

# Media Transformation

## Vorlesung

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# Interactive storytelling

- Stories with feedback
  - oral storytelling
- Stories with branching
  - adventure games
- A story can be retold
  - or a game can be replayed
  - life cannot be relived



# Interactive storytelling

- Choice
  - types of limitations
- Creating and telling stories
  - complex relationship
- Freedom
  - always contextual
  - determinism?
- Text as code
- Text as score



# Live action role-playing games (LARP)

*Nur ein Spiel:* „Ein Dokumentarfilm über Fantasyrollenspieler.“

Das Ziel meiner Dokumentation ist es, die Faszination von Rollenspielen auch Nichtspielern zu erklären.

Anders als im deutschen Fernsehen üblich, wollte ich keine von Sucht oder Amok bedrohten Freaks vorführen, sondern porträtieren "normale" Menschen, die von ihrer Leidenschaft erzählen.“

(Michael Schilhansl)

<https://vimeo.com/16064142>



# LARP

- Playing a role
  - instructions
  - but no text
- Developing a character
- World building
- Relationship to life?
  - cannot replay easily
  - “dead” players must take on new characters





# What now?

- Problem
  - Does not have a week
- Solution
  - Bus stop

<http://www.slideshare.net/ckoehn5/bus-stop-8997285#>



# Bus stop



## **RULES**

The following game should take about fifteen minutes to a half-an hour. If things go well, this game can go longer.

There is no formal combat in this game. The level of violence allowable is up to the GM, as are the results.

There are no special abilities. There are no items. All goals are social in nature.

Please, even if your character would do something rude, don't do it yourself. If you want to do something rude, ask the GM for advice, or work out something with the person that you are being rude to.