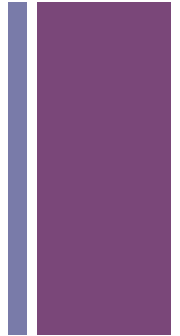


# Interactive Theater

By: Isaac Walker

# + What Is Interactive Theater ?

- Or Interactive storytelling is a form of computer entertainment in which players take on the role of a protagonist in a dramatic storyline. The term was coined by Chris Crawford, a main proponent and developer. Interactive storytelling is distinct in that interactive storytelling focuses on drama and dynamic circumstances. (from wikipedia)



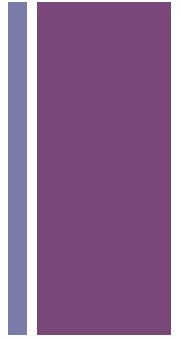
# + Examples of Interactive Theater

- Façade is considered by many to be the epitome of IT.
- TaleSpin by Roger Schank, the earliest example of an IT
- Heavy Rain
- There are many others.



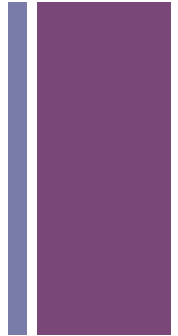
+ Ok, big deal what make a game IT and other games not, most games have storylines.

- There is a fine line between interactive theater and just an ordinary game, at times its hard to tell, I've looked at some IT games that I did not feel were actually IT.
- There is a fine line.



# + A proper definition.

- As defined by Stephen Dinehart, Interactive Narrative Design combines ludology, narratology and game design to form interactive entertainment development methodologies. Interactive entertainment experiences allow the player to witness data as navigable, participatory, and dramatic in real-time: “a narratological craft which focuses on the structuralist, or literary semiotic creation of stories.” Interactive Narrative design seeks to accomplish this via viewer/user/player (VUP) navigated dataspace. Interactive Narrative Design focuses on creating meaningful participatory story experiences with interactive systems. The aim is to transport the player through play into the videogame (dataspace) using their visual and auditory senses. When interactive narrative design is successful, the VUP (viewer/user/player) believes that they are experiencing a story.
- If that makes sense to you then good, but lets see if I can simplify that.



# + My 5 points of IT

- Great emotional connection to characters.\*
- Non- linear story, be able to play multiple times with multiple outcomes. And how well you play effects the length of the game.
- Players choose and effect out come of story, plot twists must not happen to them, but be an out come of what the player does( if that makes any sense) feel like you are the character and in control\*
- Must be presented with choices (kinda ties into the 3<sup>rd</sup> point)
- Must not take player out of game, Heavy Rain kinda fails at this.

