Technologies of Humanism: Text, Hypertext, Hyperrealities
21L.708, CMS.910

Assignment 14:

Games and Narratives

For Monday:
1)   Read the first article by Henry Jenkins on our shared web site:
       "Game Design as Narrative Architecture" and post your comments to
       the server Discussion on "Games and Narratives"
2)   Read the 14th and 15th letter by Friedrich Schiller (on BSCW) and post
       a short comment comments to the Discussion on "Games and
       Narratives"
3)   Finish review of "Run Lola Run" (Assignment 10, #3) and post your
       text to BSCW.

For Wednesday:
4)   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"
5)   Prepare a ca. 10-minute presentation to our class with appropriate
       screenshots, visualizations, and/or structural layouts.