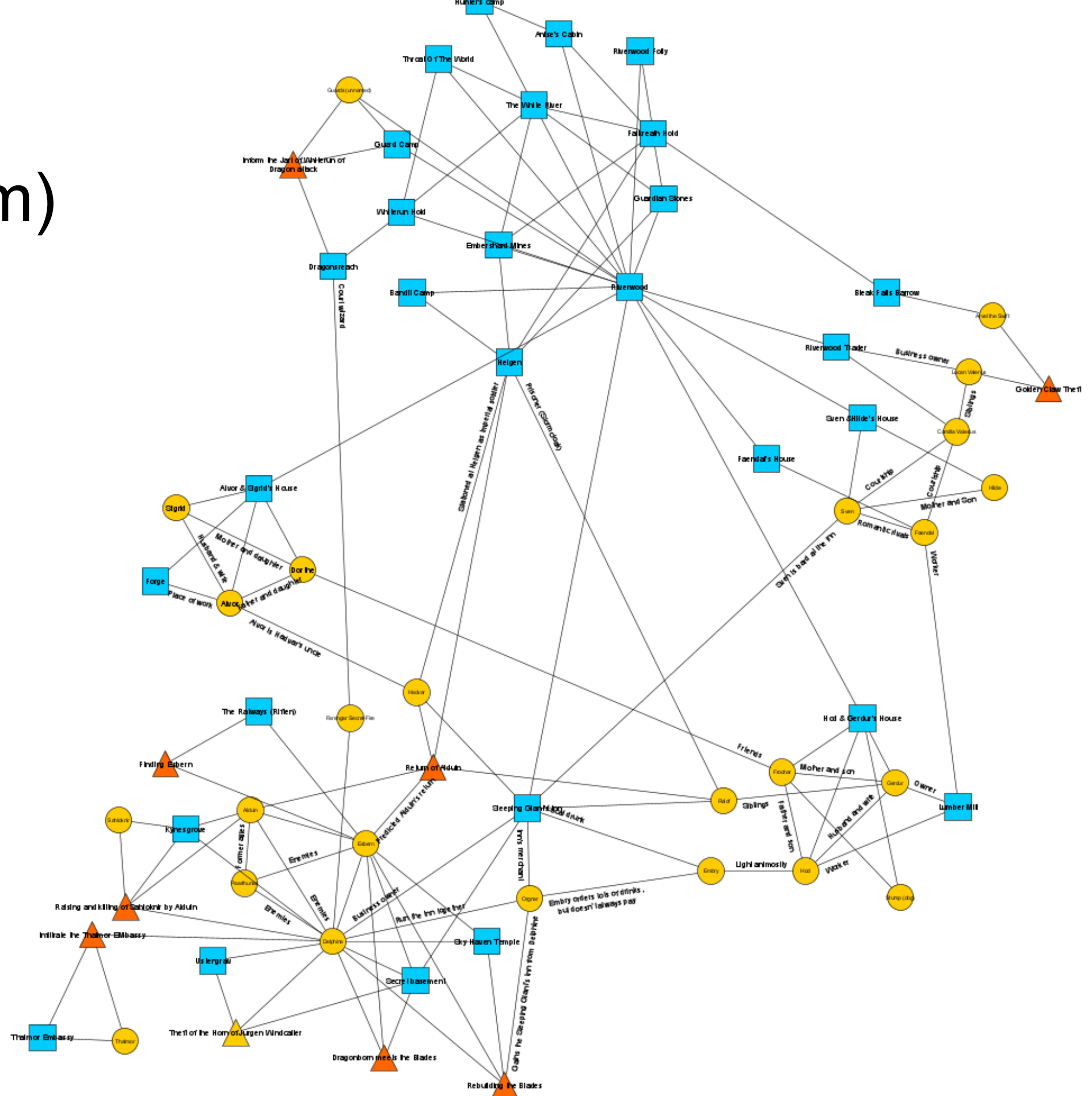
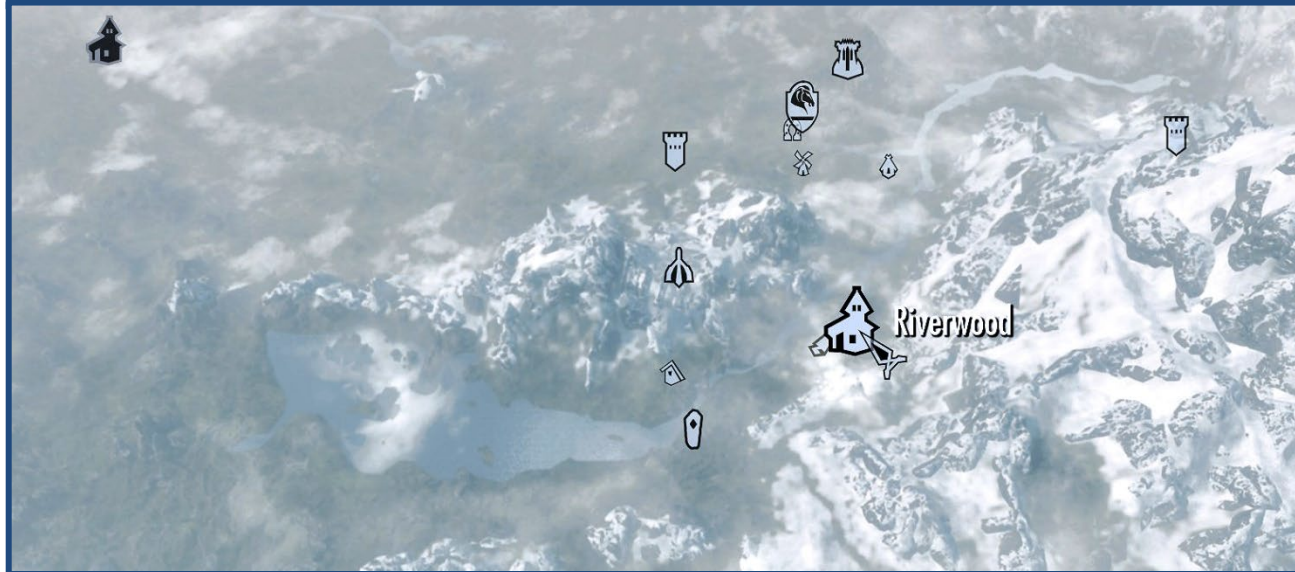
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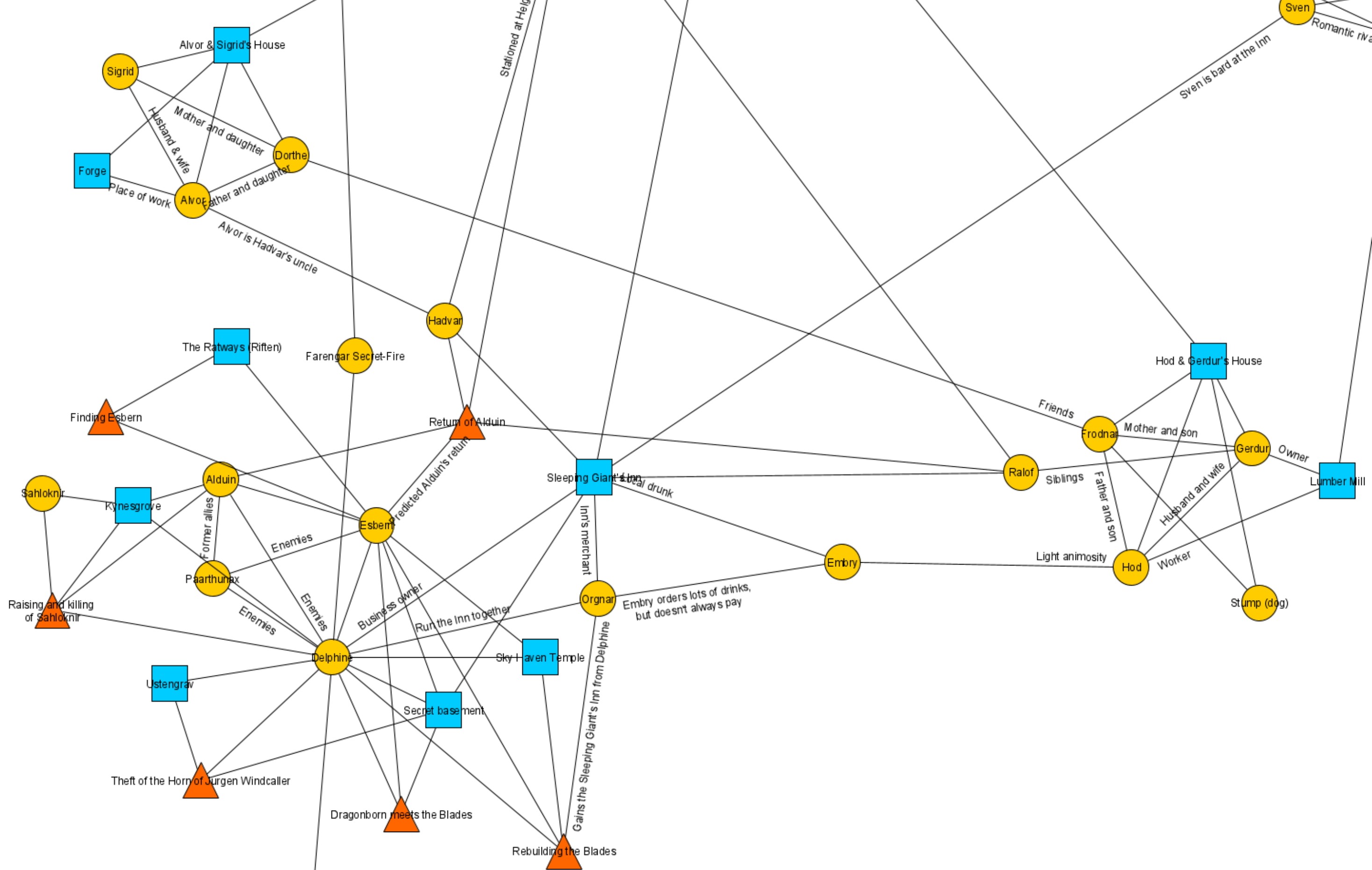
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Example:

