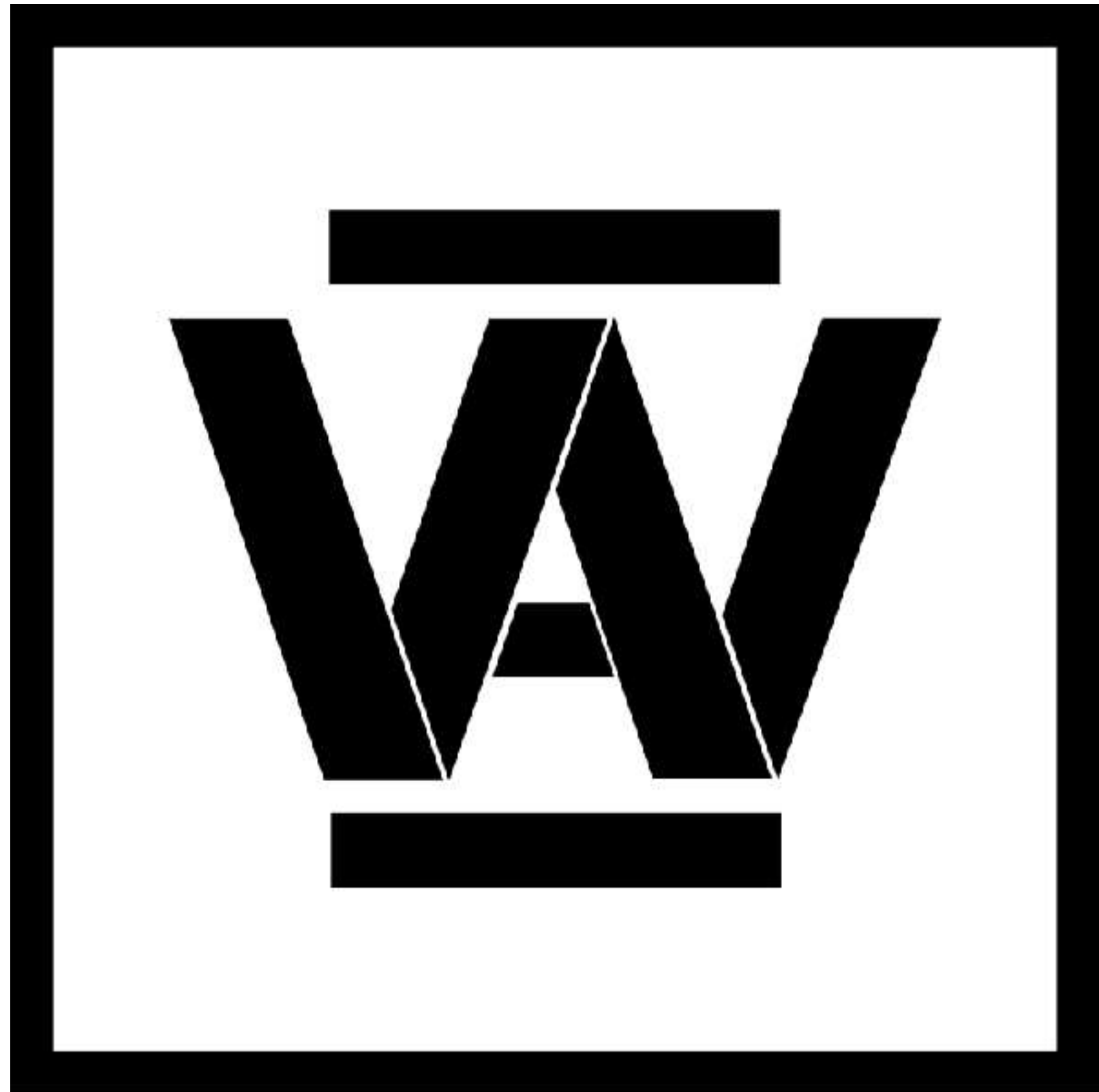# ELEMENTI DI IDEAZIONE DI UN VIDEOGIOCO NARRATIVO
## Matteo Pozzi - We Are Müesli

# WE ARE MÜESLI
## UNCONVENTIONAL STORYTELLING
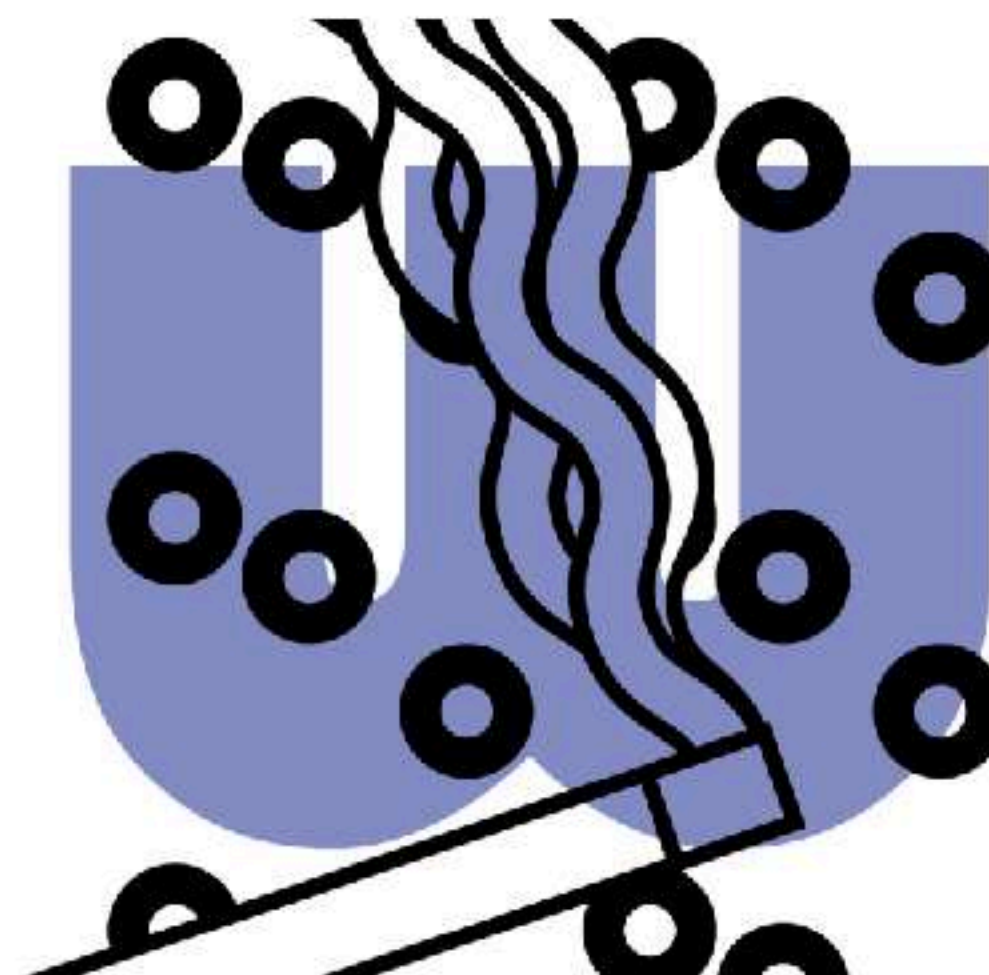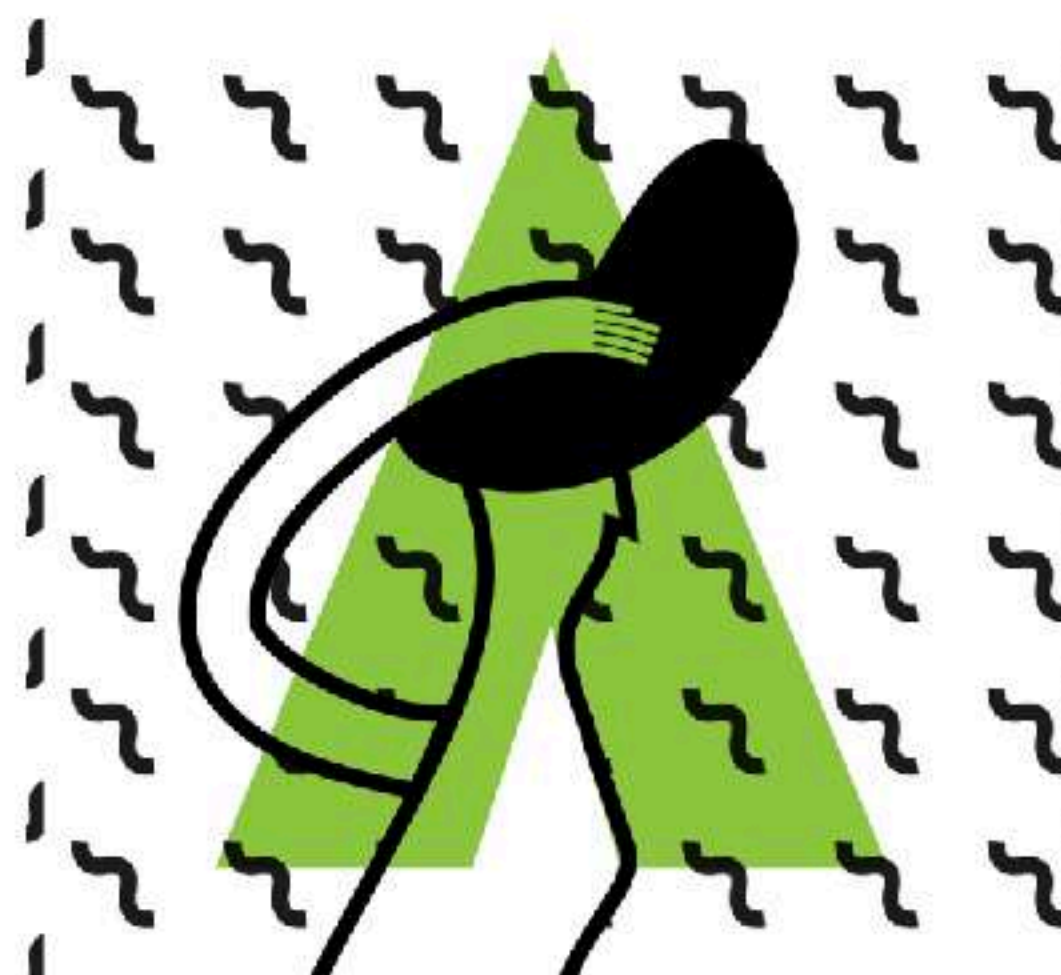
**Matteo Pozzi**

