

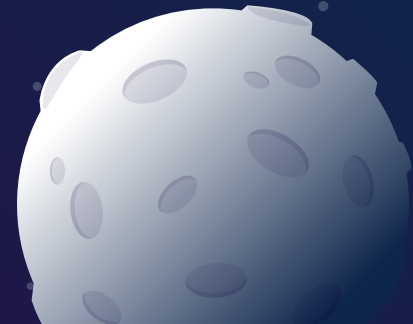



SOCIO-TECHNICAL ENGAGEMENTS & ENVIRONMENTAL NARRATIVES

OSCILLATIONS BETWEEN IMMERSION AND AWARENESS IN
FORTNITE BATTLE ROYALE



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SCHOOL FOR THE FUTURE OF
INNOVATION IN SOCIETY - ASU
4S 2019 - NEW ORLEANS
SEPT 4TH, 2019



The background of the slide features three Fortnite characters standing in a cosmic, star-filled environment. On the left is a character with a glowing skull mask and a blue and white suit. In the center is a character in a dark, heavily armored suit with a pointed helmet and glowing orange eyes. On the right is a character in a dark, hooded robe with glowing purple eyes and a purple lightning bolt in their hand. The scene is lit with blue and purple light rays and starbursts.

WHAT IS
FORTNITE
BATTLE ROYALE?



250,000,000

PLAYERS REGISTERED ON FORTNITE® AT MARCH 2019



ENVIRONMENTAL NARRATIVE

STORY IS PORTRAYED IN THE
ENVIRONMENT INSTEAD OF THE
PLAYERS/CHARACTERS

MAP CHANGES

SEASON 1



SEASON 10



✦ SEASON 6: HALLOWEEN

Kevin the cube travels around
the Island

Rifts of teleporting allow the
player jump in space

- ✦ Low-gravity zones are
affecting the interaction with
the environment



The background is a deep purple space scene. In the upper left, there is a small cratered planet and a larger planet with a ring. In the lower left, an astronaut is floating with a coiled rope. On the right side, there is a large planet with horizontal stripes. The entire scene is filled with numerous small white stars and larger, four-pointed starburst shapes.

“

As a generic tendency, island narratives follow a protagonist shipwrecked on a previously undiscovered island.”

(Nguyen, 2016)

N 15 30 NE 60 75 E 105 120 SE



3:27 36:19 1

- Soulterra
- david123money
- barcepeter
- ghadiel

Visit all Pirate Camps 5 / 7

Inventory for david123peter:

1	0	0
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tacocatjd eliminated Anonymous[273] with a minigun

30 | 252

50 | 100
+ 100 | 100

Weapon and Item Selection:

- Pickaxe
- Shotgun (4)
- Assault Rifle (282)
- Shield (41)

Navigation: L R

Soulterra
d65a5ec97b2e42C5b2bee2a1fbeb5b56



ÆSTHETIC DIMENSION

- ★ Vivid colors. Cartoon-ish design is family-friendly, despite violence
- ★ Emphasis in collective exploration and escape (Storm, building, and missions)
- ★ Cinematographic effect. 360° camera movements and high rendering processing. Actions in real-time





VISUAL DESIGN ANALYSIS

Modality

Elements of representation, contextualization and expression (color depth, differentiation and saturation, illumination and brightness)

Salience

Balance (character centric), harmony (framing in perspective), Hierarchy (scale and elements dynamics)

MEDIATION

Interactions are only
a set of possibilities
of experiences
(embodiment,
hermeneutic, alterity,
background) and even
deeper shapings of
reality



