Next-Generation Game Narrative

Overview
• Context
• Story design
• Narrative structure
• Documentation
• Cinematics
• Voice acting
• Testing content
• Opportunities

Context
• Justification for action
• Yossarian Syndrome
• What the hell am I doing?
• Why are they trying to kill me?
Production values
- Sound, visuals, divorced from mechanics
- Doom 3 vs. Call of Duty
- Old-school vs. new-school
- When I was your age... blah blah blah

Context

Types
- Brick-and-mortar
- Story-driven
- Open world

Story Design
Story Design
- Developer collaboration
  - Design: context, scripting
  - Audio: sound, voice
  - Art: characters, cinematics
  - Programmers: AI, engine

The Working Writer
- Interaction
  - Development team structure
  - Producers, designers, artists, programmers
  - Timetable, budget, parameters

Story Design
- Parameters
  - Gameplay
  - Brand
  - Marketing
  - Competition

Narrative Structure
- Logocentric vs. Mythocentric

- Logocentric
- Mythocentric
**Logocentric Structure**

Developer-authored narrative
- Authority: designer
- Experience: controlled
- Design: manipulation
- Ramifications

**Mythocentric Structure**

Player-authored narrative
- Authority: player
- Experience: open
- Design: opportunity
- Ramifications

**Audience**
- Designers
- Scripters
- Audio team
- Programmers
- Voice actors
- QA testers

**Documentation**

Screen/Play
- Process
- Programs
- Structure
- Format
- Interaction
Cinematics
- Development
  - Concept
  - Material
  - Storyboards
  - Animatics
  - Audio
  - Iteration

Voice Acting
- Planning
  - Characters
  - Voice notes
  - Preparation
  - Budget/schedule

Voice Acting
- Casting
  - Accuracy
  - Variation
  - Role

Voice Acting
- Recording
  - Process
  - Direction
  - Assets
Testing Content

Quality Assurance
- Schedule
- Personnel
- Documentation
- Defects

Next-Gen Opportunities

Production values
- Appearance, movement
- Variegated voice cues
- Disposable content

Significance
- Ludological symbolism
- Metaphor and allusion
- Moral ambiguity

Thanks for your time!
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