Play & Talk, Ep. II:

Gone Home (story exploration game)

allgemein
- [Gone Home (a story exploration game)](#)
- [Wikipedia: Gone Home](#)

"Perhaps Gone Home's greatest surprise lies in the apparent ease with which The Fullbright Company has joined the game's subject and its medium: it's a domestic tale of girl-to-womanhood told with the tools of an action game. As a statement that games can express emotionally resonant stories, Gone Home is a triumph."
[Edge Online: Gone Home Review](#)

"Gone Home will remind you what it's like to be young, naive, and full of passion. [...] Gone Home grounds itself by reveling in life's quiet, defining moments, the ones you might write down in a diary, underneath a set of books, only to find years later."
[Giantbomb: Gone Home Review](#)

"Gone Home executes on its ambitions flawlessly. The things in the Greenbriars' home take on an emotional heft as you come to understand the stories they tell, and although they're absent, you feel the presence of the Greenbriars all around you."
[Gamespot: Gone Home Review](#)

das Thema
- so ziemlich alle Kritiken (in Bezug auf das Thema) positiv
- etwas kritischer: [Ian Bogost: Perpetual Adolescence](#)

die Branche
- [Metacritic: Gone Home](#)

- [99 Leben: Vom Heimweh gepackt](#)
- [Rainer Sigl: Spiele missverstehen](#)
- [Videogamewriters: Love it or hate it - Common Complaints Against Gone Home](#)

Game Design / Narrative Design / Level Design / Writing
- [Christian Nutt: Thoughts on the Design and Narrative of Gone Home](#)
- [Errant Signal: Gone Home](#)
- [Kill Screen: Gone Home's Steve Gaynor - How The Internet Ruined Adventure Games](#)
- [Making Stories with Steve Gaynor & Lucy Prebble](#)
- [Level With Me: Steve Gaynor](#)
- [Gone Home Speedrun](#)
- [Robert Yang: Gone Home and the Mansion Genre](#)

Story Explanation / Reassembling
- [ClockworkWorlds: The Transgression - You Can Do Better](#)
- [Groping the Elephant: Laid to Rest](#)
- [Discerning the Transmundane: Gone Home](#)
- http://www.ludiclearning.org/2014/03/05/gone-home-in-education/

Environmental Storytelling
- [Harvey Smith & Matthias Worch: What Happened Here? - Environmental Storytelling](#)
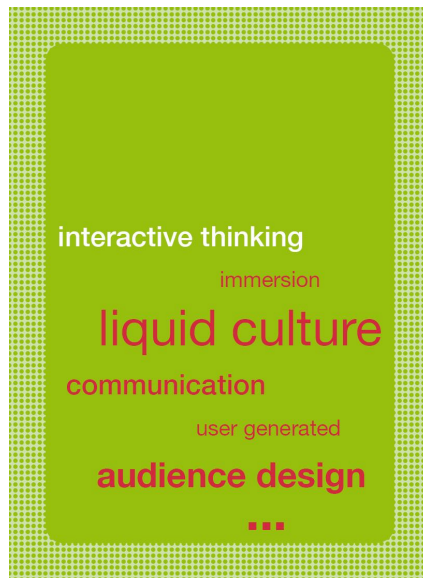- [Martin Nerurkar: Experiencing Environments](#)

Prototyping / Entwicklung
- [Firctional Games: Gone Home - The Amnesia Edition](#)
- [Gone Home Developer Commentary](#)
- [Made with Unity: Gone Home](#)

die Entwickler / der Ablauf
- [Road to the IGF: The Fullbright Company's Gone Home](#)
- [The Fullbright Company](#)
- Steve Gaynor
  - [Idle Tumbs: Tone Control](#)
  - [Fullbrightdesign (Blog of Steve Gaynor)](#)

Immersion
- [Psychology of Games: Why Hone Home is so Immersive](#)

Business
- [The Fullbright Company: Year in Review](#)