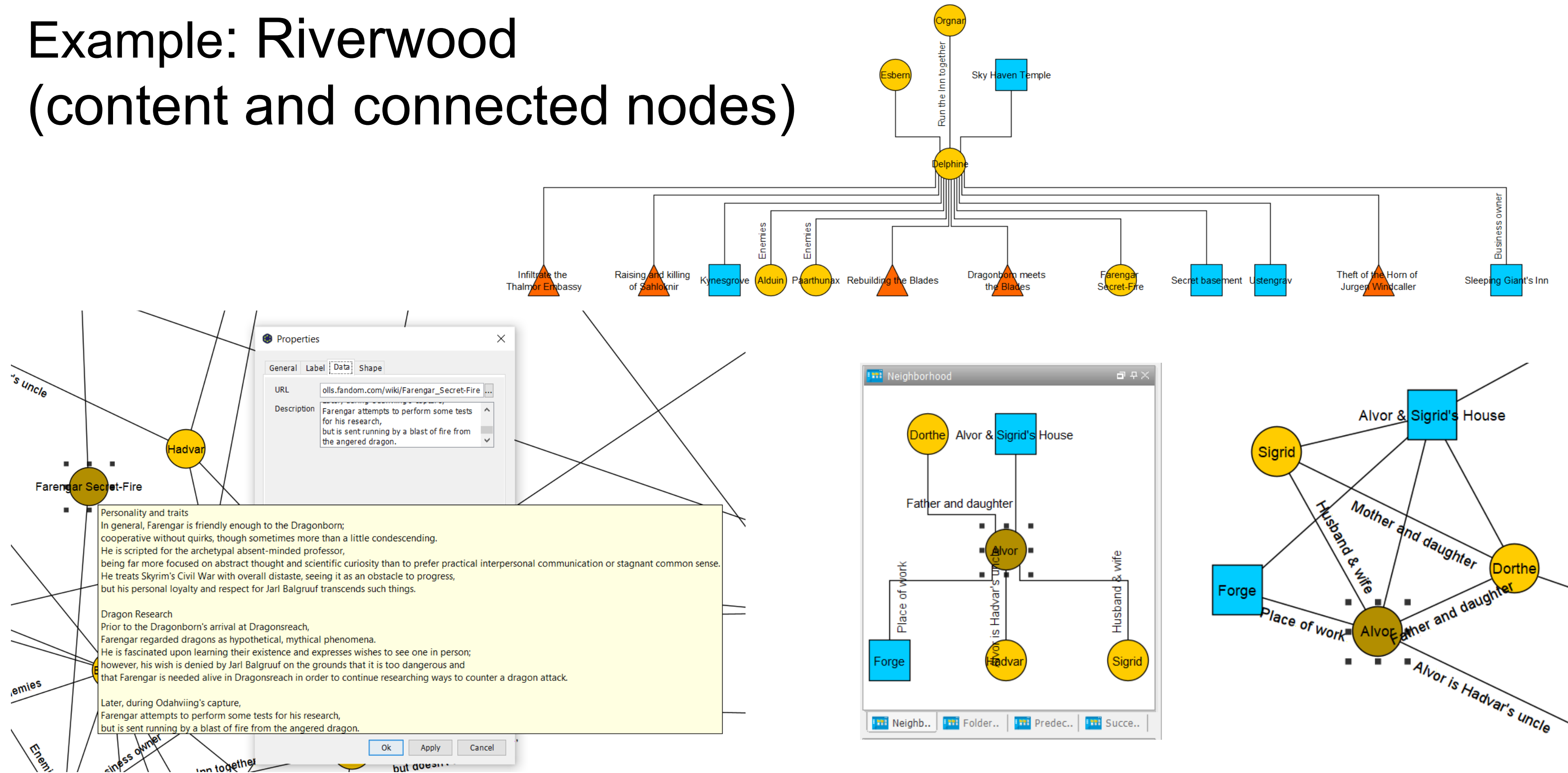
Riverwood (TES V: Skyrim)

(Bethesda Game Studios, 2011)



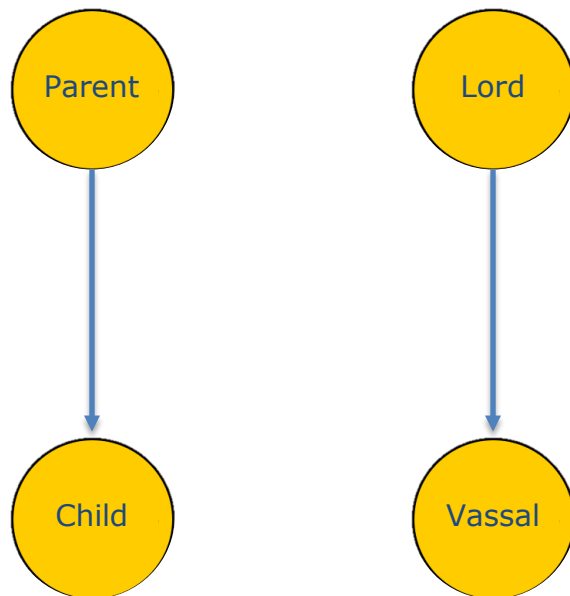


Example: Riverwood (content and connected nodes)

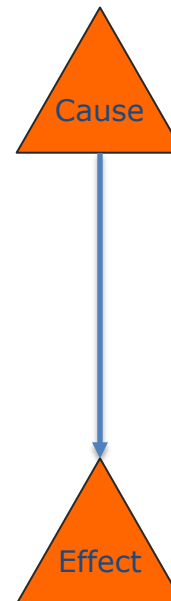


Hierarchy

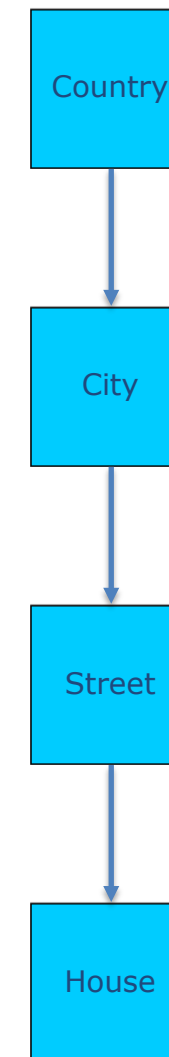
Characters



Events



Locations



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FEB 75¢ U.K. 30p #16

MOON KNIGHT

IF BLACKSMITH WINS... KISS NEW YORK GOODBYE!!

GUEST-STARRING... EVERYBODY'S FAVORITE BLUE-EYED THING!

MARVEL COMICS

\$1.75 \$2.15 CAN 1 JUNE

BIG GUNS AND HI-TECH MYSTICISM!

WARHEADS

GUEST STARRING WOLVERINE

AND HE'S NOT HAPPY ABOUT IT!

HERE COMES...

DAREDEVIL

THE MAN WITHOUT FEAR!

REMEMBER WHEN WE INTRODUCED... SPIDER-MAN

NOW WE CONTINUE THE MIGHTY MARVEL TRADITION WITH... DAREDEVIL !!

CAN YOU GUESS WHY DAREDEVIL IS DIFFERENT FROM ALL OTHER CRIME-FIGHTERS...

?

...A WORTHY COMPANION MAGAZINE TO SUCH ALL-TIME GREATS AS THE FABULOUS FANTASTIC FOUR!

IN THIS ISSUE YOU WILL MEET...

The MOST UNUSUAL HERO of all

MATTE MURDOCK

"FUN-LOVING" FOGGY NELSON

GORGEOUS KAREN PAGE

\$1.00 1 AUG 02967

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EXPLODING FROM THE PAGES OF THE X-MEN!

1ST DYNAMIC DOUBLE-SIZE ISSUE!

ALPHA FLIGHT

ONE SIDE, SUPER HEROES...

...THIS IS A JOB ONLY WE CAN HANDLE!

HANG IN THERE, KID! YOU'RE GONNA MAKE IT!

YOU'VE GOTTA MAKE IT!

"IT FAILED, BUT ONLY JUST."

"TO KEEP ME ALIVE LONG ENOUGH TO GET PROPER MEDICAL HELP, BRUCE GAVE ME AN EMERGENCY TRANSFUSION OF HIS OWN BLOOD."

PLEASE JOIN ME IN WELCOMING THE CHAIRMAN, CODENAME HAVOK.

WE'RE ALL ON YOUR SIDE, ALEX. YOU'LL DO GREAT.

POP SNAP POP POP SNAP POP

YOU NEVER TOOK ANY OF IT SERIOUSLY, ALEX!

YOU BREEZE IN AND OUT BUT NEVER COMMIT TO FIGHTING FOR XAVIER'S DREAM!

GO! GET OUT OF HERE...

SO, DEAR BROTHER! WE MEET AGAIN! WHAT A PITY IT IS FOR THE LAST TIME!

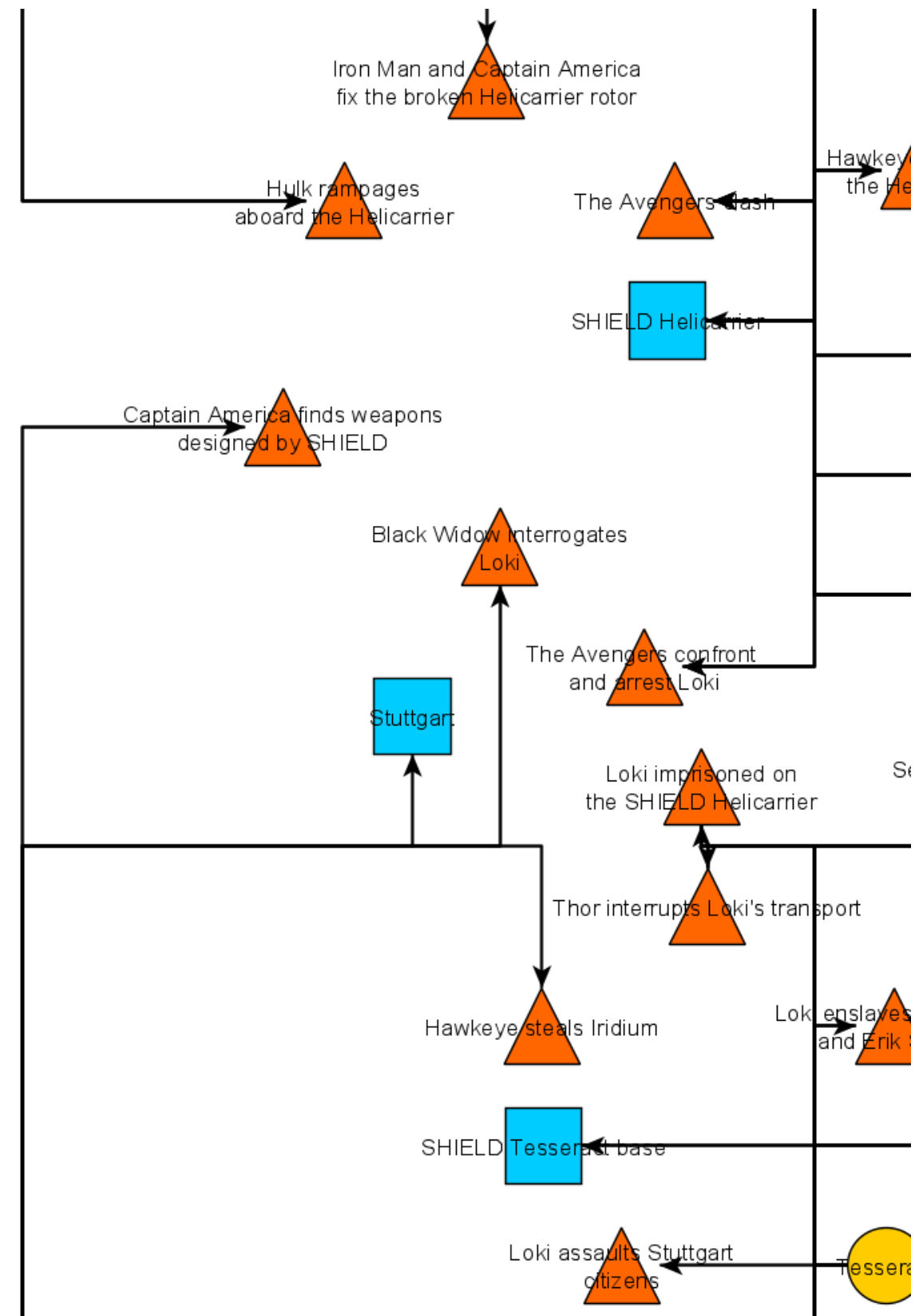
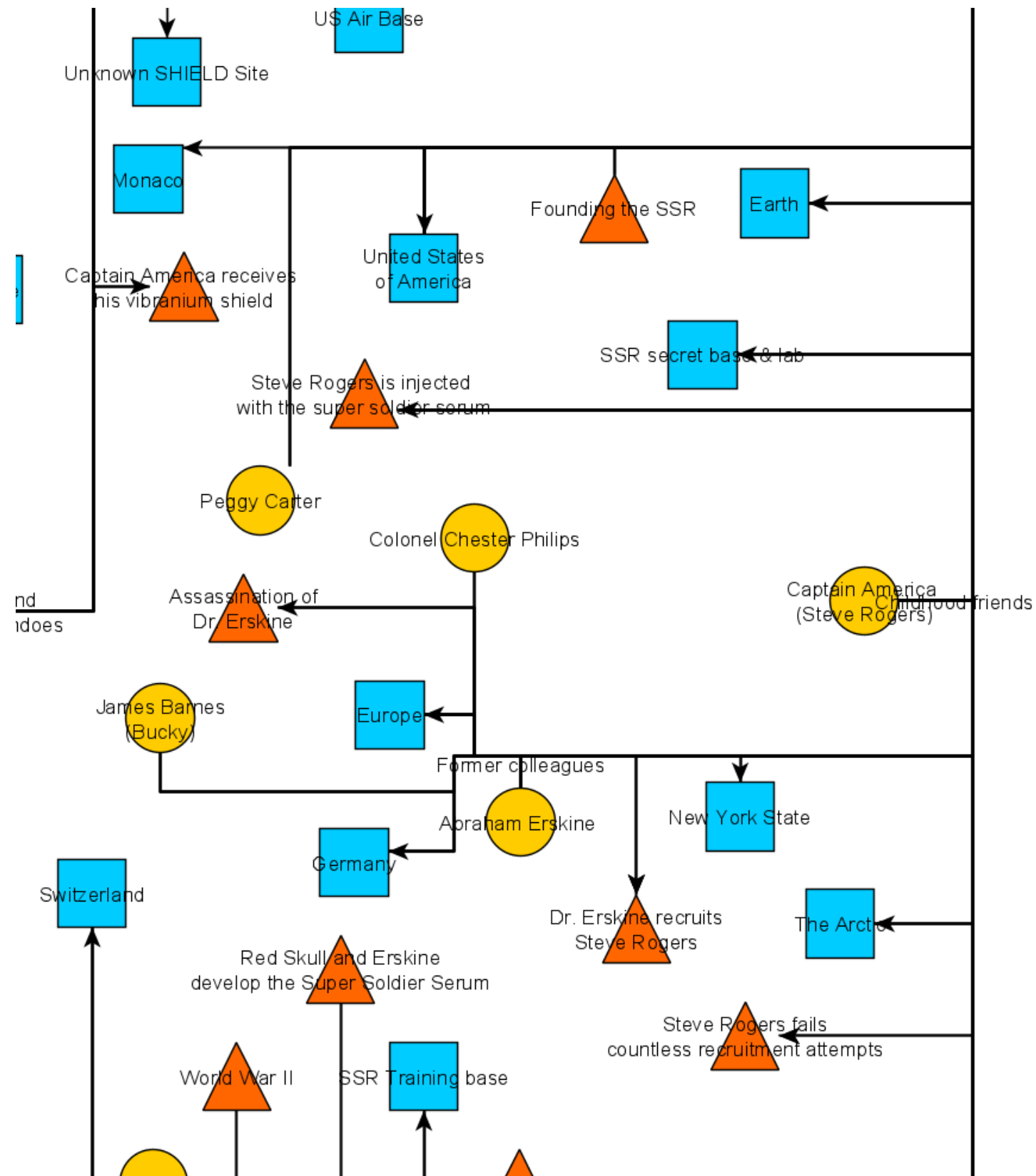
THEN...IT'S TRUE! CAIN MARKO HAS BECOME A HUMAN... JUGGERNAUT!!

