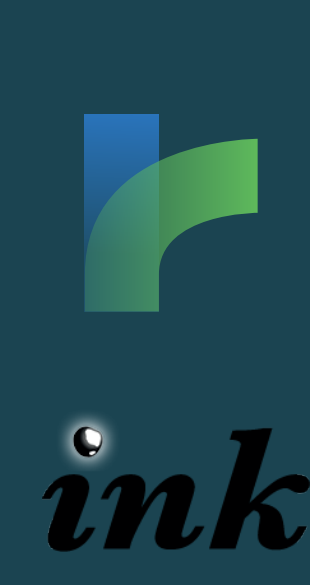


Interactive Narratives (2019)

Game Narrative and Interactive Storytelling projects

Application: School
Subject: Game, Narratives, Interaction
My Roles: Author, Designer, Developer



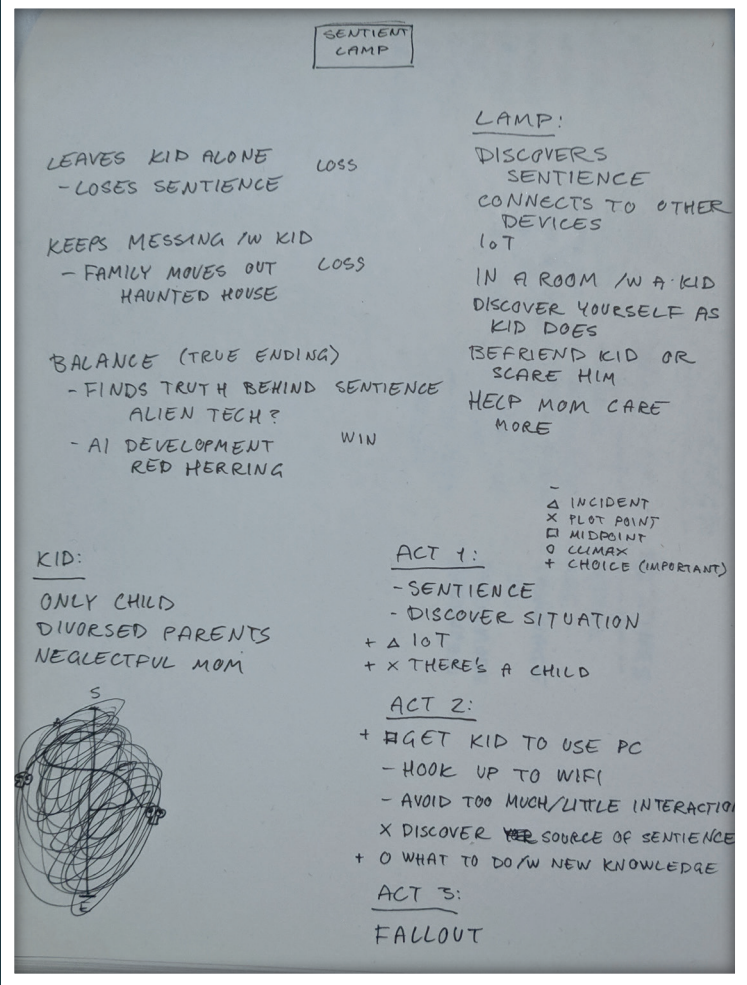
What I wanted

For the first narrative, “Cyberdunk”, the purpose was to try and develop a narrative in a more classical Aristotelian fashion with three distinct act. I also wanted to convey a grander narrative with the sense of a living breathing world, with lore, characters, factions, cities, and a past.

In the second narrative, “Internet of Me”, I wanted to go in sort of an opposite direction making the scale very small and all the interactions indirect. Well, technically I first wanted to make a inverted horror narrative where if you chose wisely you immediately escaped, but had to be a stereotypical stupid horror character to keep the narrative going, but I felt like the concept would become stale too quickly.

What happened

Cyberdunk: I started by sketching out plotpoints and paths, marking which choises would be important, and where I could add less important choices. I did, however, also lose these sketchen in the Queenstown airport, so don't have much to show for the ideation process. The cyberpunk setting seemed fitting to me, as I had already been playing with the idea of a world within this realm, with some characters, and parts of city already created. This was also why I decided to do a narrative focused on world building. I planned to do a complete 3-act story, but as the story developed and the world grew, the scope become waaaay too big. So instead the story only entailed the 1st act, while still maintaining an Aristotelian arc. To further increase the replayability, and the chance that two people could make the same choices with different outcomes, I added some events with successrates. This meant that some choices had a 50/50 chance whether you succeeded or straight up died — though I saw it as death being default, and if you were lucky you survived.



Internet of Me: After Cyberdunk I wanted to try something completely different. Not only the scope of the narrative but also the way the reader would interact with the world. Cyberdunk was very direct — you wanna use your bike as a torpedo, you use your bike as a torpedo! With IoM I therefore wanted to have the interactions be indirect, meaning that outcomes might not go as planned, and that the reader would have to consider each choice and its outcomes more. I also decided to create sort of a karma-balance-system where If the reader interacted more in one way than the other (i.e. aggressive vs. passive) it would prevent them from achieving the “true ending”, which was once more online Cyberdunk where “true ending” meant doing the correct choices (and perhaps a little luck).

The outcome

Cyberdunk: Even though I chose to reduce the scope to 1 act, the narrative still grew way out of intended proportions as new ideas came to mind while developing it. The biggest one was the “index” in which the reader could explore the world, looking up factions, characters, professions, tech, etc. To distinguish it from the rest of the text, I also changed the CSS to reflect a more computer-like experience. Despite the expansion of scope, I managed to do create everything as intended, and finish with a narrative I was quite happy with, and from which I learned a lot!

Internet of Me: It was quite fun trying to create the balancing, trying to encourage the reader to strive a balance between disruptive and passive. It also meant that the narrative could go both directions to the extreme, between mania and being non-existing. To that end, I also added more humour to the narrative — if you keep trying to seize power, you probably want to take over the world.. with the incredibly limited powers of a lamp. Using Ink limited (to my knowledge) the amount of customisation I could do to the visual experience. This, however, just meant I possibly spent more time on the writing, which was not necessarily a bad thing. I wish I could have delved a bit deeper into the relationship of the kid and his mom, as that was part of my initial goal, but once again I underestimated the scope of the narrative I was working on.

PERSONAL NOTES

NEURAL PLUG:

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WHAT MARKED MERCTECH™ I
THE PROGRAM CONSISTS OF
PASSAGES AND ANY CHANGES
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IS DAMAGED OR LOST, SO I

- OFFLINE MEANS SERVER
- REMOTE HACKING/ACCESS

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BACK

[read the full Cyberdunk reflection](#)

[read the full IoM reflection](#)