

Module2

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Discussion of “I’m Better”

One could write a lot about whether or not this is a game. You don’t seem to have choices, so what effect do you have on the narrative? But that clearly wasn’t the point. It’s a story about mental illness, and how it’s handled by society. I think a lot of can relate to the content in one way or another, though many wouldn’t admit it. One of the strongest strategies of narration used is repetition, which is easy to do wrong. Here, it fit the story very well though. “I’m better” is your only “choice” over and over and over, but that’s part of the message of the story. People don’t want to to deal with your mental illness. People don’t want to be mentally ill. People expect you to get better, just as you want to get better. So what do you do? You tell yourself you are getting better. You repeat it over and over hoping one day you’ll believe it. Hoping others will believe it too, but mostly just that you will. “It’s all in your head”. “Think more happy thoughts, and you won’t be so sad!”. “I’m better”. “I’m happy”. “Today is a good day”. “Tomorrow will be better”. Maybe if you repeat it enough it will be true. Repetition is usually done for emphasis, but here it was used as a parallel to the message of the story too.

The second half of the story still uses repetition, but it’s main tool is more structural. Replacing the white lies of text like “I’m better” with the truth. Each line of white lie is removed and in slowly fades the truth. White lies cover up what we really want to say; what we really feel. In this, you can see that visually. Again, the tools of narration parallel the message quite well.

Discussion of “Alice Falling”

It’s much harder to analyze the intent of this one, but the tools still line up very well.

Down.

Down.

Down.

The words move down the page, further down the hole, just as Alice does in the story. This much is repeated and used in each passage to further express the endless falling. The falling animations in the background of the screen further this illusion.

The world of this story is known for it’s oddity. The laws that govern our world don’t seem to work down there. Up is down, down is up, big is small, and small is big. Choices seem to have no meaning because the results are unexpected either way. You choose left, and end up right. You choose right, and end up down. The choices presented in this narrative are frequently unexplained to begin with, and hardly seem like choices at all. Do they actually change anything? I grabbed a jar of marmalade, but I kept falling. I didn’t even get any marmalade. What’s real and what’s not? If the illusion of choice isn’t useless, is it really an illusion? Many of the choices revealed anecdotes of the story, and while these anecdotes feel well placed in the story, I struggle to explain why. I imagine if someone else explained it, I would understand and agree, but unfortunately I don’t have an answer of my own. Then again, that pretty well explains the entirety of Wonderland to me.