Marvel Cinematic Universe – Phase 1

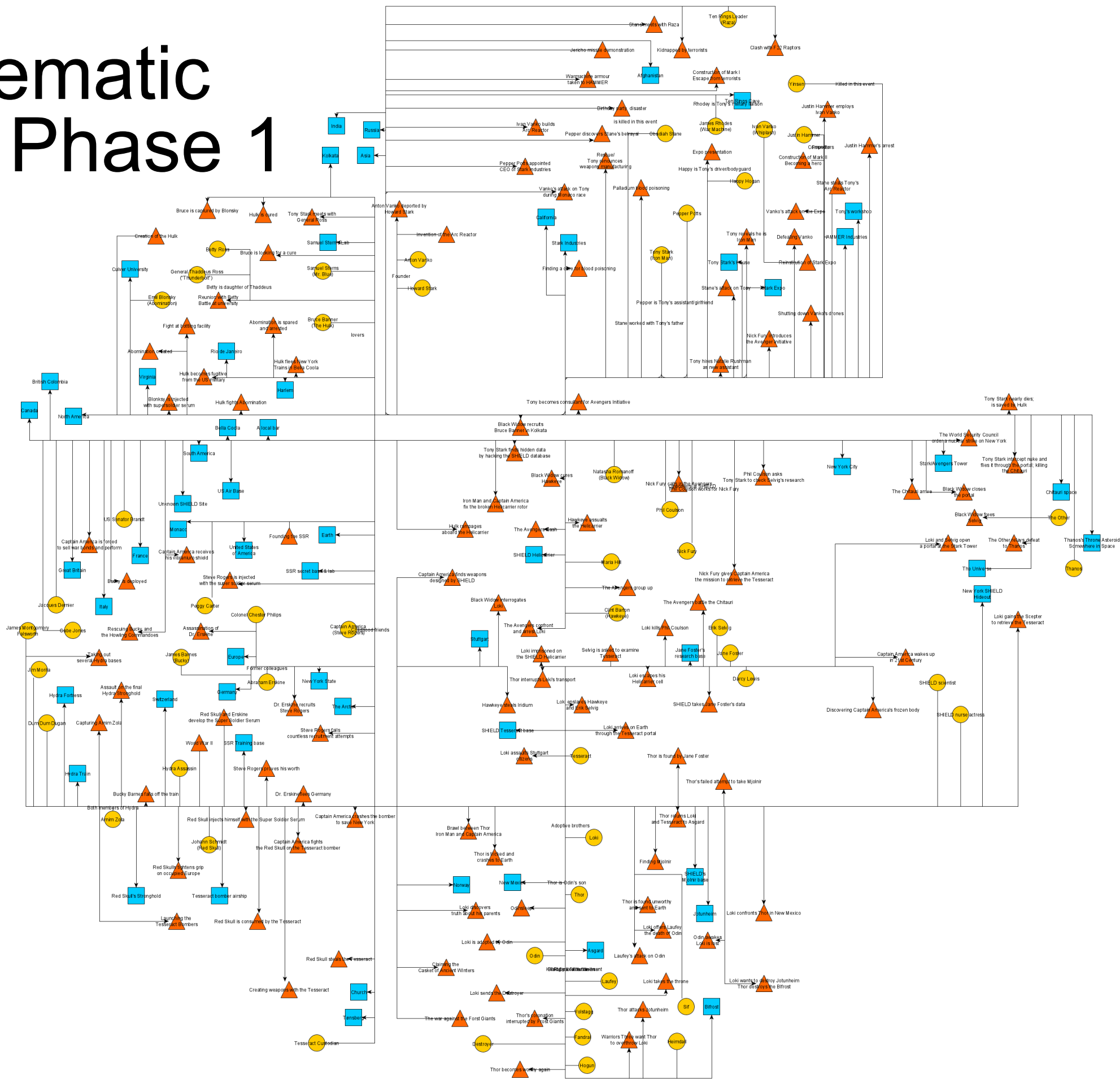


Marvel Cinematic Universe – Phase 1

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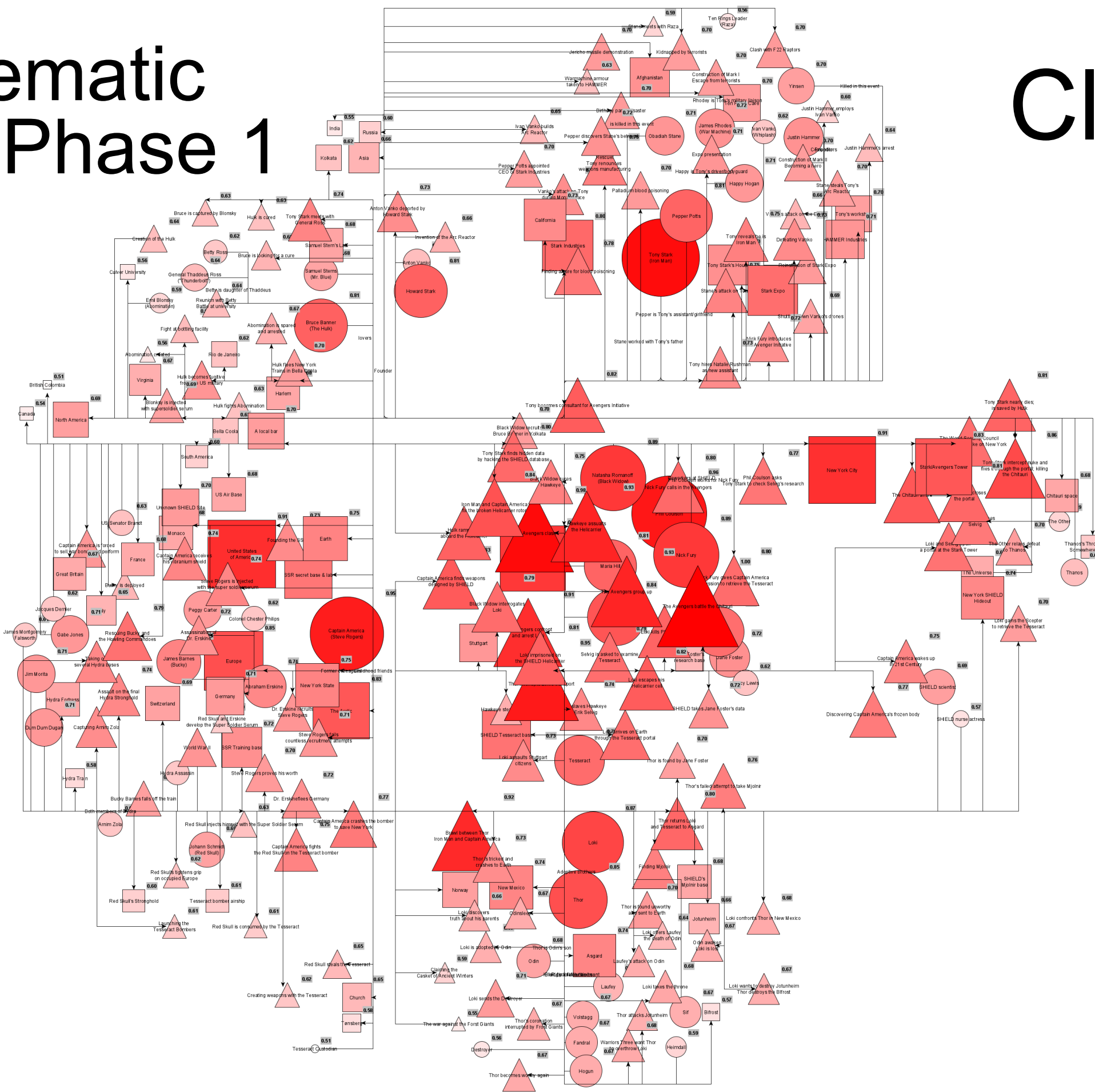


