1.	Record Nr.	UNINA9910523744203321
	Autore	Bostan Barbaros
	Titolo	Games and Narrative: Theory and Practice / / edited by Barbaros Bostan
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
	ISBN	9783030815387 9783030815370
	Edizione	[1st ed. 2022.]
	Descrizione fisica	1 online resource (347 pages)
	Collana	International Series on Computer, Entertainment and Media Technology, , 2364-9488
	Disciplina	794.8
	Soggetti	User interfaces (Computer systems) Human-computer interaction Multimedia systems Cognitive psychology User Interfaces and Human Computer Interaction Multimedia Information Systems Cognitive Psychology Videojocs Narrativa audiovisual Llibres electrònics
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	SECTION 1 -- Chapter 1: Six Degrees of Videogame Narrative -- Chapter 2: Systemic NPC-side Branching in Linear AAA Video Game Stories -- Chapter 3: Breaking the Fourth Wall in Video Games: A New Terminology and Methodology -- Chapter 4: Gamifying Kindness: Toward a Praxis of the Ephemeral -- Chapter 5: The Digital Lineage of Narrative: Analyzing Interactive Fiction to Further -- Understand Game Narrative -- Chapter 6: The Case for Naive and Low Fidelity Narrative Generation -- SECTION 2: SOCIAL and CULTURAL STUDIES -- Chapter 7: Azeroth Has a Workplace Gender Inequality Problem: Gendered Professions -- Bias in Virtual Worlds -- Chapter 8: Narrative Design in Turkish Video Games: History and Comparison -- Chapter 9: The Games on Exhibition: Videogames as Contemporary Art -- Chapter 10:

Ethics of Interactive Storytelling -- Chapter 11: The World Building in the Superhero Genre through Movies and Video -- Games: The Interplay Between Marvel's Avengers and Marvel Cinematic Universe -- SECTION 3: NEW TECHNOLOGIES and APPROACHES -- Chapter 12: Academical: A Choice-Based Interactive Storytelling Game for Enhancing -- Moral Reasoning, Knowledge, and Attitudes in Responsible Conduct of Research -- Chapter 13: The Marriage of Quantum Computing and Interactive Storytelling -- Chapter 14: A Shared Vocabulary for Interactive Digital Narrative (IDN) - an -- Encyclopedia Project -- Chapter 15: Narrative as a Game User Experience Dimension: An Experimental Study -- SECTION 4: PRACTICES and CASE STUDIES -- Chapter 16: An Analysis of the Use of Religious Elements in Assassin's Creed Origins -- Chapter 17: Longform Video Essays as Critical Retellings of Video Game Narratives -- Chapter 18: Heritage, Authenticity, and The Fiction/Nonfiction Dualism in Attentat 1942 -- Chapter 19: Using Heuristics for Evaluating Game Narrative: A Close Reading of Death -- Stranding -- Chapter 20: Allegation and world-building in video games -- SECTION 5: TALES FROM THE INDUSTRY -- Chapter 21: Changing Scope, Keeping Focus: Lessons Learned During the Development of -- Frostpunk Narrative -- Chapter 22: Wordless Storytelling in a Surreal World -- Chapter 23: Details and Essentials of Virtual Narrative.

Sommario/riassunto	This book provides an introduction and overview of the rapidly evolving topic of game narratives, presenting the new perspectives employed by researchers and the industry, highlighting the recent empirical findings that illustrate the nature of it. The first section deals with narrative design and theory, the second section includes social and cultural studies on game narrative, the third section focuses on new technologies and approaches for the topic, the fourth section presents practices and case studies, and the final section provides industry cases from professionals. .