

Narración e interacción

Nuevas Tecnologías para la
Narración Digital Interactiva
Primera Edición – Curso 2010/2011

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Motivación

- La Narración Interactiva se distingue de otros juegos por lo que tiene de narrativa
- La narrativa existe (y se estudia) desde hace siglos
- Aprovechemos lo que se sabe de narrativa al utilizar las nuevas tecnologías.

Contenidos

- ◉ Stories and Games
- ◉ Storytelling
- ◉ Looking Closely at Narrative
- ◉ Building Interactive Narrative
- ◉ A Practical Exercise

- ◉ Interactive Fiction

Stories and Games



narrative games!

```
was implemented in C by Jim Gilletty, and expanded  
and moved to the 68000 by Matt Gilletty.
```

```
You are standing at the end of a road before a  
small brick building. Around you is a forest. A  
small stream flows out of the building and down a  
gully.
```

(Hit RETURN to continue)

NO

I don't understand that!
ENTER

You are inside a buildi
spring.

There are some keys on

There is a shiny brass

There is food here.

There is a bottle of w

THE HITCHHIKER'S GUIDE TO THE GALAXY

Infocom interactive fiction - a science fiction story

Copyright (c) 1984 by Infocom, Inc. All rights reserved.

Release 47 / Serial number 840914

You wake up. The room is spinning very gently round your head. Or at least it would be if you could see it which you can't.

It is pitch black.

>Turn on light.

Good start to the day. Pity it's going to be the worst one of your life. The light is now on.

Bedroom, in the bed

The bedroom is a mess.

It is a small bedroom with a faded carpet and old wallpaper. There is a washbasin, a chair with a tatty dressing gown slung over it, and a window with the curtains drawn. Near the exit leading south is a phone.

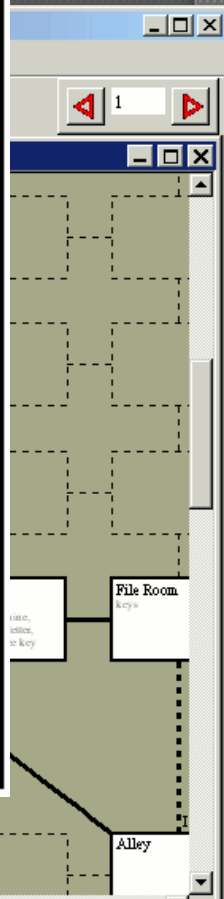
There is a flathead screwdriver here. (outside the bed)

There is a toothbrush here. (outside the bed)

>Get out of bed.

Very difficult, but you manage it. The room is still spinning. It dips and sways a little.

> |



Click to create new connection.



pictures)



Ir a piratas

Abrir	Ir a	Usar	caramelos de menta
Cerrar	Coger	Mirar	mapa
Empujar	Hablar a	Encender	espada
Tirar	Dar	Apagar	pala
			camiseta
			Camiseta 100% Algodón



no, I think it looks fine!



Façade: An Experiment in Building a Fully-Realized Interactive Drama
Michael Mateas and Andrew Stern
Game Developers Conference, Game Design track, March 2003

<http://www.interactivestory.net/>



Cavazza et al, 2007,
**Madame Bovary on the
holodeck: immersive
interactive storytelling,**
International Multimedia
Conference archive
Proceedings of the 15th
international conference on
Multimedia



Narrative and Games

	Narrative	Gameplay
Tolerate repetition	no	yes
Tolerate random chance	no	yes
Elide irrelevancies (getting dressed, using the toilet, and eating,...)	yes	yes
Elide <i>backtracking</i> , <i>false starts</i> , and <i>dead ends</i>	yes	no

Storytelling



Different Types of Story Telling?