Marvel Cinematic Universe – Phase 1



Marvel Cinematic Universe – Phase 1

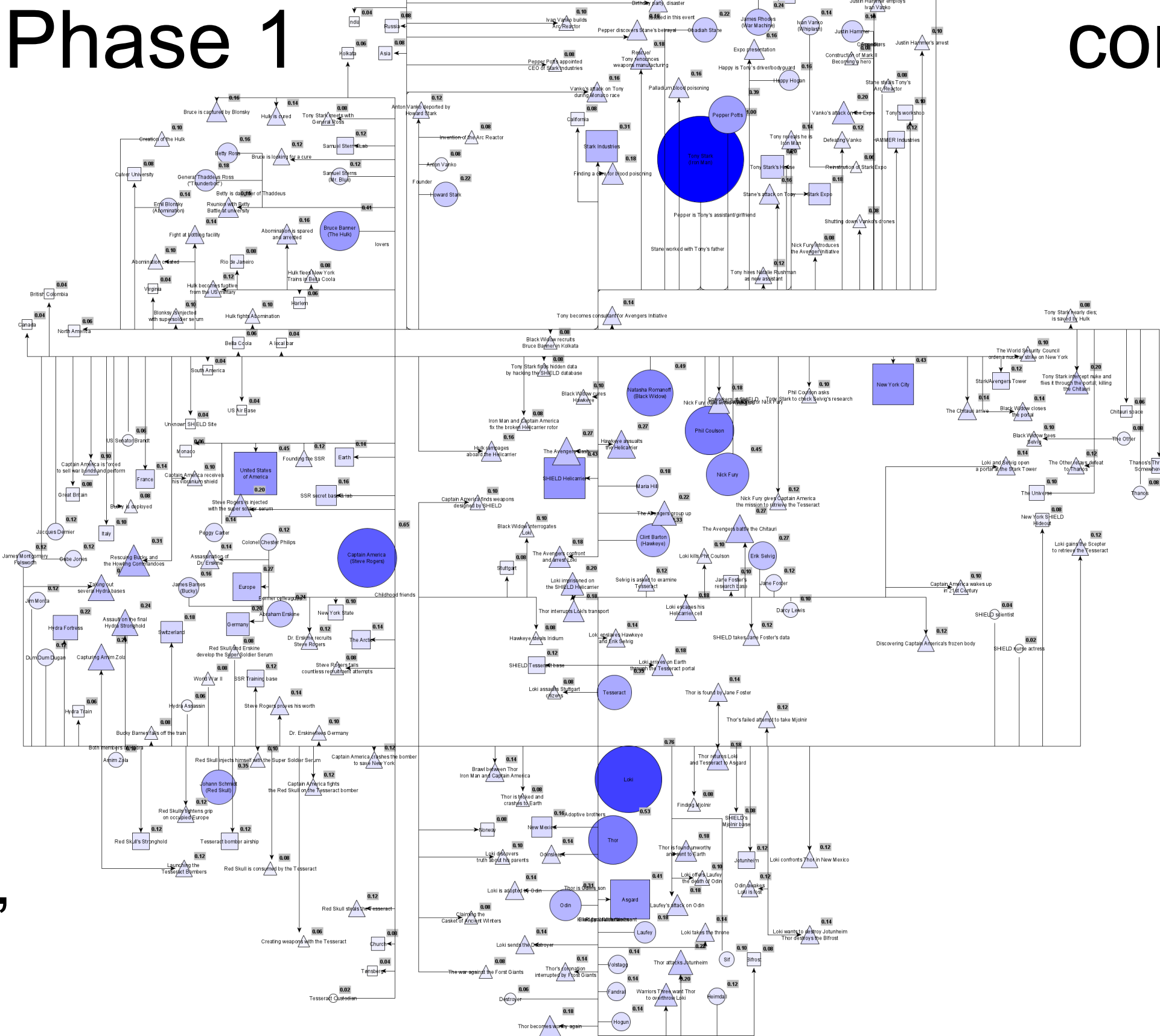
Closeness



Most central
to every node

Marvel Cinematic Universe – Phase 1

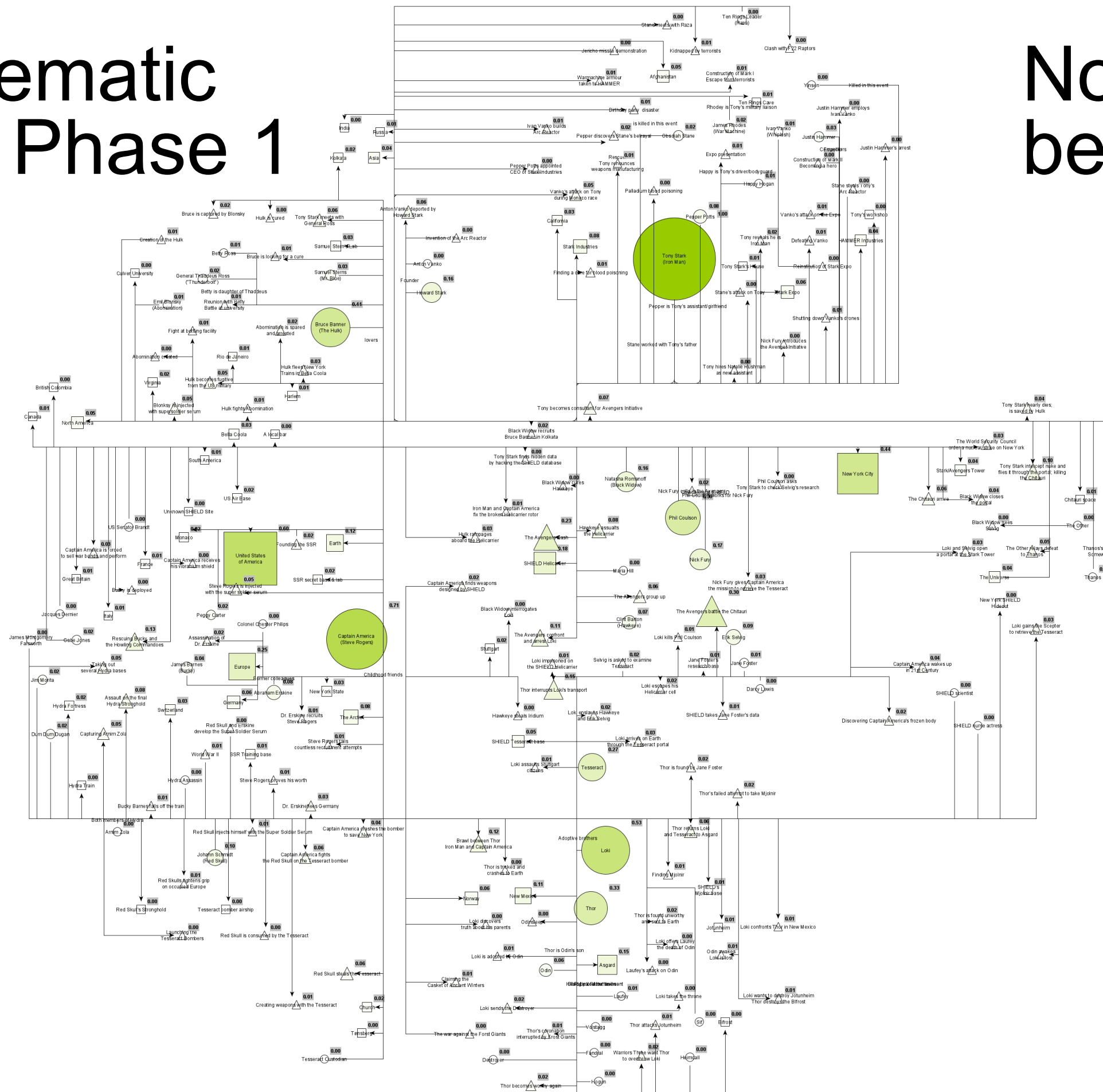
Weighted connections



