**Going Against the Grain -** Defying a Game’s Narrative

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**1. Abstract**

How do games have player’s believe they are defying the game’s common narrative? Does it depend on the Player’s own morals and ethics to determine if they act out of it? What factors into the motivation for Player’s to subvert the ethical norm?

**2. Introduction to the Topic**

…and field of research, including a brief summary of the most relevant academic publication on the topic; supplemented by images (or mood board) of existing examples from the arts or the design field (in relation to the thesis-project)

Academic Paper:

* Sicart The Ethics of Computer Games
* Galloway Countergaming

**3. Relevance to the Field & Personal Connection**

Narratives are quintessential in games and could be considered as one of the defining features of what constitutes as a game even though there are discourses regarding this matter.

Personally, I have always enjoyed picking up a game with a story that piques my interest. I enjoy consuming and creating stories, especially stories that subverts your preconceived expectations and shakes your core understanding and beliefs, introducing a new perspective that I have not considered before.

**4. Method(ology)**

Table of Contents

1. Introduction
2. Narratives in Games
3. Subversion of the Narrative
4. Morality and Ethicality of a Player’s Choice
5. Case Study: The Stanley Parable / This is NOT a Game
6. Mechanics driving the narrative’s subversion
7. Conclusions

Technical Resources

1. Game Engine (Unity)
2. Asset Production Softwares (Maya, Substance Painter, Zbrush, Photoshop)
3. Source Control Software (Sourcetree, Github)

**5. Timeline**

Theory Timeline: 6 weeks

Project Timeline: 12 weeks

**6. Bibliography**

Sicart, Miguel*. The Ethics of Computer Games.* Cambridge, Massachusetts: MIT Press, 2011.

Galloway, Alexander R. *Gaming - Essays on Algorithmic Culture.* Minneapolis, Minnesota: University of Minnesota Press, 2010.