

STATE OF THE ART – GAMIFICATION *STORYTELLING*

TITLE

<https://www.alaluzdeunabombilla.com/2018/04/17/storytelling-design-board-el-rediseño/>

KEYWORDS

Gamification, Storytelling

SUMMARY

How to Gamify ... the Storytelling Design Board (own translation)

| | | |
|---------------------|----------------|----------------------------------|
| 1)Aesthetics | 2)Topic | 3)Setting |
| 4) Story | | 5)Plot |
| | | 6) Mechanics or main axis |

1) Aesthetics

- 1.1) Does it use **illustrations, photos, designs** or **drawings**? What **sort** of? (Vikings, Romans, Zombies, Space, Pirates...)
- 1.2) Are Materials ... designed in an **attractive** way? Are **customized** or **generic**?
- 1.3) Does it **resemble** to anything previously seen? Does it seem **attractive**?

2) Topic

- 2.1) Put in a phrase ... **what is the topic about**?
 - A) Adventures of a sea-dog.
 - B) Crew trapped in a ship.
 - C) Dracula's capture.
 - D) Etc.

3) Setting

- 3.1) Number the **features that design the historical period** or **the fictional setting** of your storytelling.
 - A) Place?
 - B) Culture?
 - C) Society?
 - D) Etc.

4) Story

a) Protagonist

- a.I) Who is our protagonist?
- a.II) Where does s/he live?
- a.III) Does s/he has friends, allies or family?
- a.IV) Which are her/his strengths?

b) Conflict

- b.I) Who is our antagonist?
- b.II) Which are our antagonist's features?
- b.III) Which fears, phobias or behaviors prevent our protagonist to progress throughout the story?
- b.IV) Are there any situations which block our protagonist's advance?

c) Challenge

- c.I) Which is the goal pursued by our protagonist?
- c.II) Has s/he to change anything to achieve the goal?
- c.III) Can s/he learn from anyone? What can make him improve?
- c.IV) Why has the protagonist set out on the adventure?

STORY DESIGN BOARD ... STORY

The journey ... starts here:

| | | |
|--------------------------------------|---|---|
| 1) Ordinary world: | Describe the world (or place) where the hero/ine lives. | <i>START HERE</i> |
| 2) The call: | Why has the hero/ine to depart? | <i>GENERATE YOUR CONFLICT OR CHALLENGE</i> |
| 3) The refusal: | Why does s/he resist? Which obstacles does s/he find? | |
| 4) The mentor: | Who helps him/her? Does s/he find anyone who learn from? | <i>CREATE YOUR MENTOR</i> |
| 5) First threshold: | When does s/he decides that this is the moment to begin the adventure? Why? | <i>THE THRESHOLD'S GUARDIAN</i> |
| 6) Trials, allies and enemies | Which allies does s/he find? Enemies? First challenges? | <i>CREATE YOUR ALLIES, ENEMIES AND CHALLENGES</i> |
| 7) The darkest cave | Which is our hero/ine's first achievement? How does s/he achieve it? | <i>ACHIEVEMENTS, DEFEATS AND FIRST REWARDS</i> |
| 8) Death and Resurrection | Which is the first great defeat? How can s/he get over it? | |
| 9) The reward | Which is the first great reward? | <i>ACHIEVEMENTS, DEFEATS AND FIRST REWARDS</i> |
| 10) Return and vengeance | Is there a vengeance from the antagonist's part? | <i>VENGEANCE AND EPIC WIN!</i> |
| 11) New Resurrection | How does the hero/ine get over it? Does s/he revives stronger than before? | |
| 12) Homecoming | What does the hero/ine achieves after the final victory? Does s/he come home? | <i>VENGEANCE AND EPIC WIN!</i> |

5) Plot

5.1) *How is the plot structured or articulated? How do we show what we try to tell?*

5.1.A) Linear plot

5.1.B) Non-linear plot

5.1.C) Flashbacks

5.1.D) Etc.

6) Mechanics or main axis

6.1) *Does the narrative **vertebrate** our project or is it another mechanic into it?*