connections,
weighted

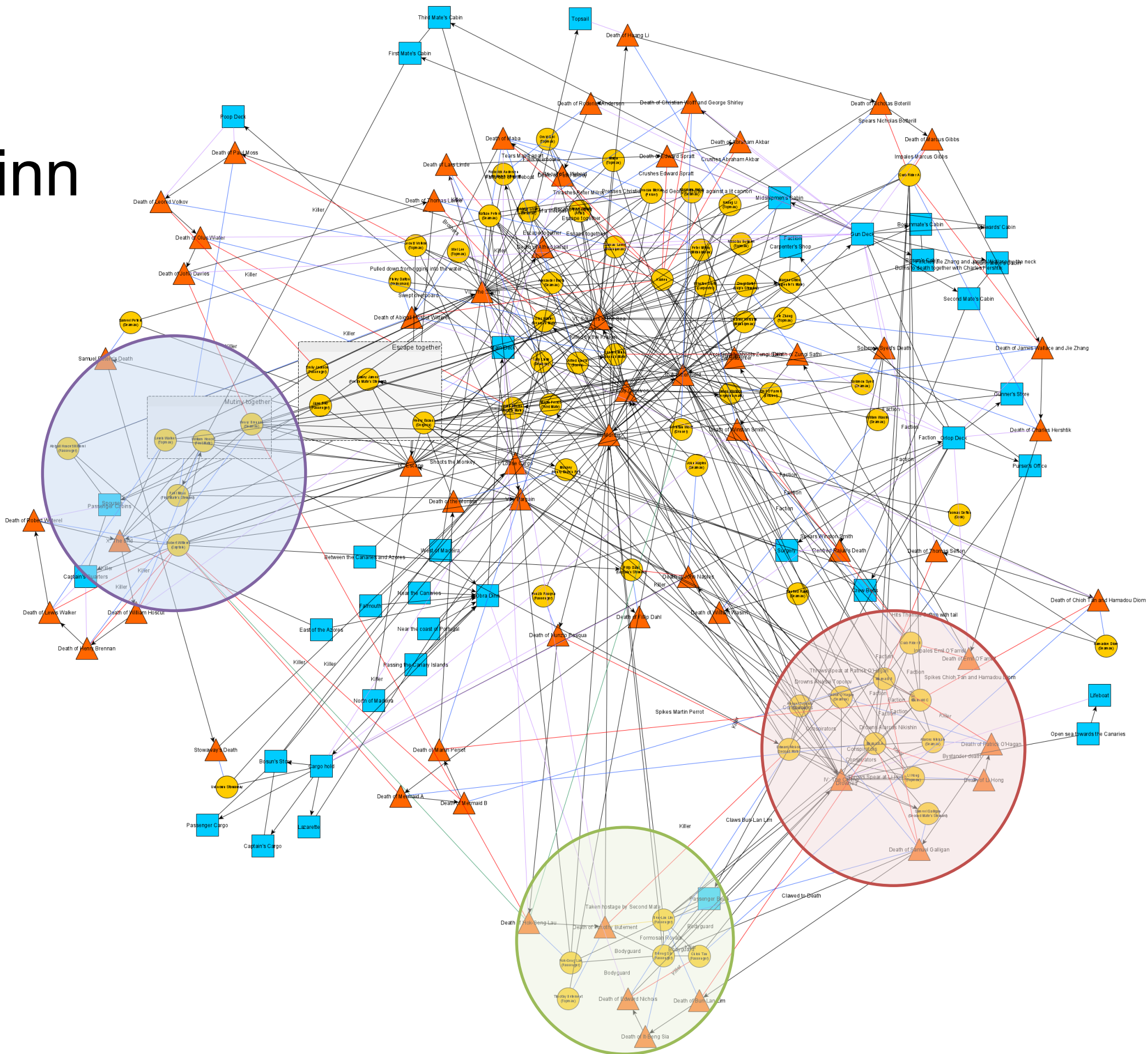
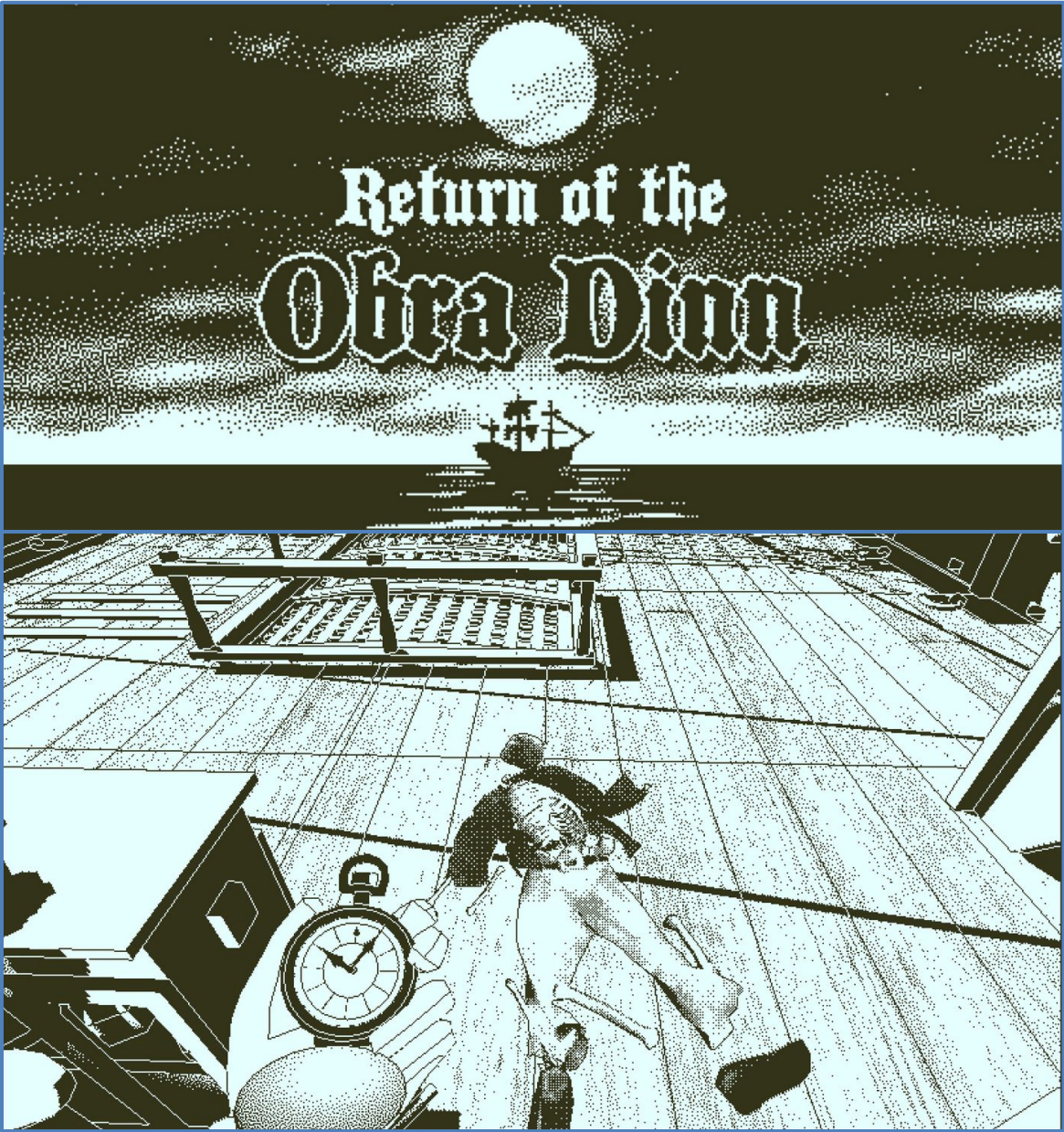
Marvel Cinematic Universe – Phase 1

Node betweenness

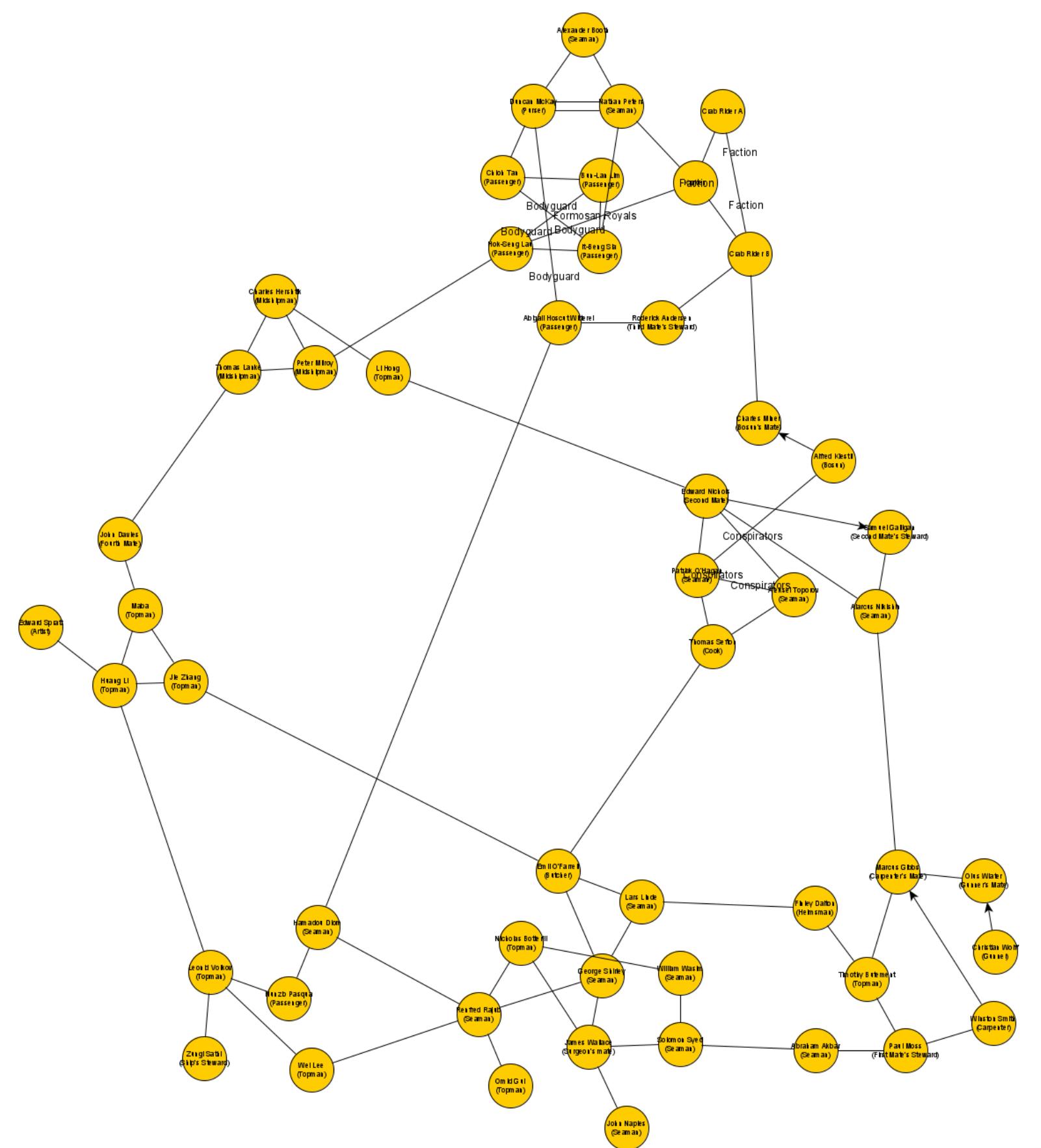
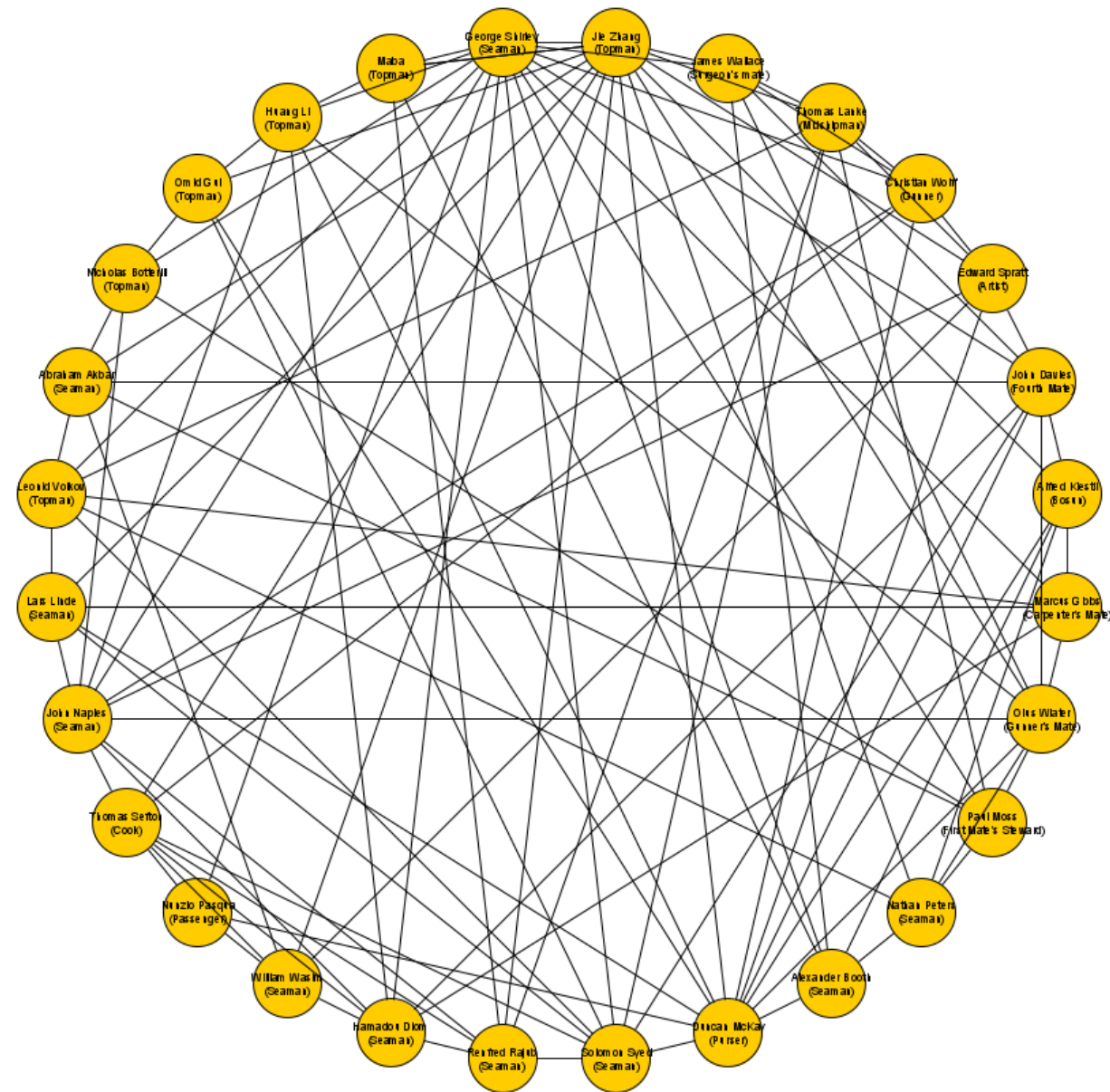


