Overview:

You will concept, design, and situate interactions within spaces that achieve dramatic agency. As a reminder, dramatic agency occurs when users make interactions that meaningfully impact the story and narrative​. You will engage in paper prototyping strategies to complete this experience. Make sure you have some index cards and post-its.

Balance Narratology and Ludology:

* Experiences are both playful and story driven. Frequently, they are a clever mix of both.​
* Too playful and your experience might be mistaken as arcade-y ​
* Too narrative and the experience becomes a “spatial audio book”

Reviewing Your Story Architecture:

* Which interactions or moments can become playful? Which can enhance the story through a game mechanism?​
* Take a few moments and use sticky notes or cards to note whether the player must SUCCEED in a game element to move the story forward. Describe what the game is. ​
* What happens when they fail? ​
* What are the rules of play? ​
* How does their play impact the story and game world?​

Objects and Interactions

* In VR, we want to interact with everything​
* The challenge is deciding which objects are interactable and which are interactable in a meaningful way​
* In a sense, this mode of storytelling is connected to prop theater

Reviewing Your Story Architecture:

* In each space/ scene, make a list of objects the user can interact with​
* Which interactions are meaningful?​
* In what ways are they meaningful?​
* What do they add to the story?​
* What do they add to the play experience?

Deliverables:

* A picture of your architecture with these moments diagrammed. You will discuss this and get feedback in class.

A picture containing text, indoor, computer, desk

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