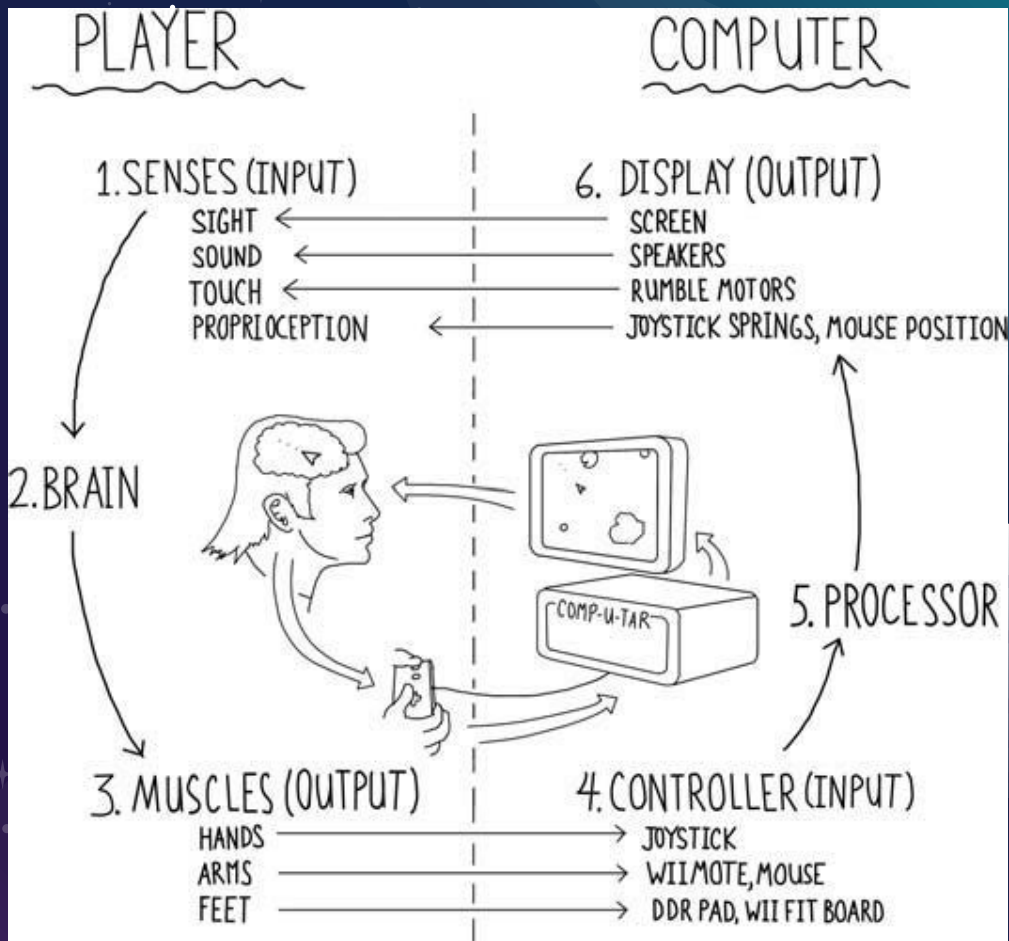


Awareness

The diagram is set against a dark purple space background with stars, planets, and nebulae. At the center is a large purple circle containing the text 'Player's Experience'. Surrounding this central circle is a light purple ring. Two smaller purple circles are positioned on the ring: one at the top left labeled 'Awareness' and one at the bottom right labeled 'Immersion'. A dashed purple line forms a circle around the central circle and the two side circles. The background features various celestial elements: a ringed planet in the top left, a cratered planet in the middle left, a striped planet in the bottom right, and several nebulae in shades of purple and blue.

**Player's
Experience**

Immersion



Socio Technical Engagement

Aesthetics
(Design)

Mediation
(Experience)

Visual Narrative

Simulation

Environmental
Narrative

Player
Exploration
(Interactivity)



SOCIOTECHNICAL ENGAGEMENT

- ✦ Multidimensional experience that is designed with an specific purpose and produced by the interaction with an object/artifact



THANKS!

ANY QUESTIONS?

You can find me at @mapc & mapc@asu.edu

CREDITS

Special thanks to all the people who made and released these awesome resources for free:

- ★ Presentation template by [SlidesCarnival](#)
- ★ Photographs by [Unsplash](#)

EXTRA GRAPHICS