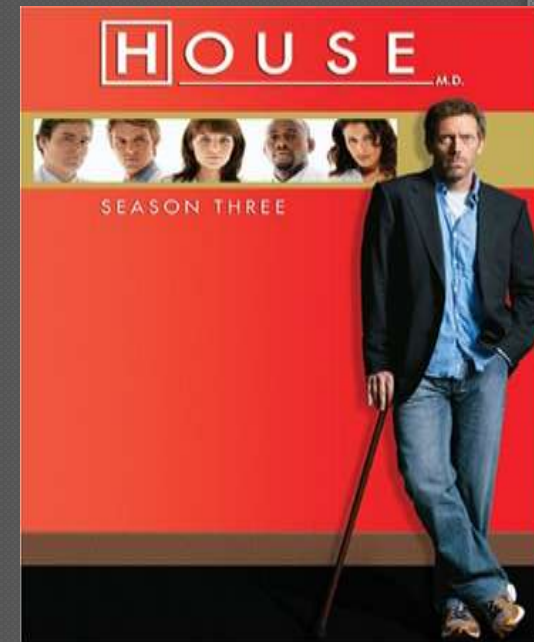
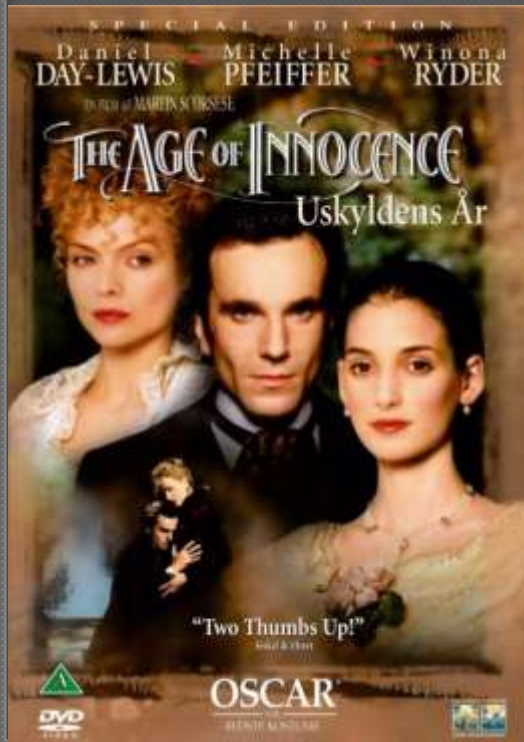
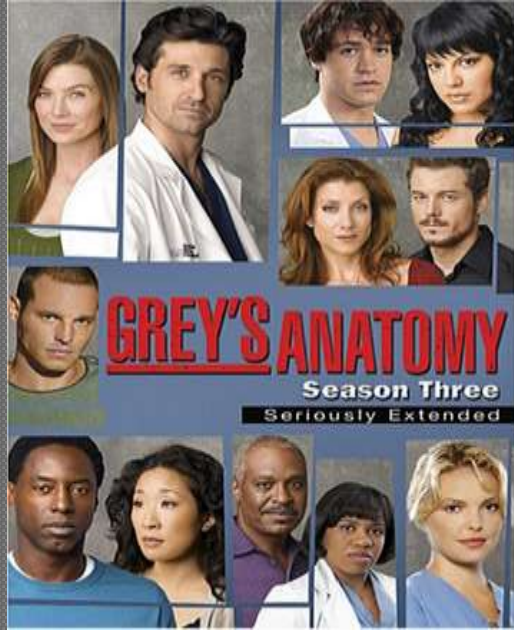
- ◉ A parent tells bedtime stories to the children
 - Story exists, simply tell it
- ◉ At home you tell about an incident at work
 - Set of real events exists, build a story for them, tell it
- ◉ Someone invents a story and then tells it
 - Story is built to produce desired effects during telling
- ◉ Storyteller improvises a story for an audience
 - Teller reacts to audience intervention

Ingredients in a story

- ◉ Plot: what happens in the story.
- ◉ Characters: the individuals in the story.
- ◉ Setting: the details that clothe a story:
 - a specific place,
 - a specific moment in time,
 - a specific physical appearance for each character,
 - specific clothing...

What should drive a story?

- **Plot driven:** the story is built around a plot, and characters and setting merely help it along
- **Character driven:** the story is built around a given character, usually around its personality and how it evolves through the story.
- **Setting driven:** the story is built around a given setting, and plot and characters just help in exploring the setting.



An example of
Plot Driven
Story: Starwars
(episodio IV)



An example of
Character
Driven Story:
Starwars
(episodio III)





An example of
World Driven
Story: Starwars
(episodio I)



Looking Closely at Narrative



A Story?