Connections flow through

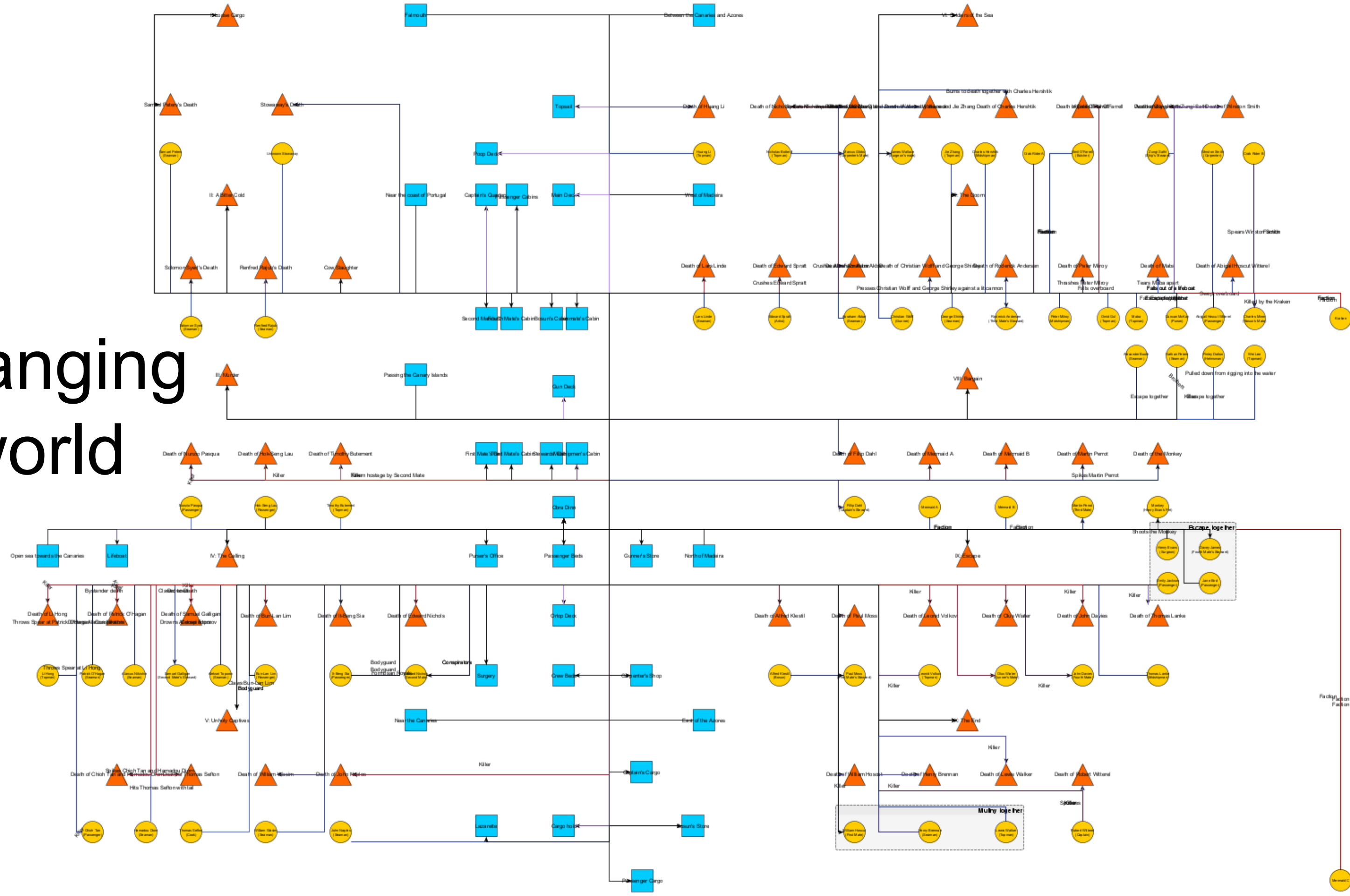
Organic structures: Return Of The Obra Dinn (Lucas Pope; 2018)



