

# Ludonarrative

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Stat 198: IDSV  
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# Today

We are going to be exploring the idea of how interaction creates narrative. To help start that conversation, I have a very short game for us to play:

<https://www.necessarygames.com/play/loneliness/?q=may-games/loneliness/flash>

# A consideration of mechanics and narrative

## Mechanics as Metaphor (Part 1)



# **Introducing the idea of ludonarrative**

Ludonarrative

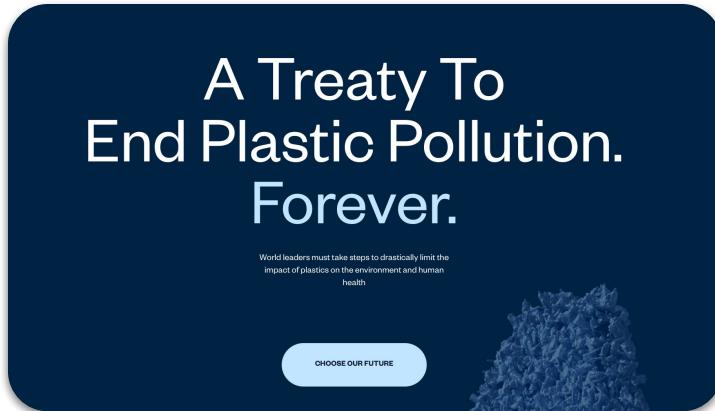
# Introducing the idea of ludonarrative

Ludo**narrative**

# **Introducing the idea of ludonarrative**

Ludo**narrative**

# Ludonarrative in visualization



<https://plasticstreaty.berkeley.edu/>

**Global Plastics AI Policy Tool**  
Countries are exploring ways to reduce the impact of plastic. This tool explores different policy interventions to address plastic waste.

Overview Details Simulation Settings Downloads Guide About Contact

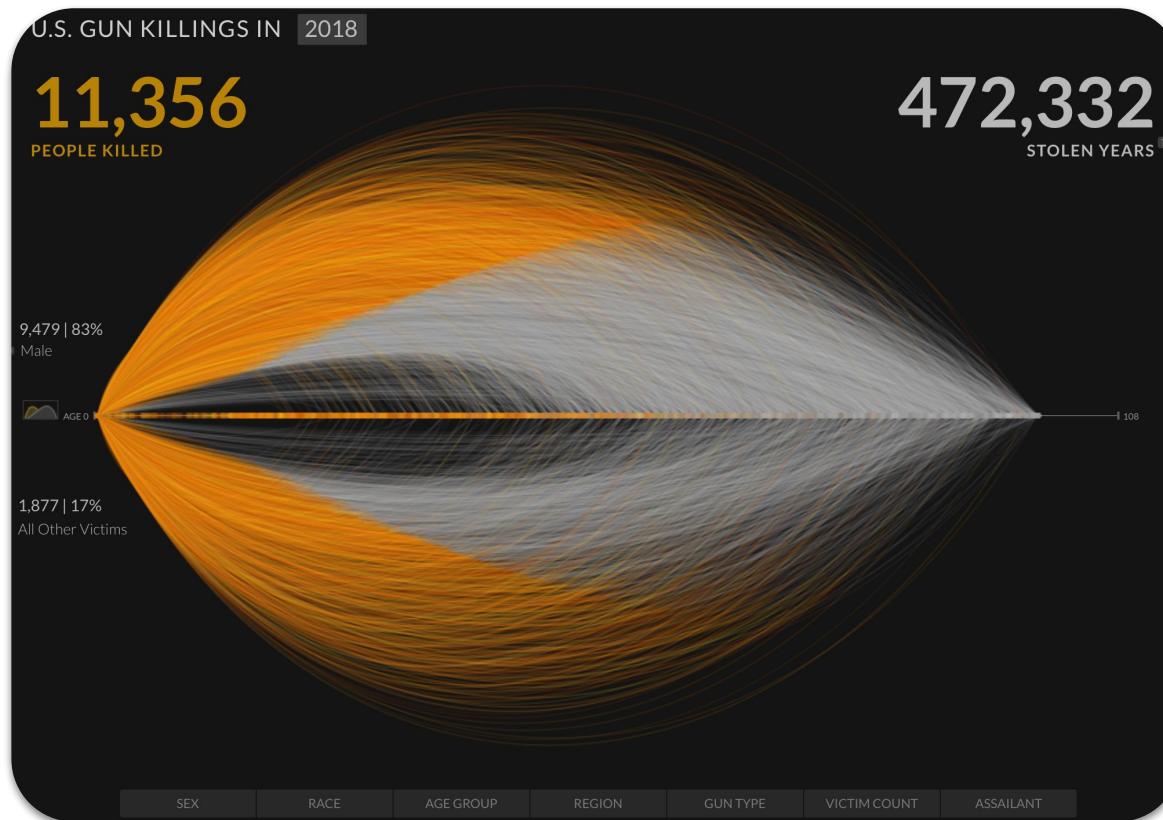
**Overview Showing Plastic** Mismanaged Waste > as Annual

