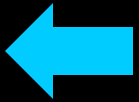
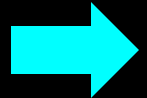


LOOKING BACK, LOOKING FORWARD



*Narrativity in Games, Players as Moral Beings
Papers, Please*



Cart Life
Frasca on Simulation as Expression

RETHINKING THE PLAYER, 2

wherein we expand our sense of player subjectivity

TOOLBOX: KEY TERMS & IDEAS, 4

1. Immersion vs. Engagement

(Alison McMahan)

2. Story Worlds

(Britta Nietzel)

ALISON MCMAHAN: IMMERSION, ENGAGEMENT, PRESENCE

1. Issue: imprecision in terminology (“Immersion”)

2. Diegetic Immersion vs. Nondiegetic Immersion

3. Immersion vs. Engagement

4. Presence

DEAR ESTHER & DIEGETIC IMMERSION



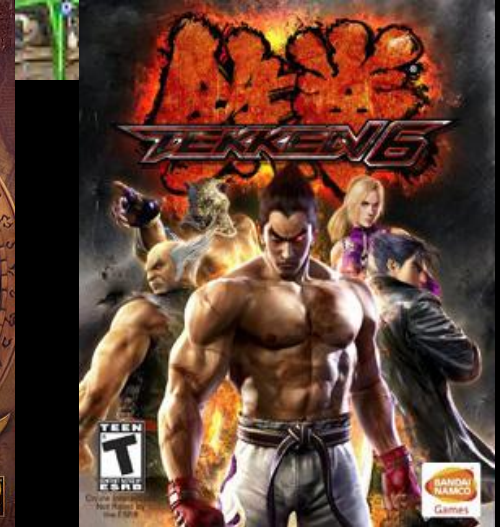
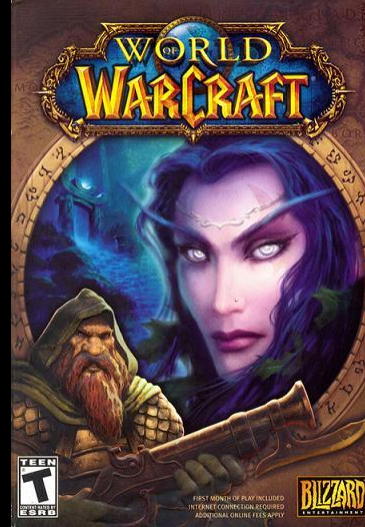
High *Immersion*, Low *Engagement* Design

NON-DIEGETIC IMMERSION



Geometry Wars

ENGAGEMENT / “DEEP PLAY”



Top: Call of Duty, Hearthstone / Bot: Terraria, World of Warcraft, Tekken 6

PRESENCE



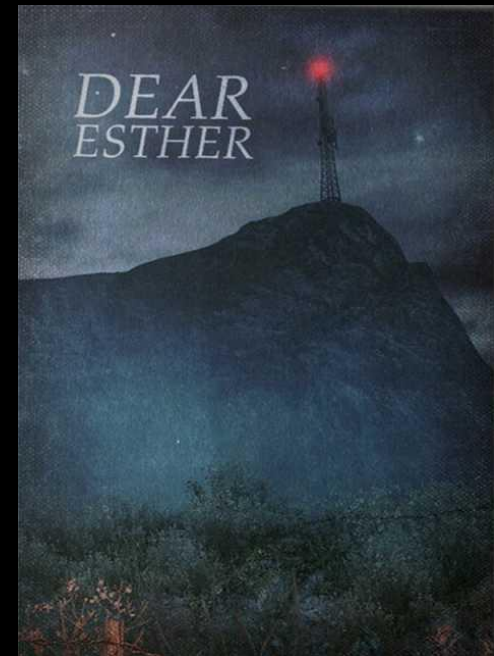
Mirror's Edge

4.2 - STORY WORLDS

1. Mythological
action-oriented,
change of states

2. Gnoseological
discovery-oriented,
realization of meaning

3. Ideological
pattern-oriented,
realization of situation/relations



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NEXT TIME

1. Install: *Cart Life*
2. Read: Gonzalo Frasca, "Simulation vs. Narrative"