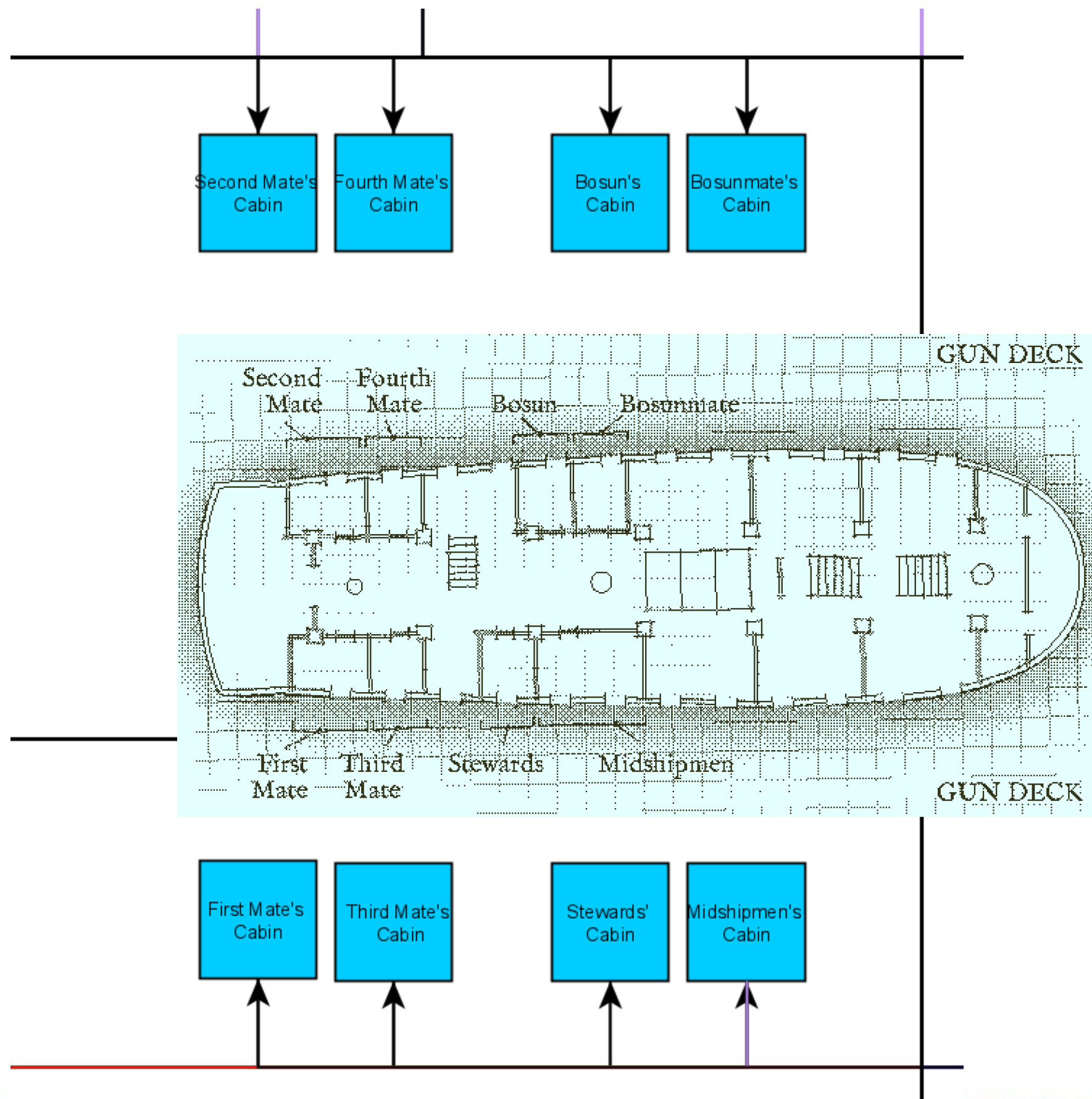
Organic structures



Rearranging your world



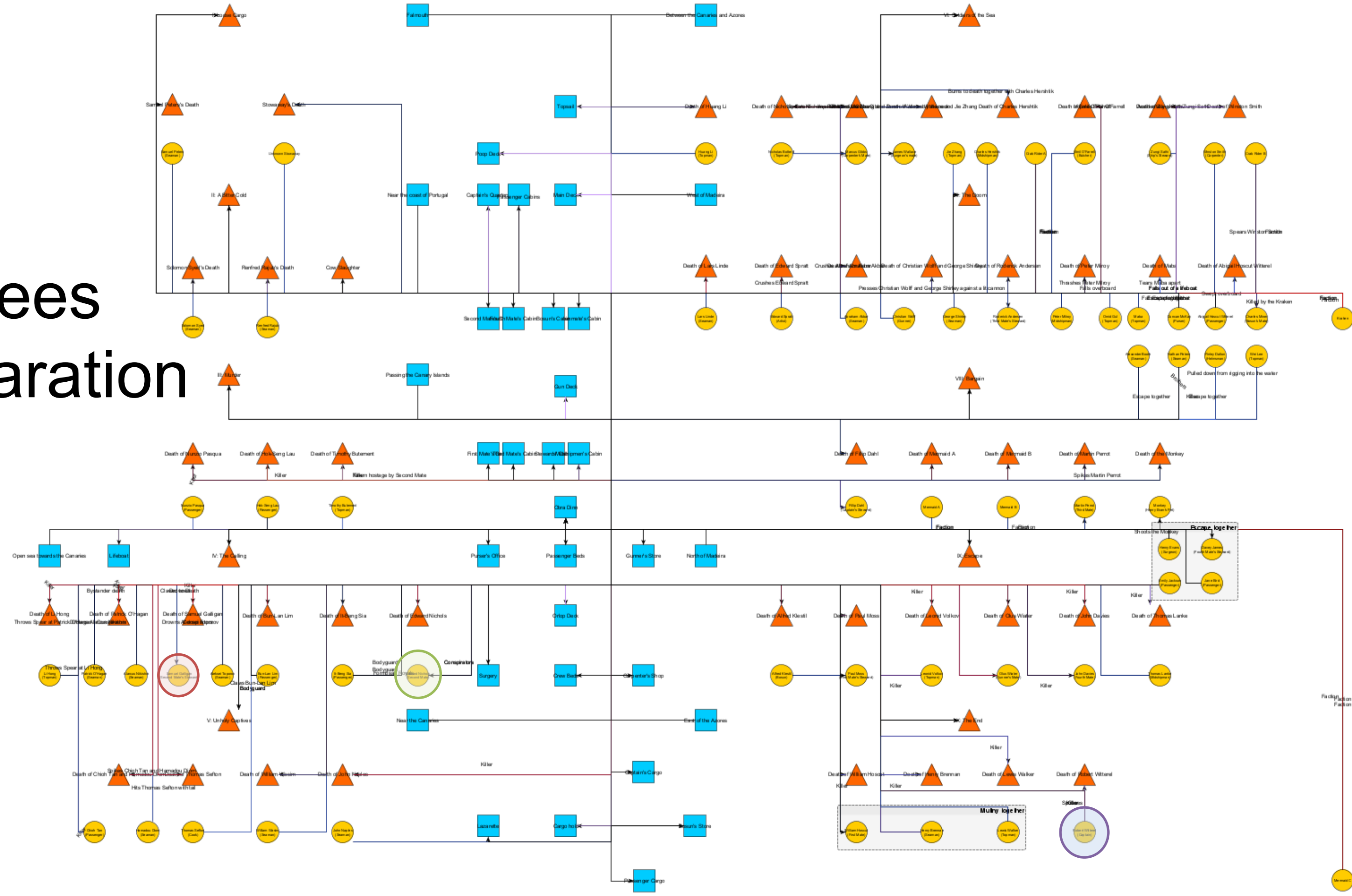
Rearranging your world



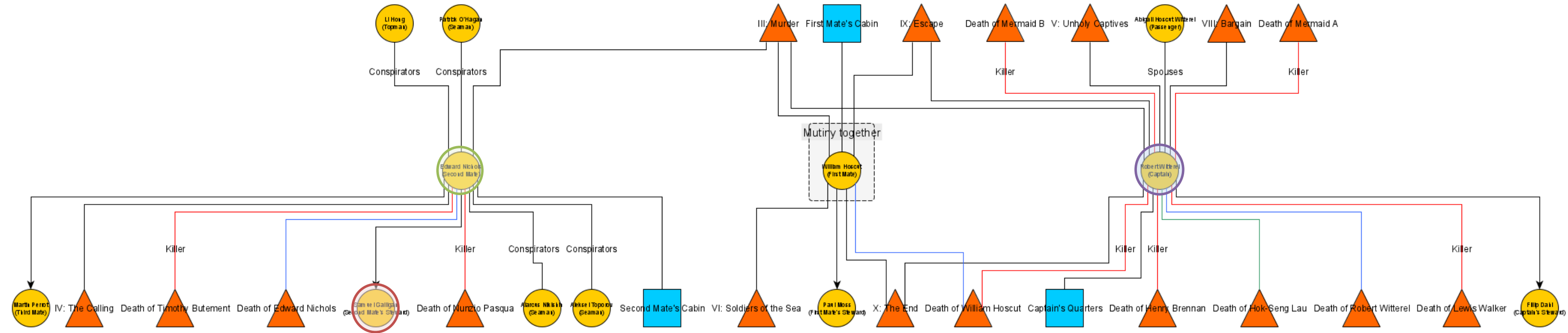
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6 degrees of separation



6 degrees of separation



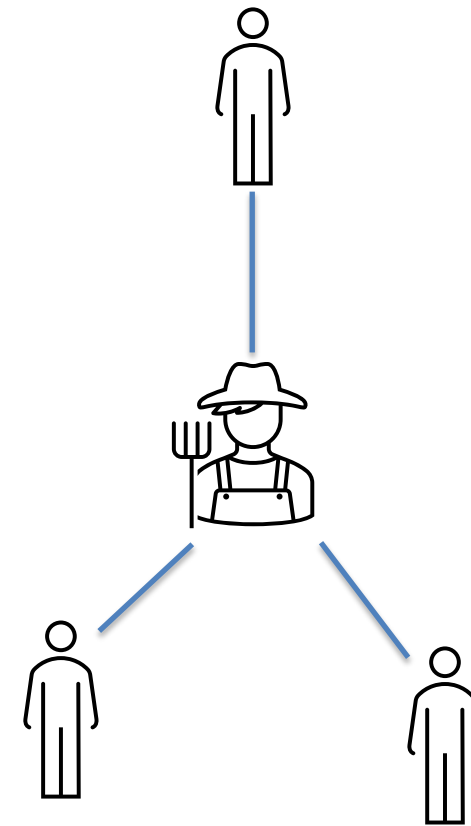
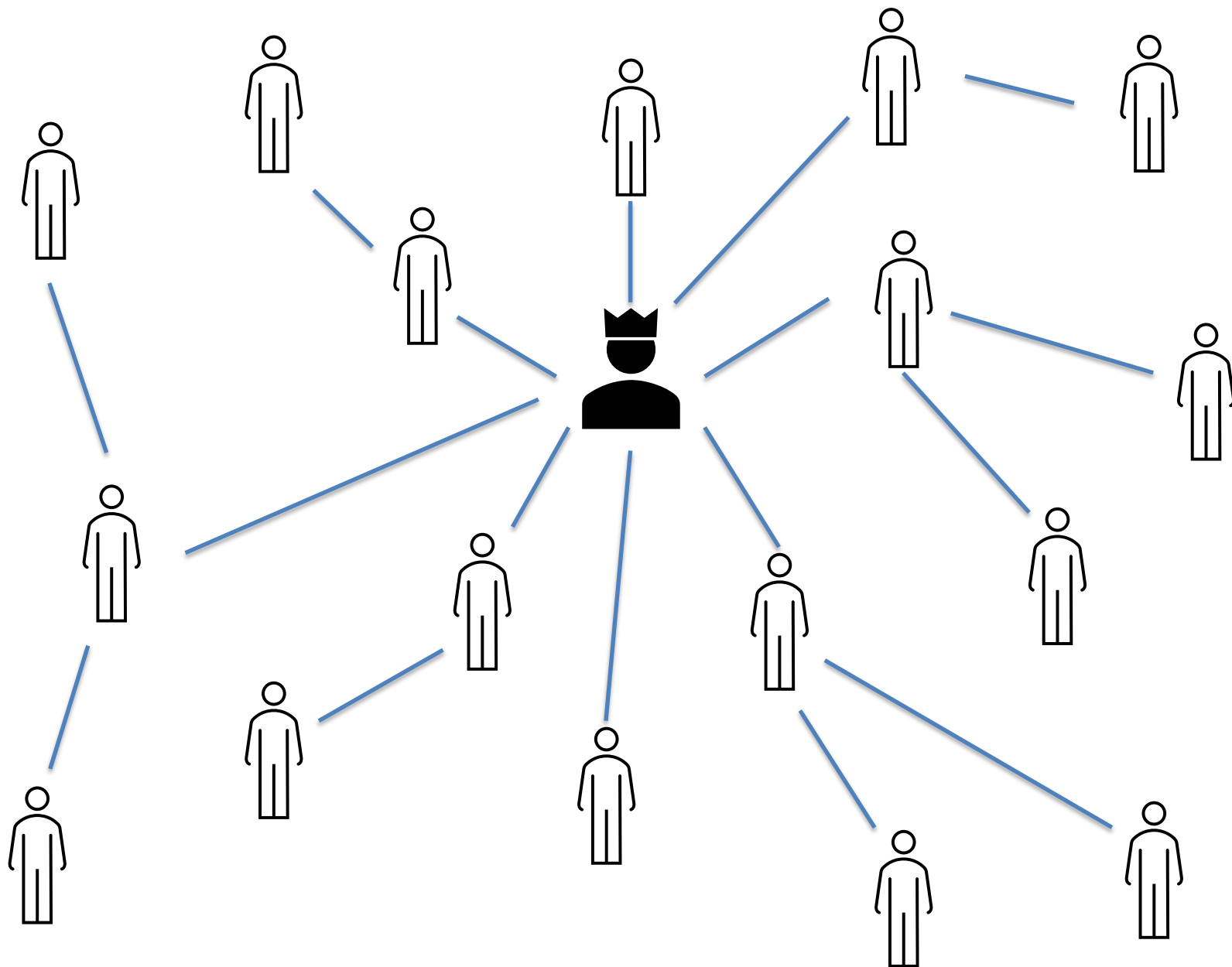
Bourdieu: Field theory

- Capitalism!
- Adds relative positions
- Bigger = more influence
- Likely have more connections



Bourdieu, Pierre. 1996 [1992]. *Rules of Art: Genesis and Structure of the Literary Field*. Stanford, CA: Stanford University Press.