- ⦿ A discourse...
- ⦿ ... that conveys a set of events...
- ⦿ ... that happen to some characters...
- ⦿ ...over time

mother pig pig1 pig2 pig3 wolf

1a

1b

1c

1d

2

3

4

5b

5a

6

7c

7b

7a

8b

8a

9c

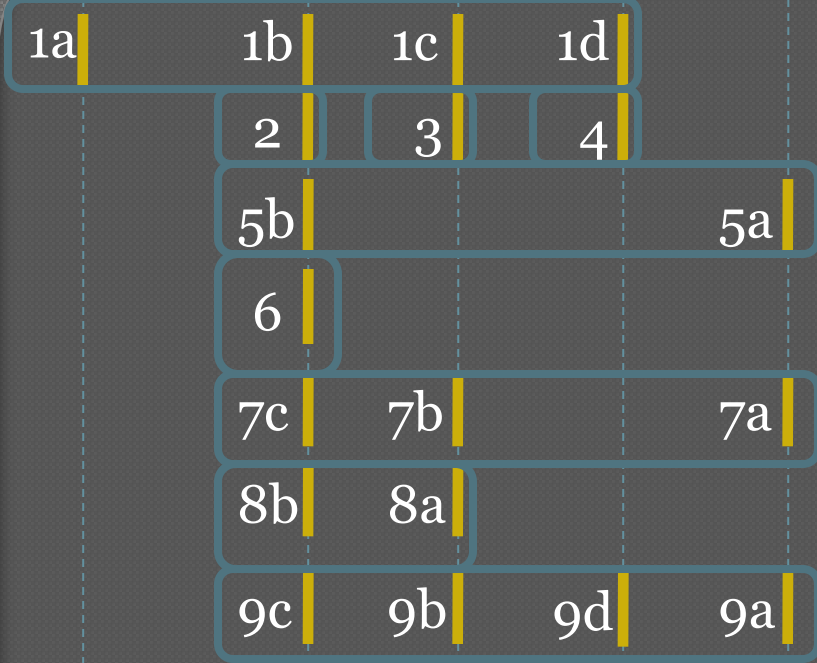
9b

9d

9a

- 1 mother pig tells boys to build
- 2 pig1 builds house of straw
- 3 pig2 builds house of sticks
- 4 pig3 builds house of bricks
- 5 wolf blows house of straw away
- 6 pig1 runs to house of sticks
- 7 wolf blows house of sticks away
- 8 pigs 1 & 2 run to house of bricks
- 9 wolf fails on house of bricks