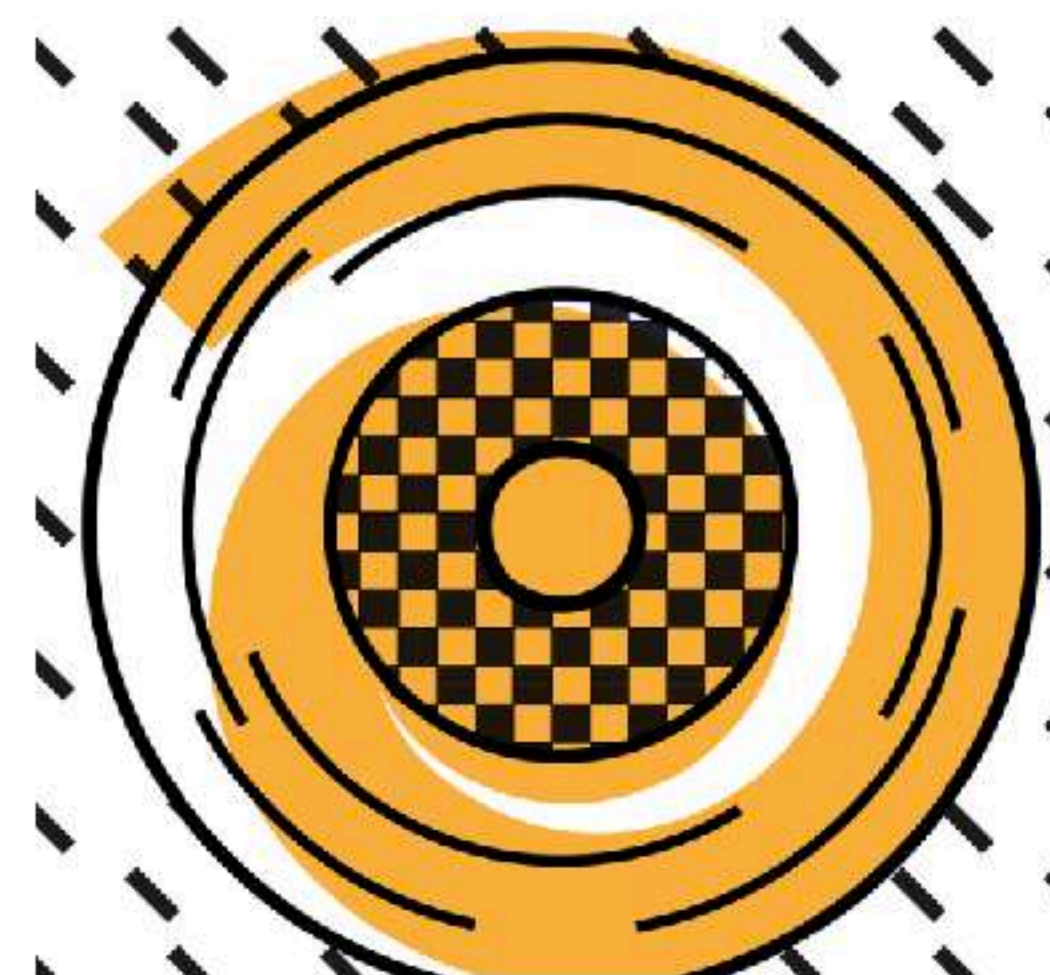*Game Design & Writing*

**Claudia Molinari**

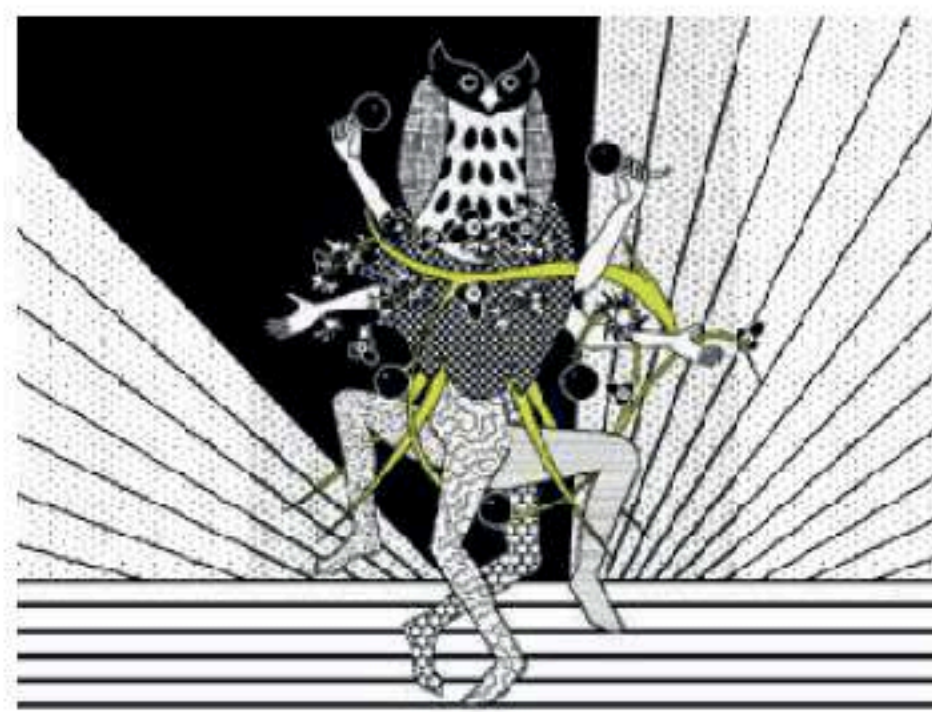*Game & Visual Design*

VENTI MESI

THE GREAT PALERMO

SIHEYU4N

WHEELS OF AURELIA

ONCE UPON A TILE

WE'LL MEET AGAIN