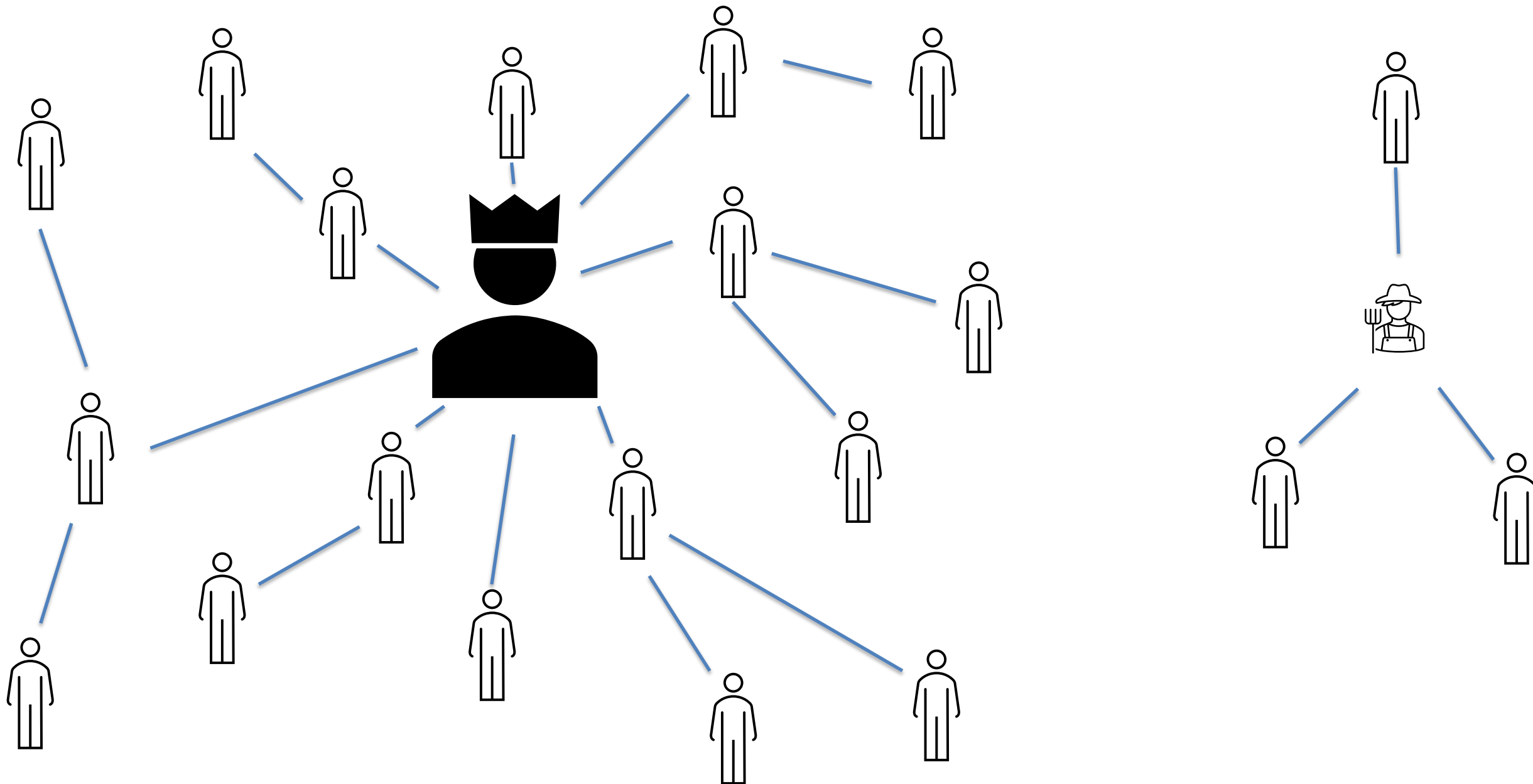
Bourdieu example



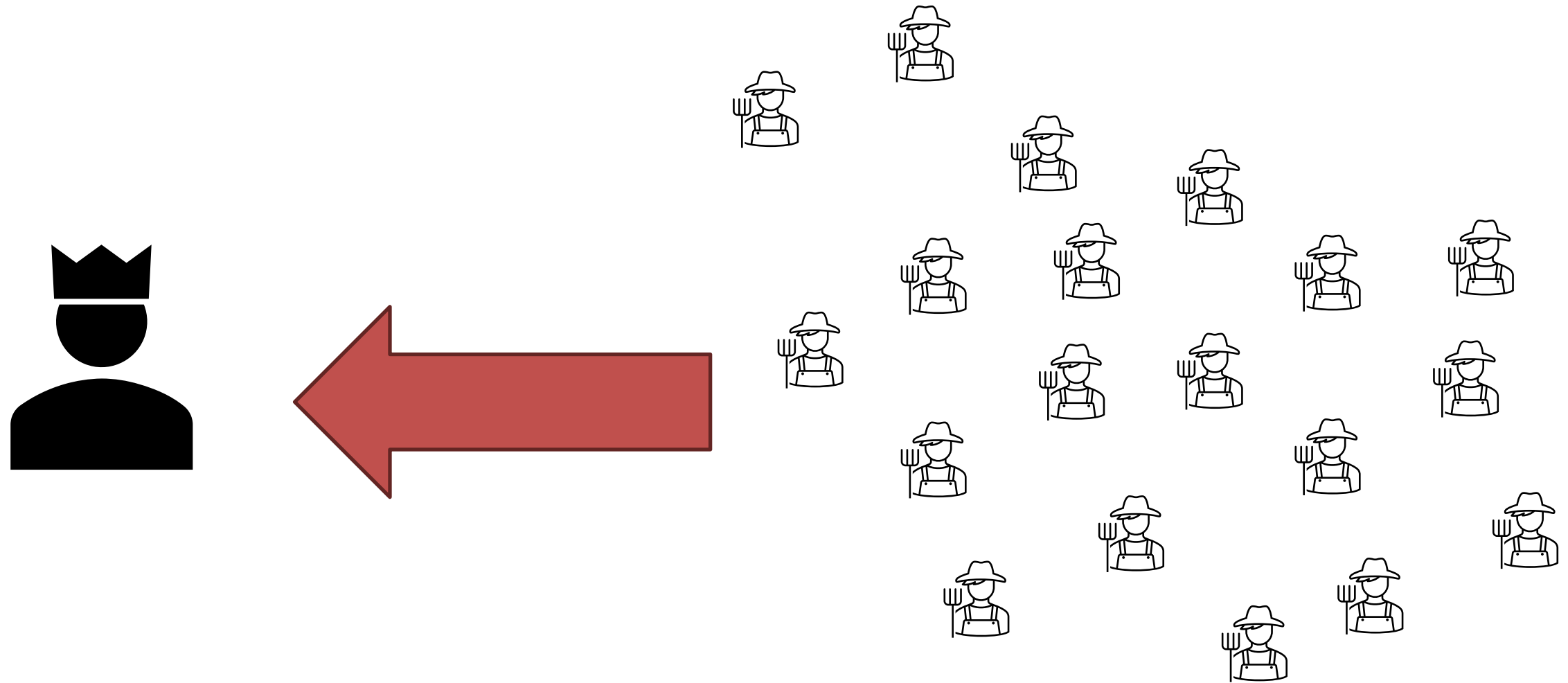
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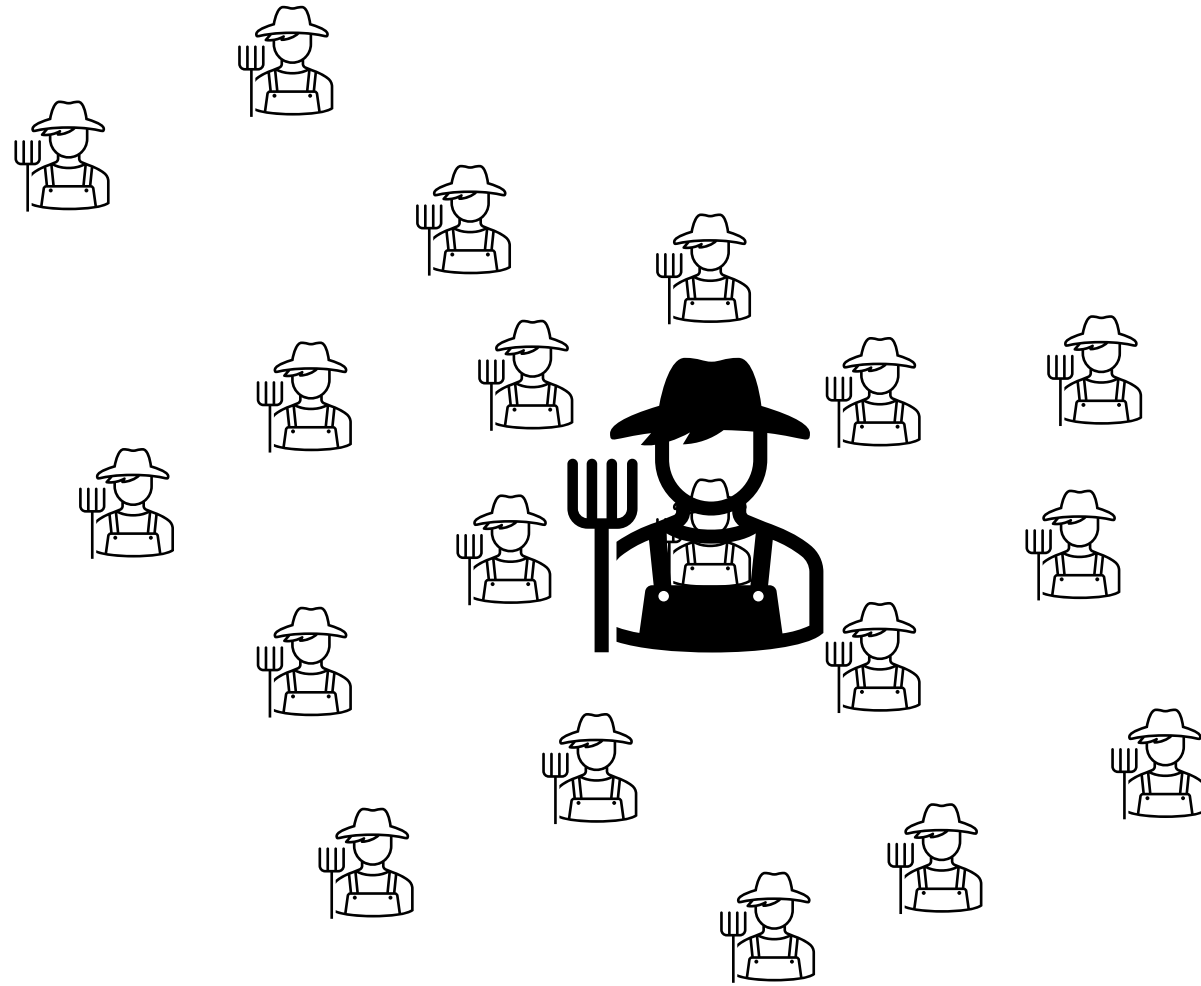
Bourdieu example: relative power



Bourdieu: transition of power



Bourdieu: cycle continues



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Boltanski & Thévenot: 6 orders



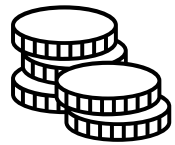
Inspired



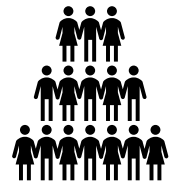
Domestic



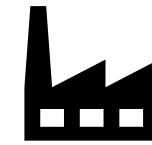
Fame



Market



Civic



Industrial



•Boltanski, L., Thévenot, L., 2006 [1991], *On Justification. The Economies of Worth*, Princeton, Princeton University Press.



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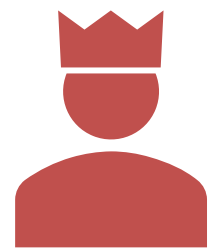
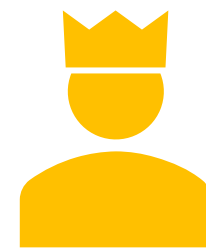
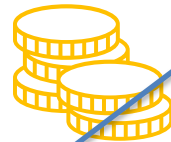
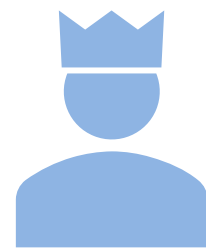
'Common worlds'	Market	Industrial	Civic	Domestic	Inspired	Fame
Mode of evaluation (worth)	Price, cost	Technical efficiency	Collective welfare	Esteem, reputation	Grace, singularity, creativeness	Renown, fame
Test	Market competitiveness	Competence, reliability, planning	Equality and solidarity	Trustworthiness	Passion, enthusiasm	Popularity, audience, recognition
Form of relevant proof	Monetary	Measurable: criteria, statistics	Formal, official	Oral, exemplary, personally warranted	Emotional involvement and expression	Semiotic
Qualified objects	Freely circulating market good or service	Infrastructure, project, technical object, method, plan	Rules and regulations, fundamental rights, welfare policies	Patrimony, locale, heritage	Emotionally invested body or item, the sublime	Sign, media
Qualified human beings	Customer, consumer, merchant, seller	Engineer, professional, expert	Equal citizens, solidarity unions	Authority	Creative Beings, artists	Celebrity



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Boltanski & Thévenot: values and orders

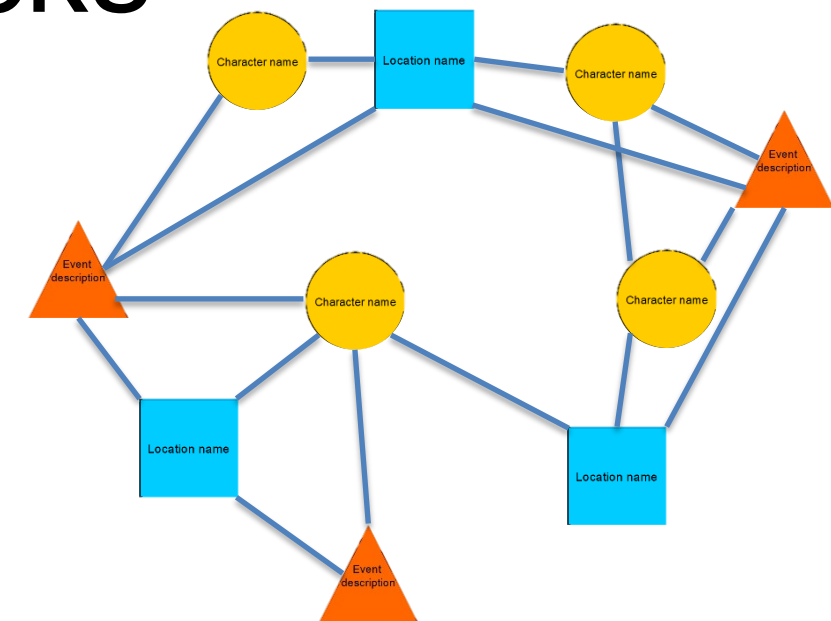


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Conclusion

- Build worlds using Characters, Locations, Events
- Connect new nodes to embed
 - Hierarchy
 - Organic structures
- Measure/track your big players, bottlenecks
- Diversify using sociology
 - Relative power
 - Transitions of power
 - Values



Thanks! Let's stay connected!

 @MultiNarratives

- gerben@multiverse-narratives.com
- Blog: <https://multiverse-narratives.com>
(Google 'Connected Worlds Multiverse Worldbuilding')