Narrative imperative – Wanting to tell a story? Non-Fiction?

Heider and Simmel Experiment – Video with the triangles fighting

Ludonarrative dissonance vs harmony – Conflict between narrative’s story & narrative’s gameplay.

Mechanics as Metaphor – Example: Intelligence stat in Dark Souls

Ludology vs Narratology – Narratology: Believes that games should be studied for their story like books/movies. Ludology believes they should be studied separately.

Player Character – character controlled by the player.

Ikea Effect – Investing time into game makes it more valuable? Investing time with character makes you feel more invested.

Flat/Round Characters – Stay same throughout story/Undergo changes, more complex

Emergence – Complex situations that arise from simple game mechanics.

Forced Perspective – Optical illusion to make object seem farther away, closer, etc.

Slajov Zizek’s Third pill – Recognizing reality as an illusion.

Medium as Metaphor – The way message is presented affects the message itself.

Parallax – background images move more slowly than foreground. Think Super Mario World kind of.

Isometric Perspective – Angled top down view, allows player to see more. Think Civilization

Subjective Camera – first person, pov.

Rotoscoping – tracing motion picture footage frame by frame.

Design by Subtraction – Getting rid of unnecessary fluff in games. Shadow of the Colossus, Ico.

Chekov’s Gun – Every element of story should contribute to the whole.

MDA:

Mechanics – Rules and systems created by developer.

Dynamics – Experience and emotions from player interacting with mechanics.

Aesthetics – Overall effect of gameplay, generating major motives for playing in the first place.

Aesthetic effects I don’t know well – Discovery: game as uncharted territory, Expression: Game as self discovery, Submission: game as pastime.

Ludus and paidia – Ludus: classic game structure, Paidia: Player driven structure/exploration.

Magic circle – reality is suspended while you’re in the game world.

Atari Adventure:

* Rule of Three, Easter Eggs, Emergent Gameplay

Colossal Cave Adventure:

* Text adventure, parser, potential narrative, ergodic literature.

Photopia:

* Hermeneutic Circle – Understanding of the story happens in parts.
* Illusion of choice, linear vs branching gameplay.
* Metalepsis – word or phrase is used in new context

Additional parser games: Lost Pig, Luminous Horizon

Menu game: Choice of the Dragon

West of Loathing:

Manifest destiny – expansion through the US

* postmodern intertextuality (cf. reappropriations of the Western genre, RPGs, and of games like *Doom* and *Diablo*)

Mooreeffoc – Denotes queerness of things that have become commonplace, when suddenly seen from a new angle.

1. Jeff Howard’s definition of Quest: **“A quest is a journey across a symbolic, fantastic landscape in which a protagonist or player collects objects and talks to characters in order to overcome challenges and achieve a meaningful goal.”**

Quests are a bridge between game and narrative, and between ludology and narratology.

Five major quest types: Kill, Fetch, Fed-Ex, Collect, Escort

Ready Player One:

* James Halliday (Anorak) Creator of Oasis
* Ogden Morrow (Og) Best friend of Halliday
* Wade Watts (Parzival) Main char
* Aech () Wade’s best friend
* Artt3mis Wade has huge crush on her
* Tomb of Horrors – D&D reference
* Author Ernest Cline

Video games as form – Scott Pilgrim

Video Games as content – Ready Player One

Aesthetic Distance – Gap between viewers conscious reality and fictional reality presented in work of art.