**Global 2050 Plastics Projections**

Category	Value	Unit
Mismanaged Waste ⓘ	120.9	Million Metric Tons
Incinerated Waste ⓘ	167.9	Million Metric Tons
Landfill Waste ⓘ	270.9	Million Metric Tons

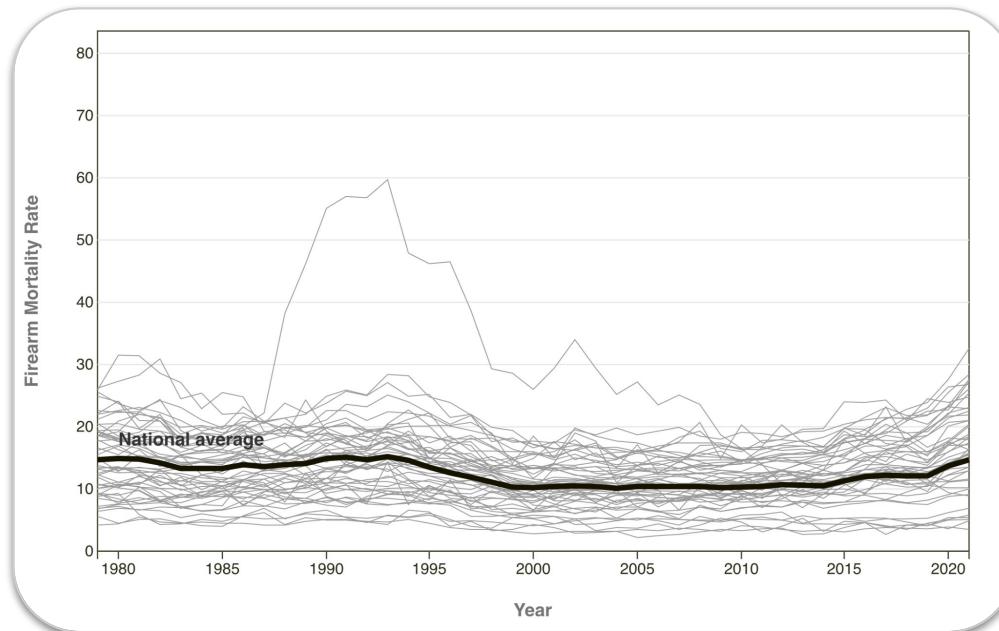
<https://global-plastics-tool.org/>

# Translating the idea of environmental storytelling



<https://guns.periscopic.com/>

# Translating the idea of environmental storytelling



<https://www.rand.org/research/gun-policy/longitudinal-firearm-mortality.html>

Tying it together

# PARABLE OF THE POLYGONS

A PLAYABLE POST ON THE SHAPE OF SOCIETY

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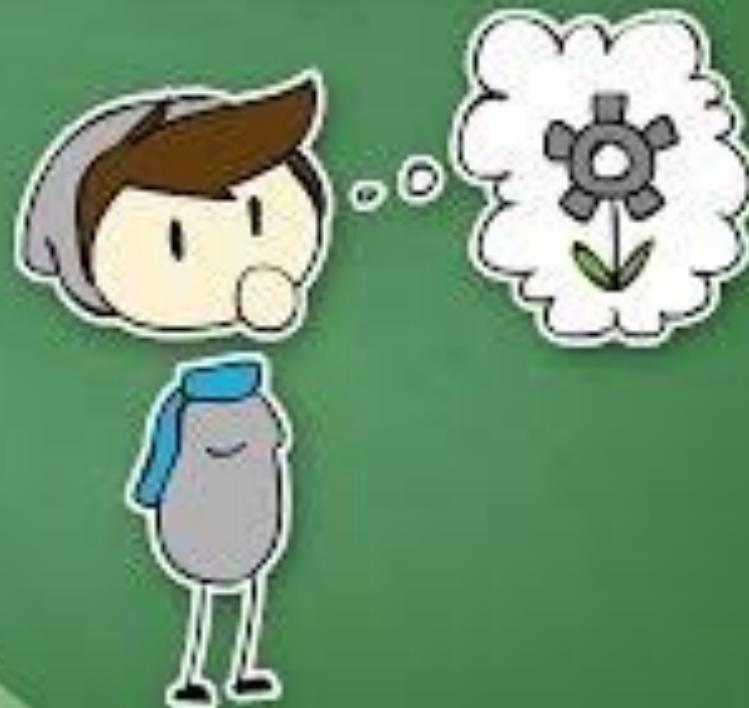
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עברית

<https://ncase.me/polygons/>

Concluding extra credits

## Mechanics as Metaphor (Part 2)



# Citations

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