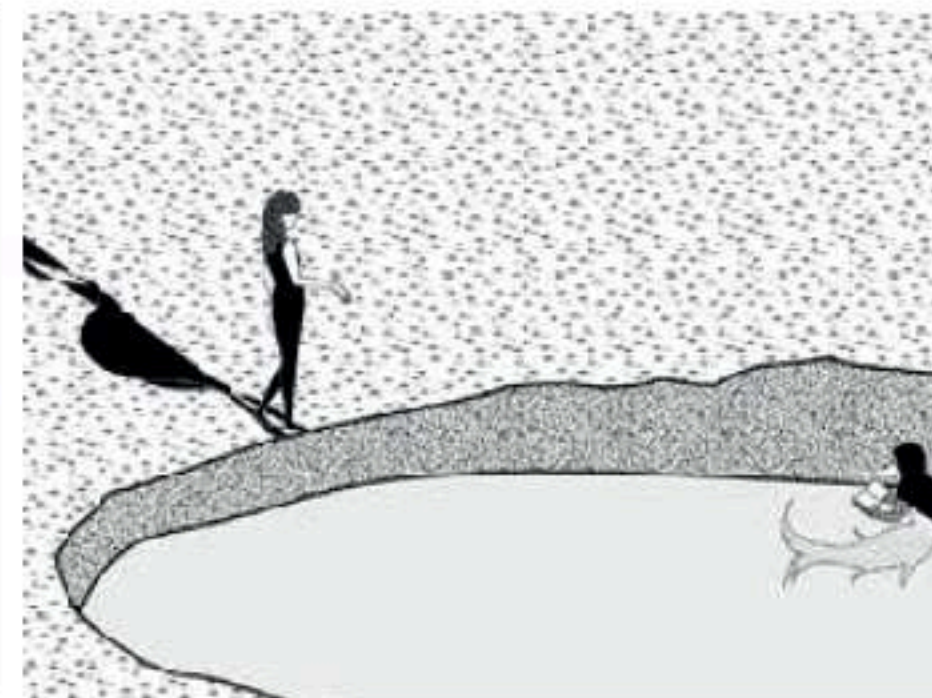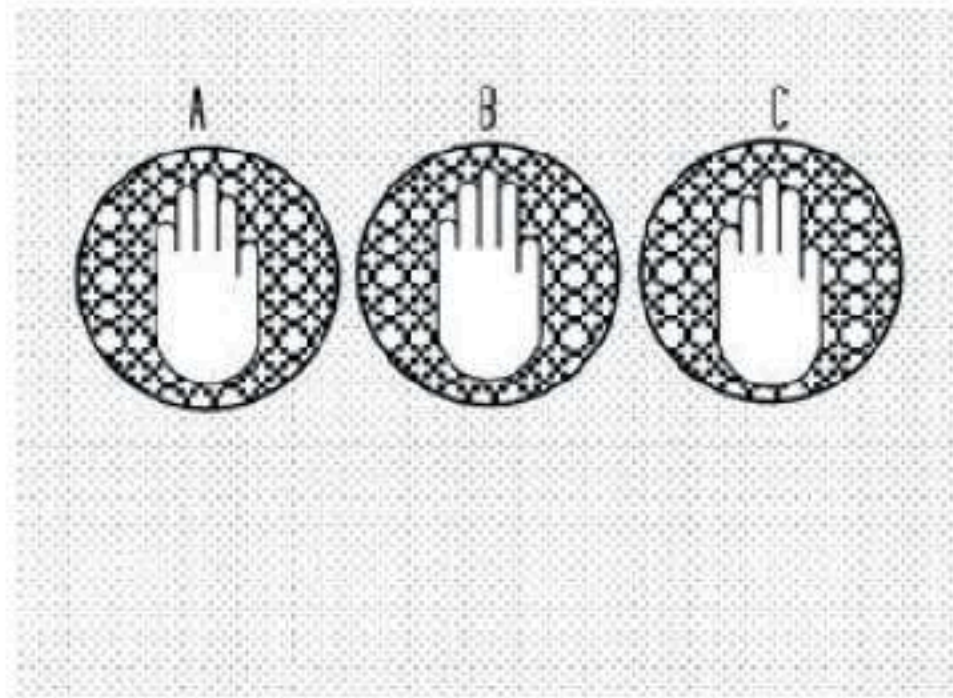
*CAVE! CAVE! DEUS VIDET. (We Are Müesli, 2013)*
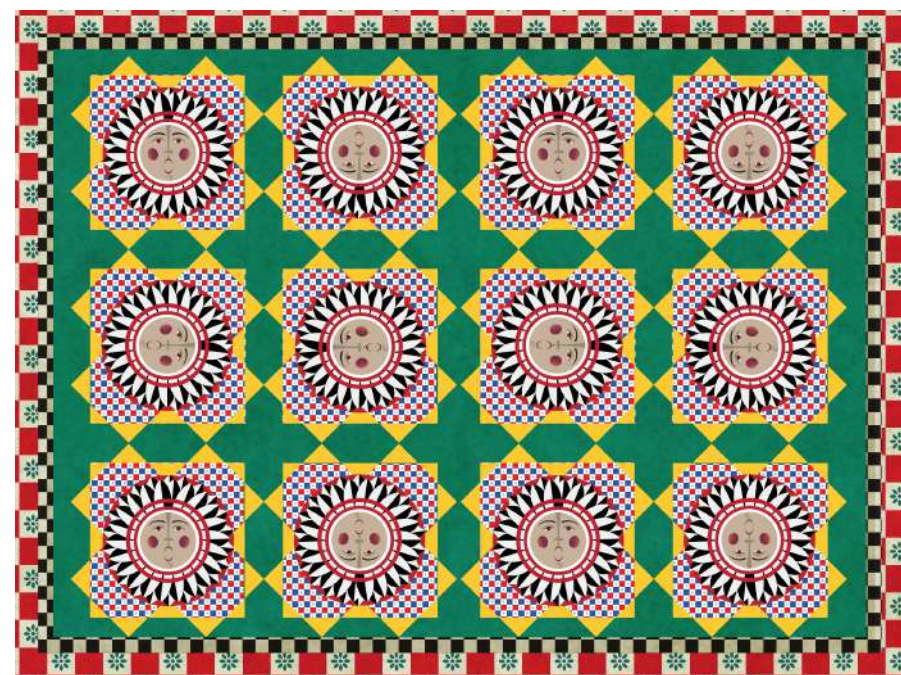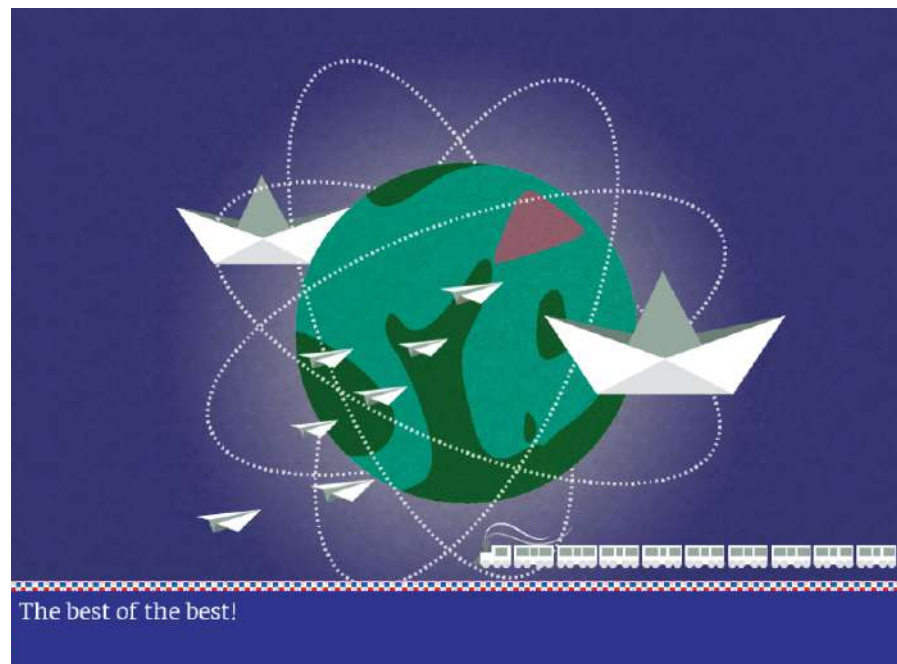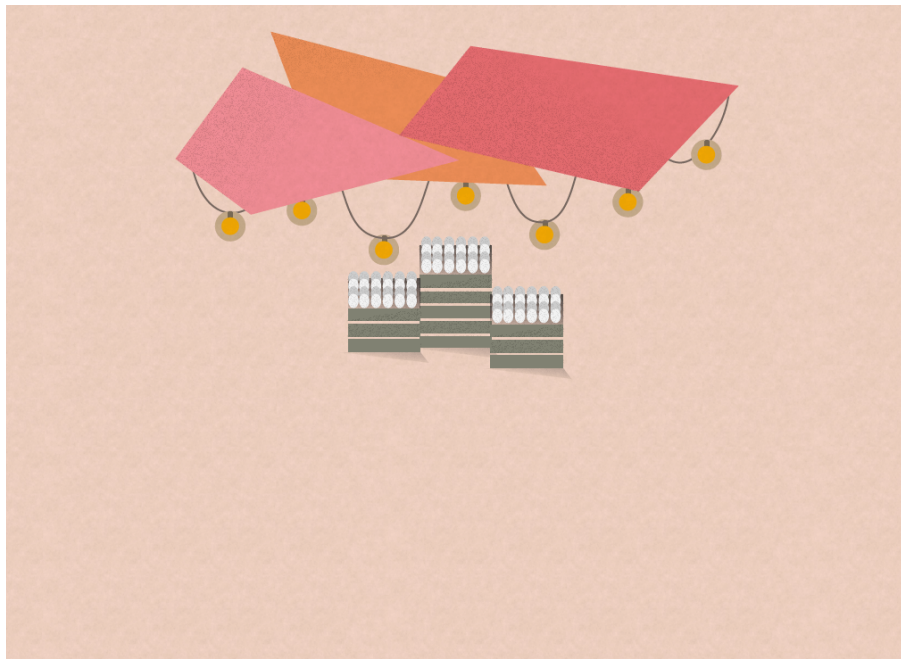
*The Great Palermo (We Are Müesli, 2016)*