Mother pig pig1 pig2 pig3 wolf



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FOCALIZATION

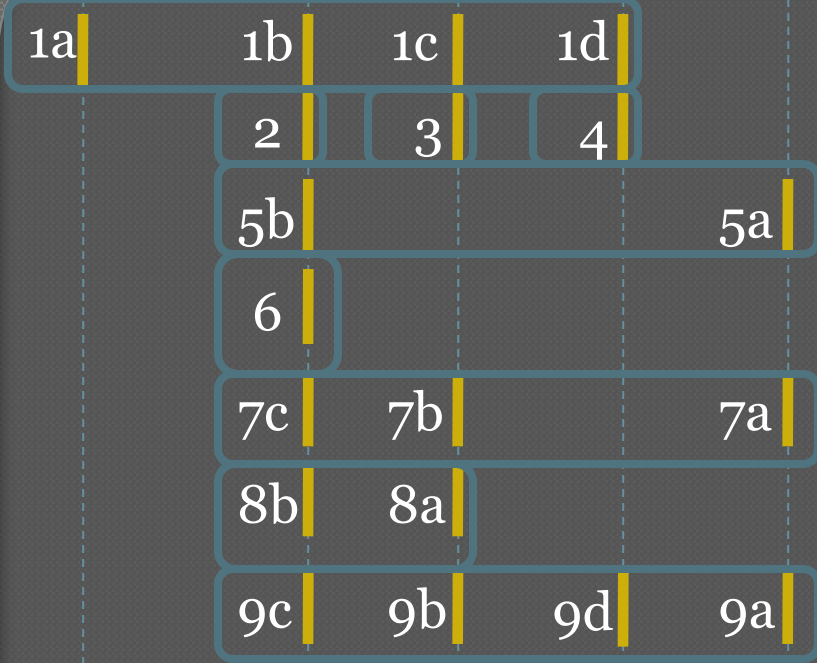
Focalization

- ◉ Also described as *point of view*, or *perspective*
- ◉ (The term *focalization* was introduced by Genette and has been preferred since.)
- ◉ A story as a telling of what someone has seen or perceived
- ◉ Definitions:
 - The *focalizer* is the person who sees in a story
 - The *focalized* is the objects that are perceived by the focalizer.
 - External focalization: not bound to a particular character
 - Internal focalization: bound to a particular character

The Role of Focalization

- ◉ Focalization provides a rational way of partitioning the space/time volume:
 - Into “threads” defined as what may have been perceived by the focalizer
 - Different threads may be traversed by switching from one focalizer to another

Mother pig pig1 pig2 pig3 wolf



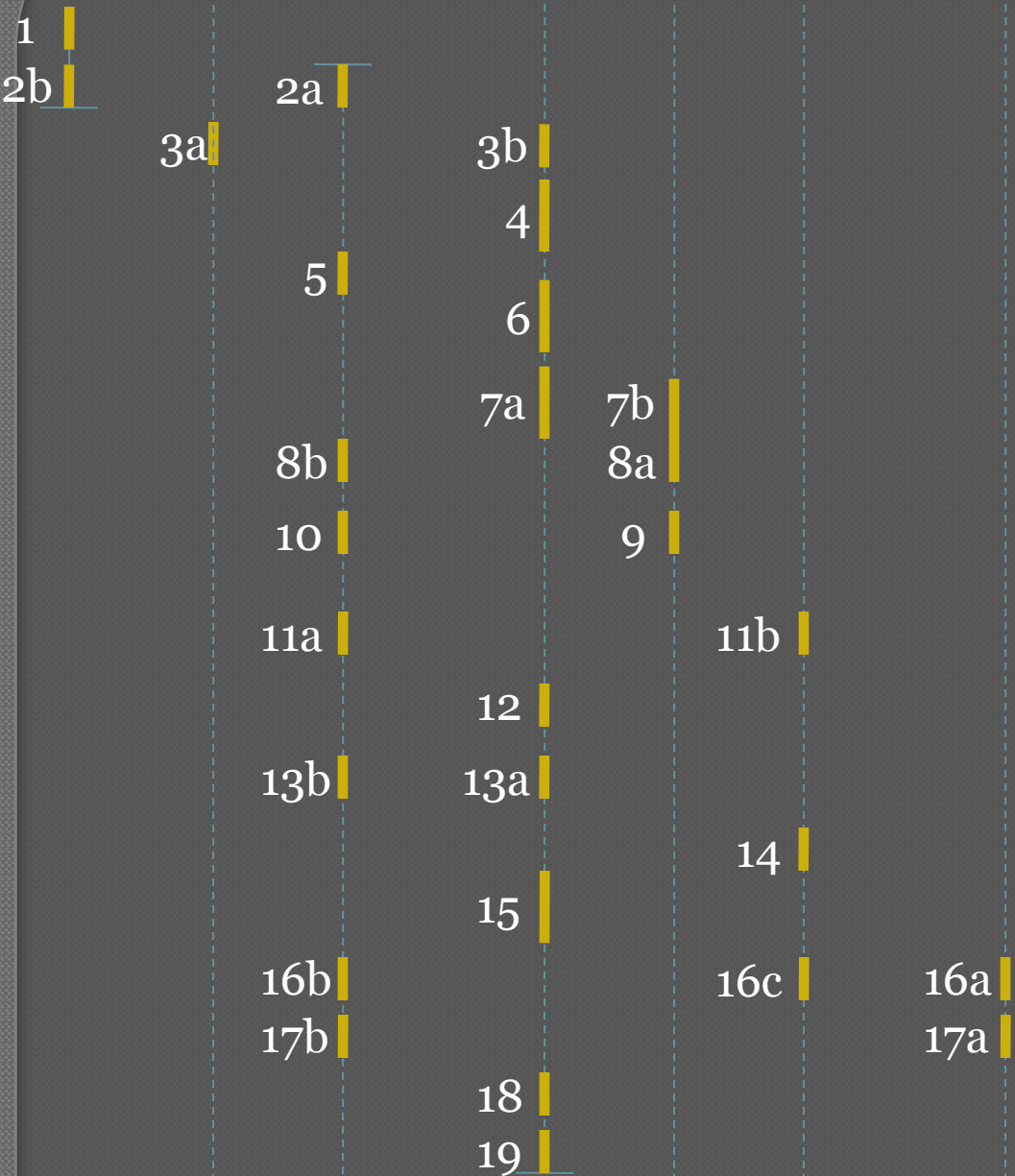
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CHRONOLOGY

