



Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories

By Josiah Lebowitz, Chris Klug

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What really makes a video game story interactive?

What's the best way to create an interactive story?

How much control should players be given?

Do they really want that control in the first place?

Do they even know what they want-or are their stated desires at odds with the unconscious preferences?

All of these questions and more are examined in this definitive book on interactive storytelling for video games. You'll get detailed descriptions of all major types of interactive stories, case studies of popular games (including Bioshock, Fallout 3, Final Fantasy XIII, Heavy Rain, and Metal Gear Solid), and how players interact with them, and an in-depth analysis of the results of a national survey on player storytelling preferences in games. You'll get the expert advice you need to generate compelling and original game concepts and narratives. With Interactive Storytelling for Video Games, you'll:

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- Sales Rank: #1247439 in Books
- Published on: 2011-03-01
- Original language: English
- Number of items: 1
- Dimensions: 9.10" h x .90" w x 7.50" l, 1.70 pounds
- Binding: Paperback
- 332 pages

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Editorial Review

Review

Lebowitz and Klug's tag-team approach to the subject makes this an engaging read, even for seasoned interactive storytellers. The combination of Lebowitz's theory and Klug's field experience present both new and experienced game writers with both the promises, and the challenges, of experimenting with game narratives. The use of diverse case studies, which cover everything from the classic Final Fantasy VII to the Japanese visual novel genre, provide readers with the opportunity to engage Lebowitz and Klug's ideas and inspire innovation in their own writing. The exercises and questions both guide readers through the key points, and encourage application and exploration, perfect for a classroom setting.

-Kathleen Dunley, Faculty Chair-English, Rio Salado College

Users Review

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Miguel Willis:

Now a day individuals who Living in the era exactly where everything reachable by connect to the internet and the resources within it can be true or not require people to be aware of each details they get. How a lot more to be smart in obtaining any information nowadays? Of course the solution is reading a book. Reading a book can help people out of this uncertainty Information especially this Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories book as this book offers you rich information and knowledge. Of course the knowledge in this book hundred per-cent guarantees there is no doubt in it you may already know.

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