**game** /gām/ n. (pl. **-games**) an architecture characterized by a playful relationship.

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**game** */gām/ n. (pl.* **-games***)* a system in which players engage in an artificial conflict toward an emotionally relevant goal.

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www.gamedefinitions.com

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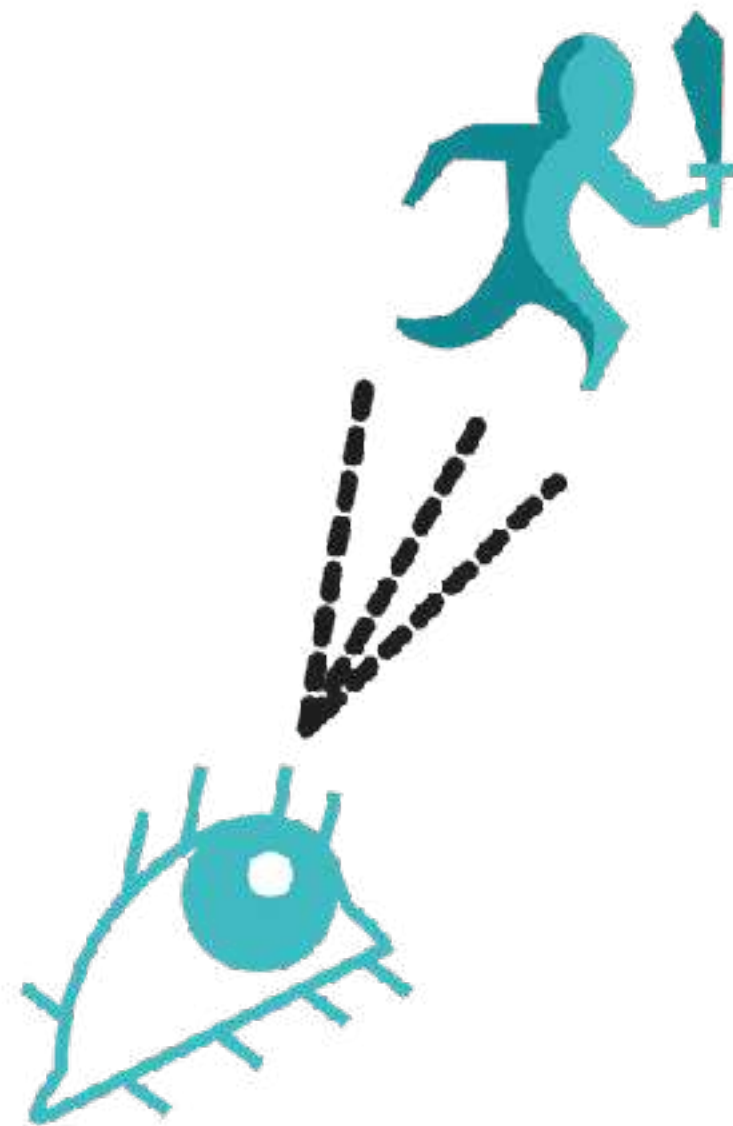
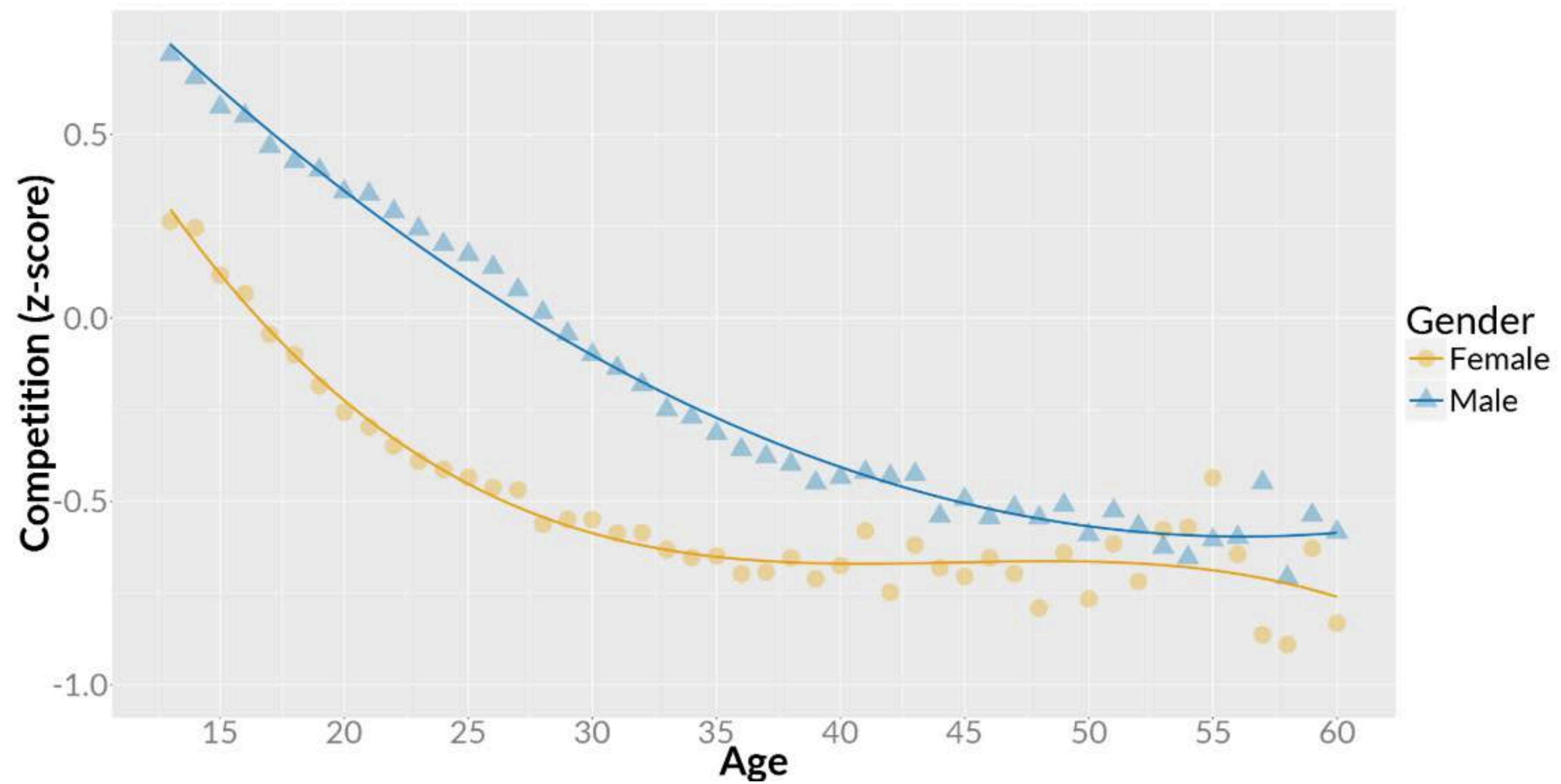*SOURCE: molleindustria*

**Letteratura**
*3° persona*

**Cinema**
*2° persona*

**Gioco**
*1° persona*

*Source: Gamer Motivation Profile research by Quantic Foundry, 2016*
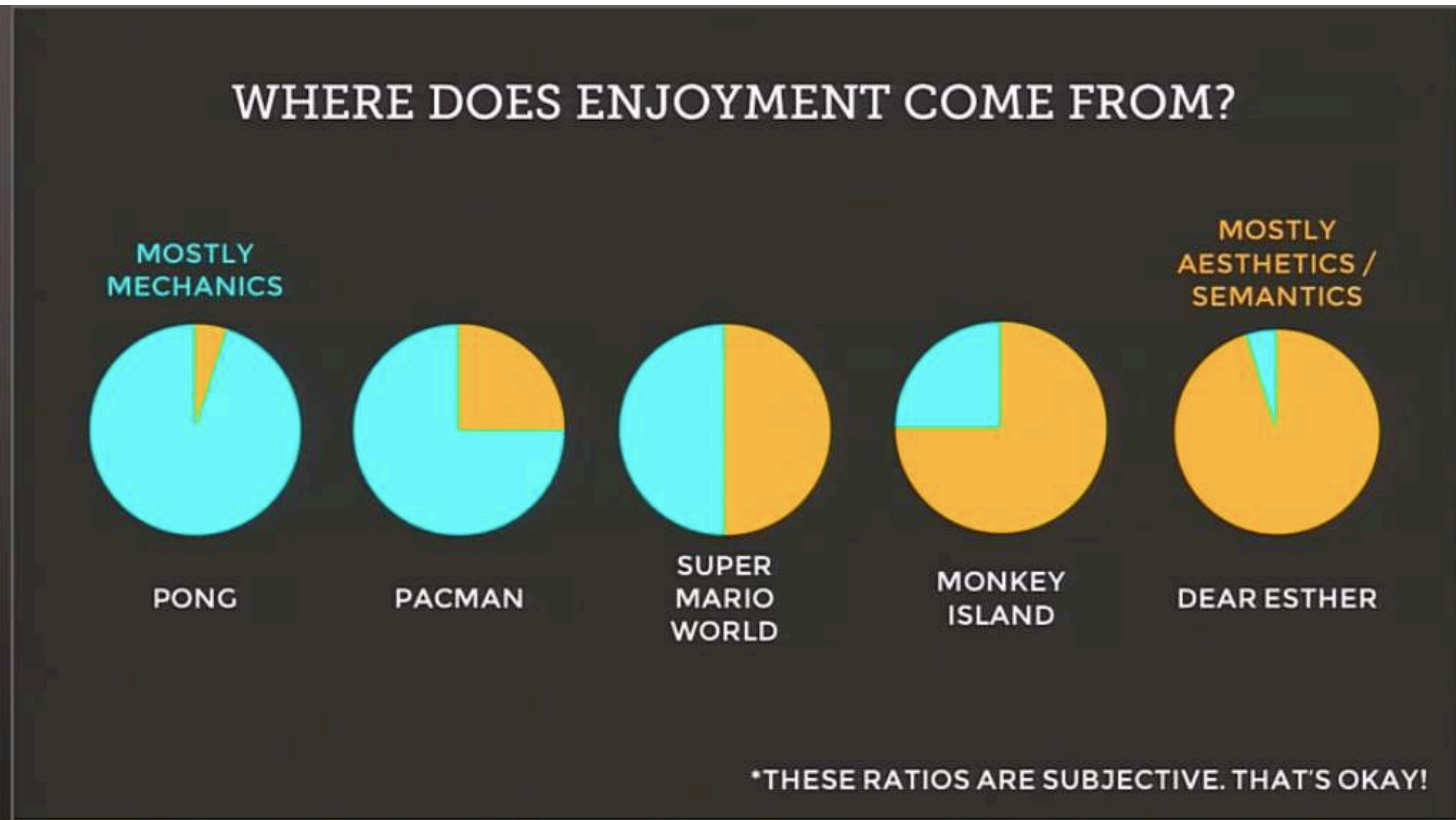
# MOTIVATION?