The Role of Chronology

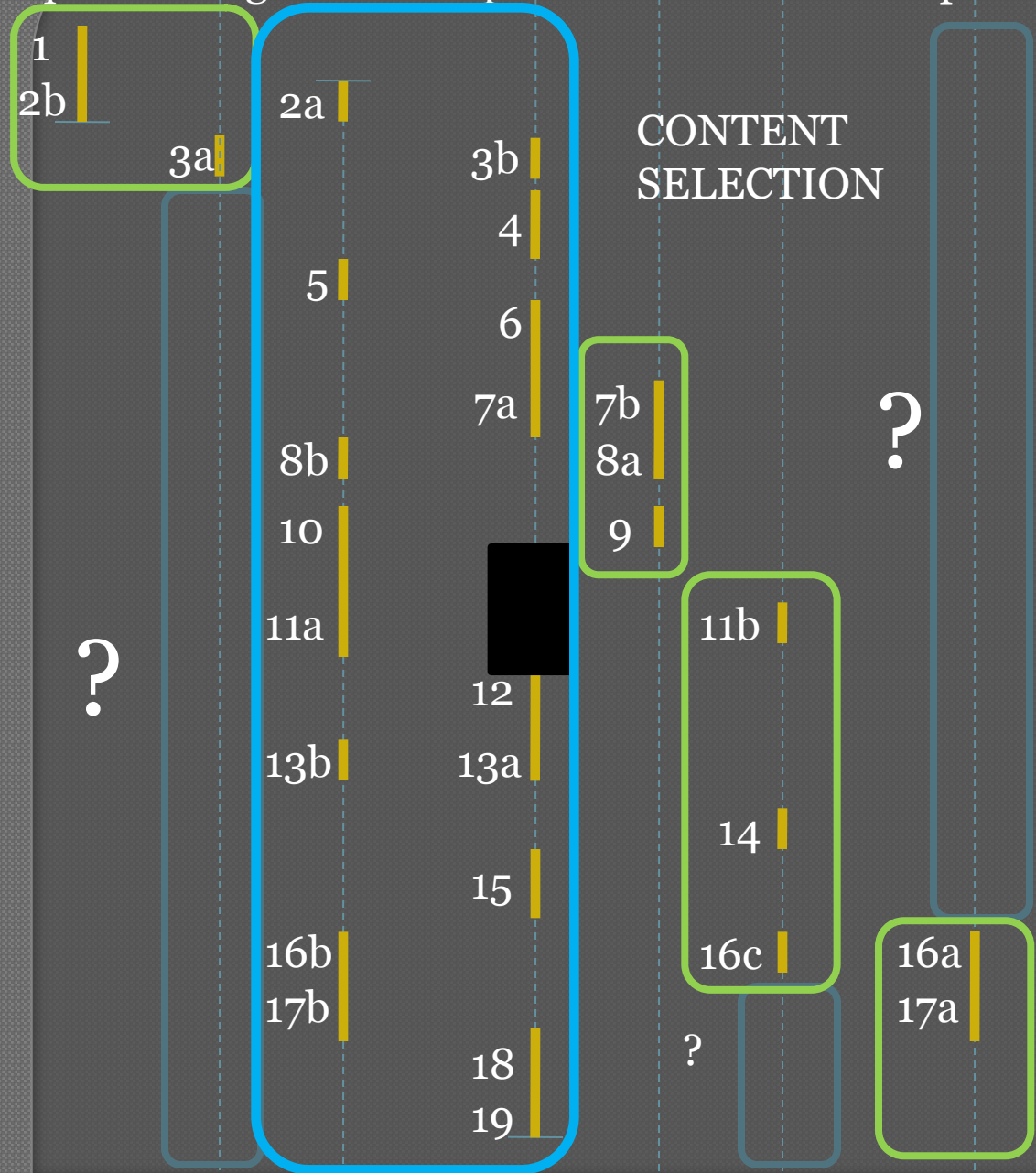
- Chronology provides a way of going back to tell bits of the story we left out when we focalised on a particular branch.

