

# **Interactive and Non-Linear Narrative: Theory and Practice**

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## Assignment 11:

### **Games and Narratives**

- 1) Select a computer game, video game, or a game on another platform/medium and describe in detail:
  - the narrative structure
  - how the user can influence the narrative
  - game vs. playing time
  - the immersive experience
  - the relationship between narrative and game space
  - the “pleasure factor”
- 2) Prepare a ca. 5-minute presentation for our class with appropriate screenshots, visualizations, and/or structural layouts.
- 3) Read the first article by Henry Jenkins on our shared web site: “Game Design as Narrative Architecture”