~~COMPETITION~~

# DISCOVERY

# COMPLETION

# <u>STORY</u>

Source: Ken Wong - Designing Monument Valley: Less Game, More Experience, 2014

# STORYTELLING
# IN GAMES
# IS NOT
# THE NEW BLACK

*Zork (Infocom, 1980)*

You are in a gloomy empty land with dreary
hills ahead
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
 YOU CANNOT GO NORTH.
> READ MAP
> LEAVE
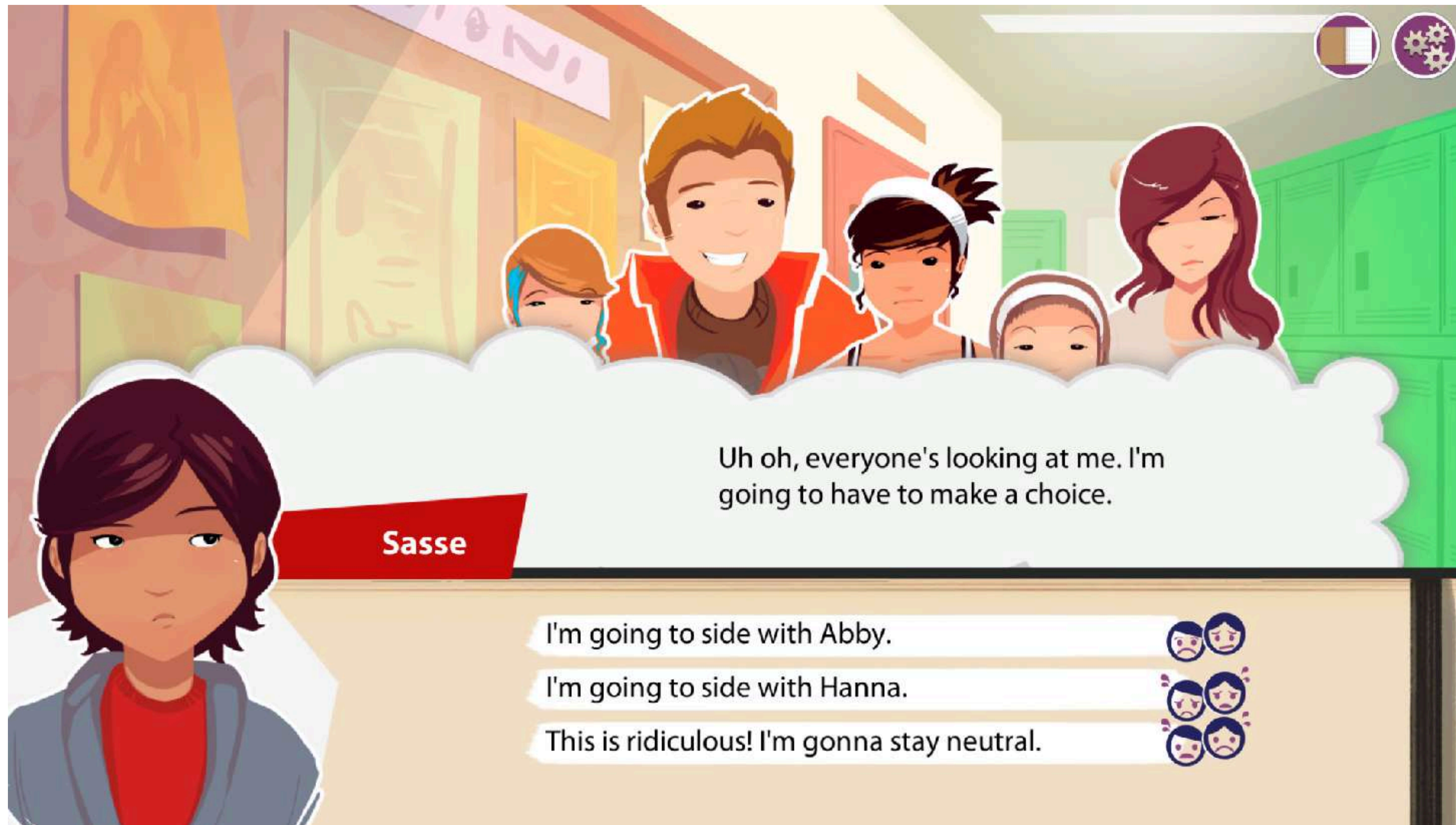
*The Hobbit (Beam Software, 1982)*