queen1 king snowwhite queen2 hunter dwarves prince



- 1 queen1 wishes for girl
- 2 snowwhite is born & queen1 dies
- 3 king marries queen2
- 4 queen2 gets favourable reply
- 5 snowwhite grows
- 6 queen2 gets unfavourable reply
- 7 queen2 talks to hunter
- 8 hunter takes snowwhite to wood
- 9 hunter lies to queen2
- 10 snowwhite flees
- 11 snowwhite finds dwarves
- 12 queen2 gets unfavourable reply
- 13 queen2 poisons snowwhite
- 14 dwarves find snowwhite
- 15 queen2 gets favourable reply
- 16 prince revives snowwhite
- 17 prince marries snowwhite
- 18 queen2 gets unfavourable reply
- 19 queen2 dies of rage

queen1 king snowwhite queen2 hunter dwarves prince



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Building Interactive Narrative



The Ingredients

- ◉ Character
- ◉ Plot
- ◉ Setting
- ◉ Focalization
- ◉ Chronology

Character: The Problem of Amnesia

- ⦿ How to ensure that the player knows at the start of the game enough of his character and the world it inhabits?
- ⦿ Long-winded intros, cut-scenes, and cinematic sequences, ...
- ⦿ Work reasonably well, but...
- ⦿ ...people skip them altogether, especially after you have already seen them once.

Plot: Fixed Focalization, Chronological Order, User Control

- ◉ Branching
- ◉ Subplots
- ◉ Beginning
- ◉ Ending(s)

