

Player Agency And Interactive Narrative

4 Lads chatting about each topic one minute each

*Console games, PC Games*

*digital augmentation of board and tabletop games*

*out and about - Augmented reality and play*

*pokemon Go*

*Ingress*

*Social Games*

*Mobile phone games*

*Monetisation in gaming*

*What function does play have?*

*What is agency - why is it important?*

*How does interactivity change the experience of narratives?*

Telltale Games - Fine examples of interactive narrative and player choice.

Player agency is about giving players the interactivity to affect and change the game world. Though agency, players have power to influence and change what is happening in the game. It provides them control (or at least of sense of it) of what will happen next

Cian - Editing, Intro, Outro

Anthony - Player Interactivity+skill, Active Engagement, Immersion

Rob - Monetisation in games (Mobile Games/ DLC/ FTP)

Harry - Comparison between two games and how they tell their story and how the player interacts with said narrative

Role in society. Ties to digital media + Evolution