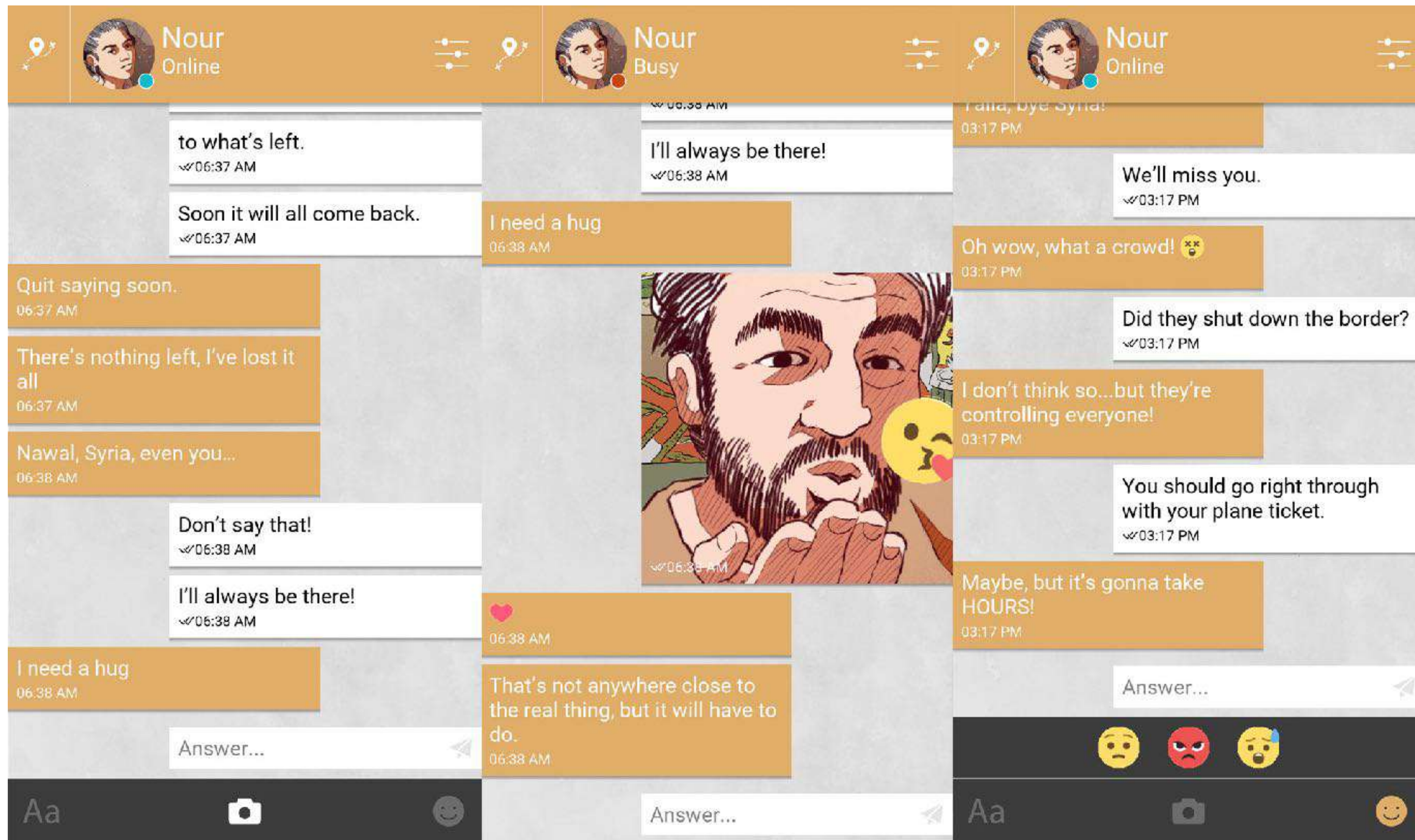*The Secret of Monkey Island (Lucasfilm Games, 1990)*