A Practical Exercise



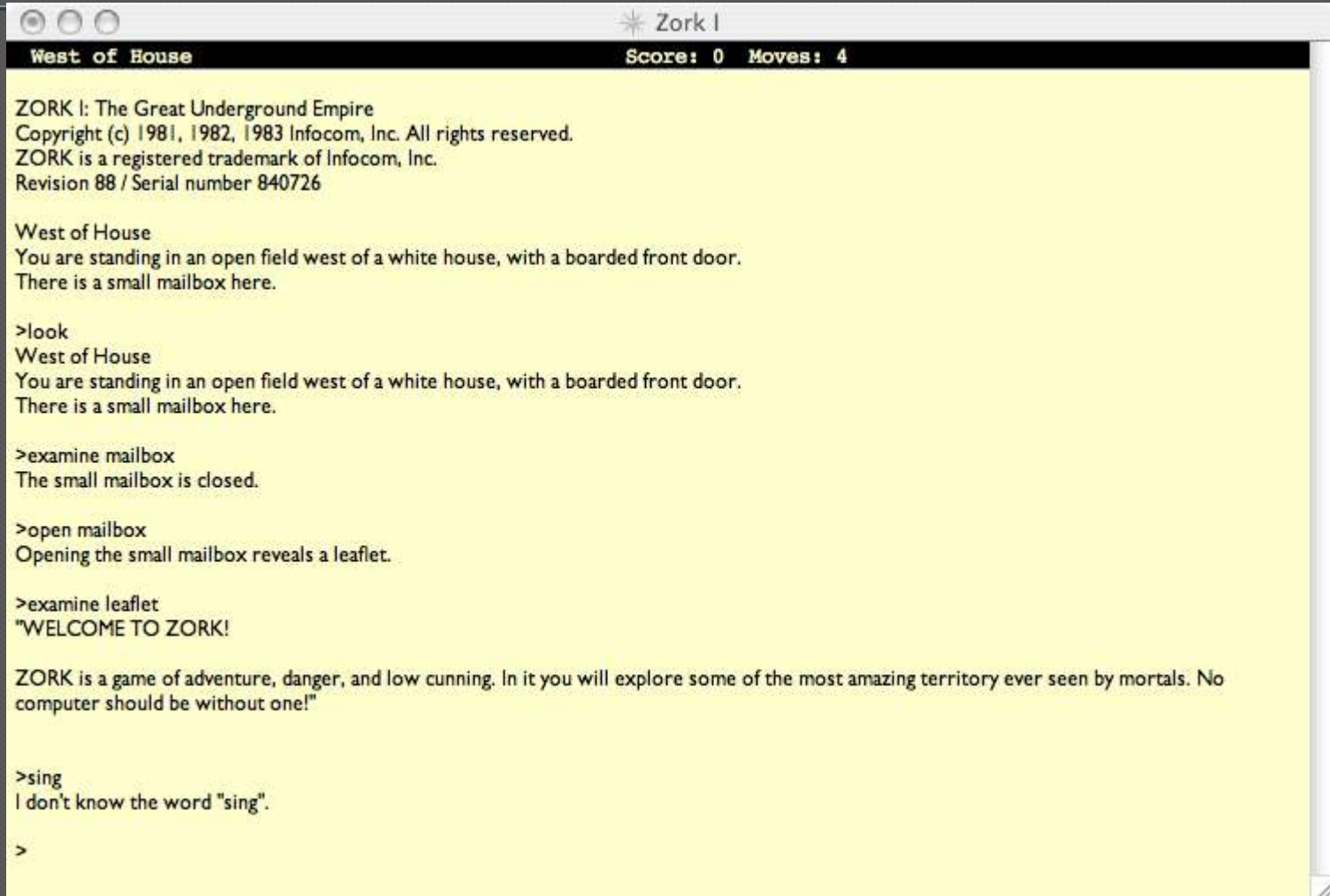
Ejercicio práctico

- ◉ Elige tu película favorita
- ◉ Resume el argumento en una página
- ◉ Piensa como sería una narración interactiva basada en ella
- ◉ Identifica:
 - Personaje principal (foco)
 - Cómo describir el personaje
 - Variaciones posibles del argumento
 - Partes que habría que contar adicionalmente

Sesión Crítica

- ⦿ ¿Conserva el atractivo del original?
- ⦿ ¿Tiene el usuario sensación de libertad?

Interactive Fiction



Interactive Fiction

- ◉ Text-based
 - Relies on player's imagination
 - One of the earliest computer game genres
- ◉ Excellent tool for learning game design
 - Focus is on story and characters
 - Modeling is simpler than other genres

Historia de la IF

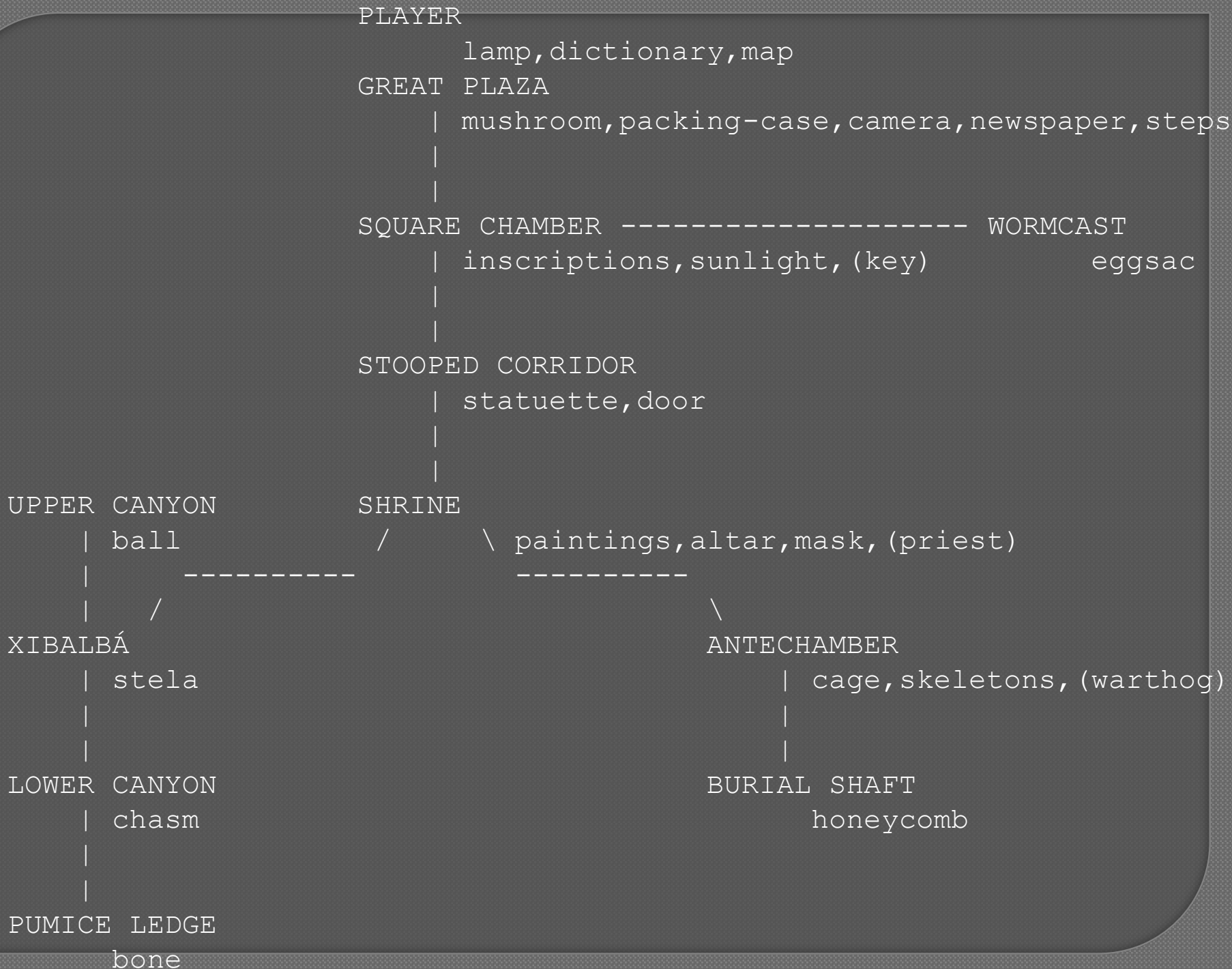
- ◎ 1972, Adventure (Will Crowther)
 - Espeleólogo, jugador de Dungeons & Dragons, programador routers
 - Programa Fortran, distribuido en ARPAnet 1976
- ◎ 1977, Zork (MIT)
 - Parser en MDL sobre un PDP-10
 - Dio lugar a la máquina-Z
- ◎ 1979, Adventureland (Scott Adams)
 - Mainframe 16k, el primero en venderse con una revista
 - Fundó Adventure International en los 80
- ◎ 1979, Infocom
 - Edad de oro de los años 80: Zork I, II, III, Planetfall, etc.
- ◎ Resurgimiento a finales de los 90

Inform World Model

- ◎ Objects

- Things
- Rooms
- Characters

- ◎ Actions



References IF

- ◉ Guide to IF
<http://www.microheaven.com/ifguide/>
- ◉ The Interactive Fiction Archive
<http://www.ifarchive.org/>
- ◉ Zarf's Interactive Fiction
<http://eblong.com/zarf/if.html>
- ◉ Interactive fiction competition 2010
<http://www.ifcomp.org/>
- ◉ Rule-based
<http://eblong.com/zarf/essays/rule-based-if/>
- ◉ Curveship <http://curveship.com>

Interactive Fiction Tools

◉ Frotz interpreter

- Plug-compatible with classic Infocom games
- Has been ported to many platforms
- <http://frotz.sourceforge.net/>

◉ Inform compiler

- Produces Infocom-compatible games
- Object-oriented language with libraries specialized for interactive fiction
- <http://www.inform-fiction.org/Welcome.html>

A Practical Exercise



Explora las herramientas de IF

- ◉ Descarga un intérprete
- ◉ Prueba algún juego
- ◉ Descarga un compilador
- ◉ Intenta escribir un juego elemental
 - (Puedes utilizar el argumento desarrollado en el ejercicio anterior)

Críticas, dudas, sugerencias...



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