# STORYTELLING

# IN GAMES
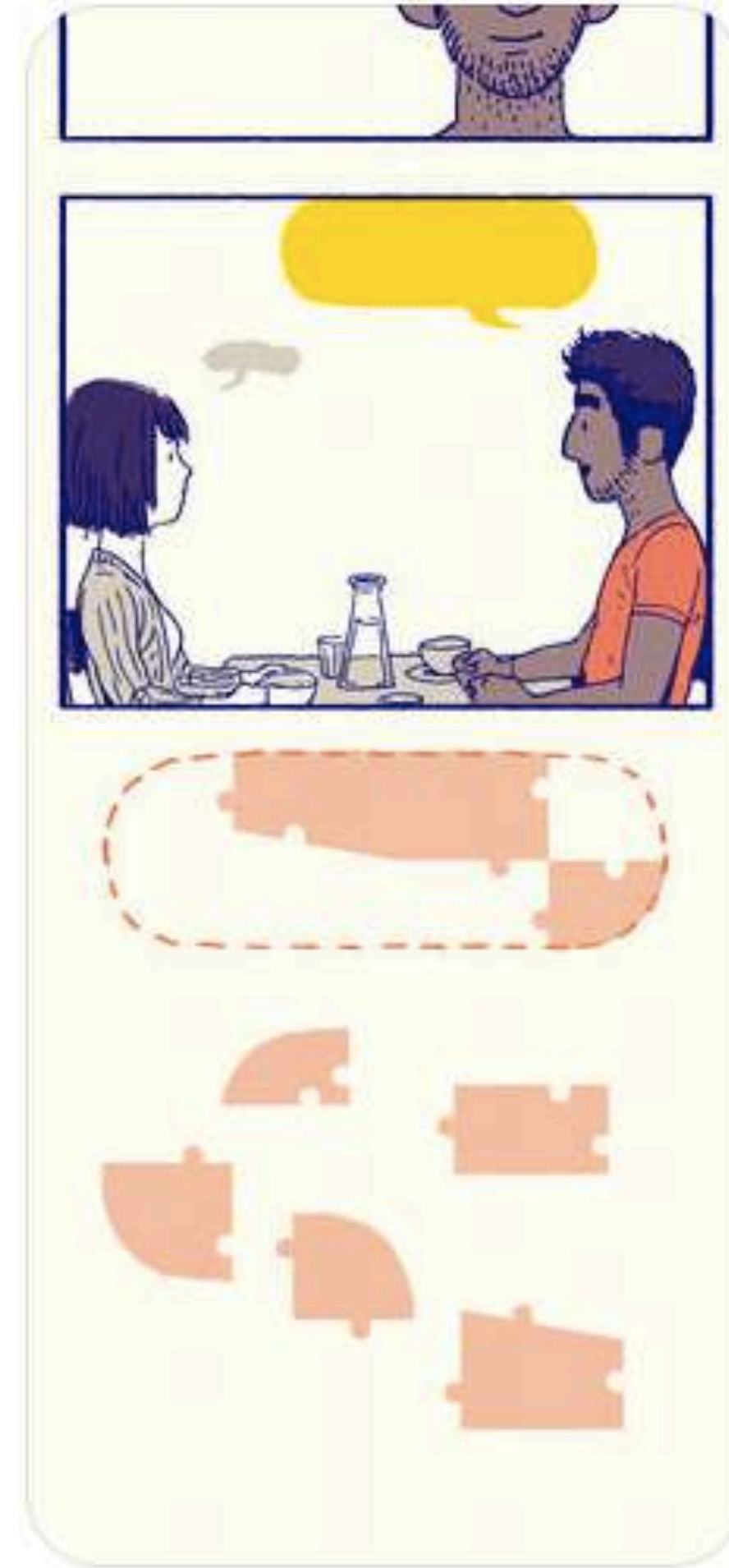
# IS

# THE NEW BLACK

*The Walking Dead (Telltale Games, 2012)*

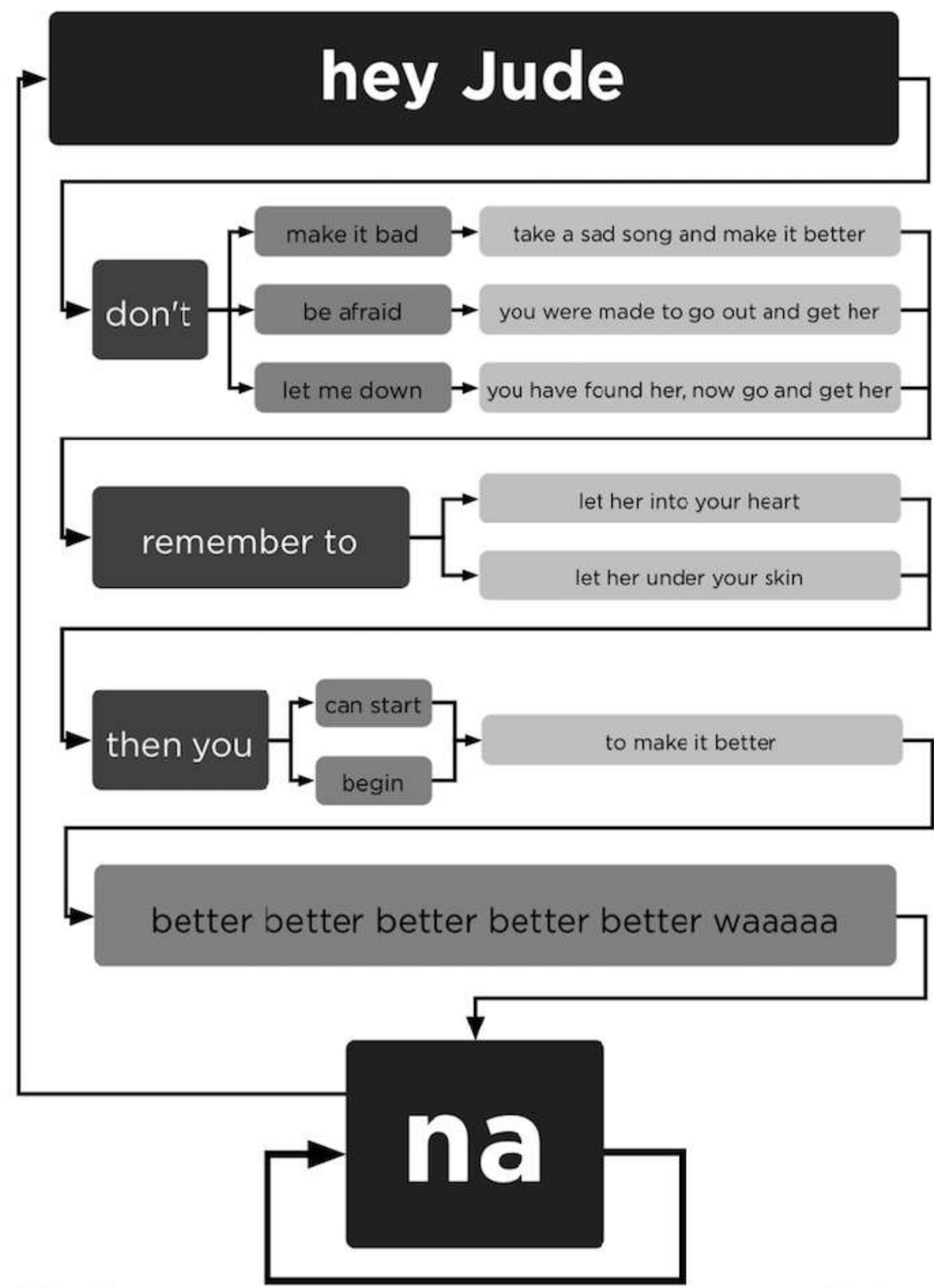*LongStory (Bloom Digital Media, 2016)*

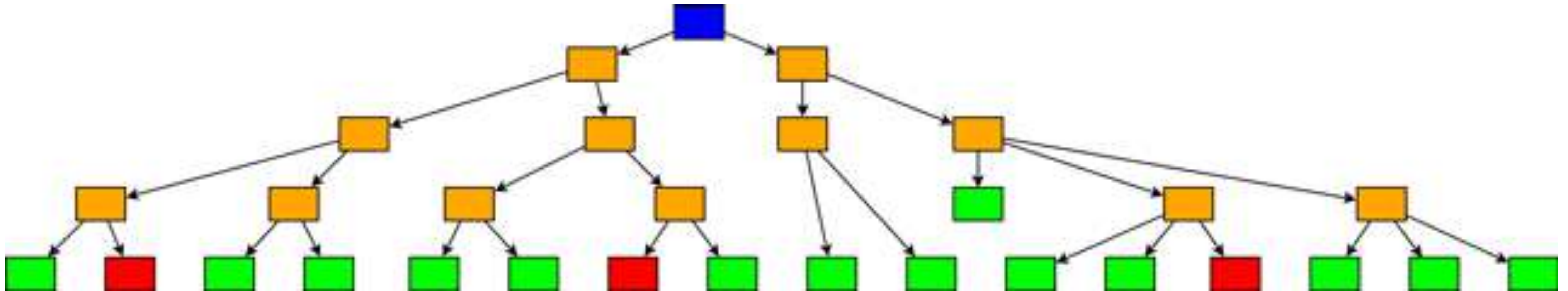*Bury me, my Love (The Pixel Hunt, Figs & ARTE France, 2017)*
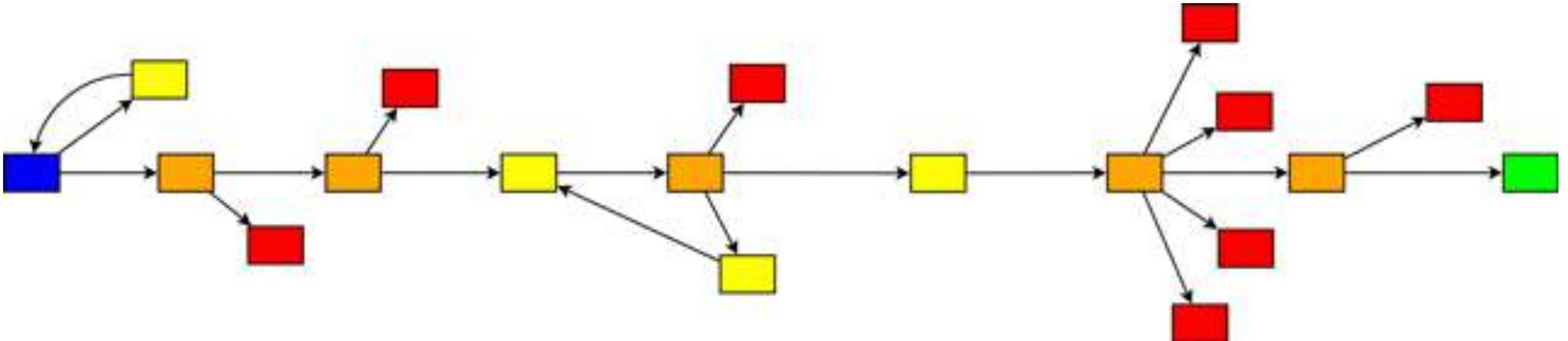
*Florence (Mountains, 2018)*

# hey Jude

**don't**
- make it bad → take a sad song and make it better
- be afraid → you were made to go out and get her
- let me down → you have found her, now go and get her

**remember to**
- let her into your heart
- let her under your skin

**then you**
- can start
- begin
→ to make it better

**better better better better better waaaaa**

## na

# Standard pattern #1

## The "Time Cave"

# Standard pattern #2

## The "Gauntlet"

# Standard pattern #3

## "Branch and Bottleneck"

*Venti Mesi (We Are Müesli, 2015)*
*https://wearemuesli.itch.io/ventimesi*

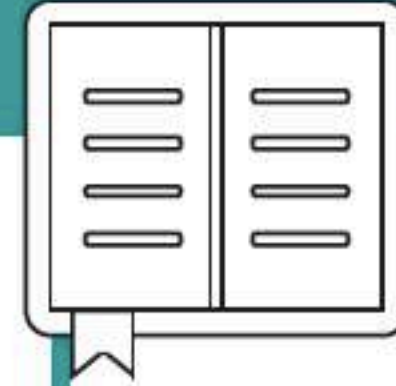# VERSO LA LIBERAZIONE
## UN DOCU-GAME TRA FACT & FICTION

*WHEN*

*WHERE*

*WHO*
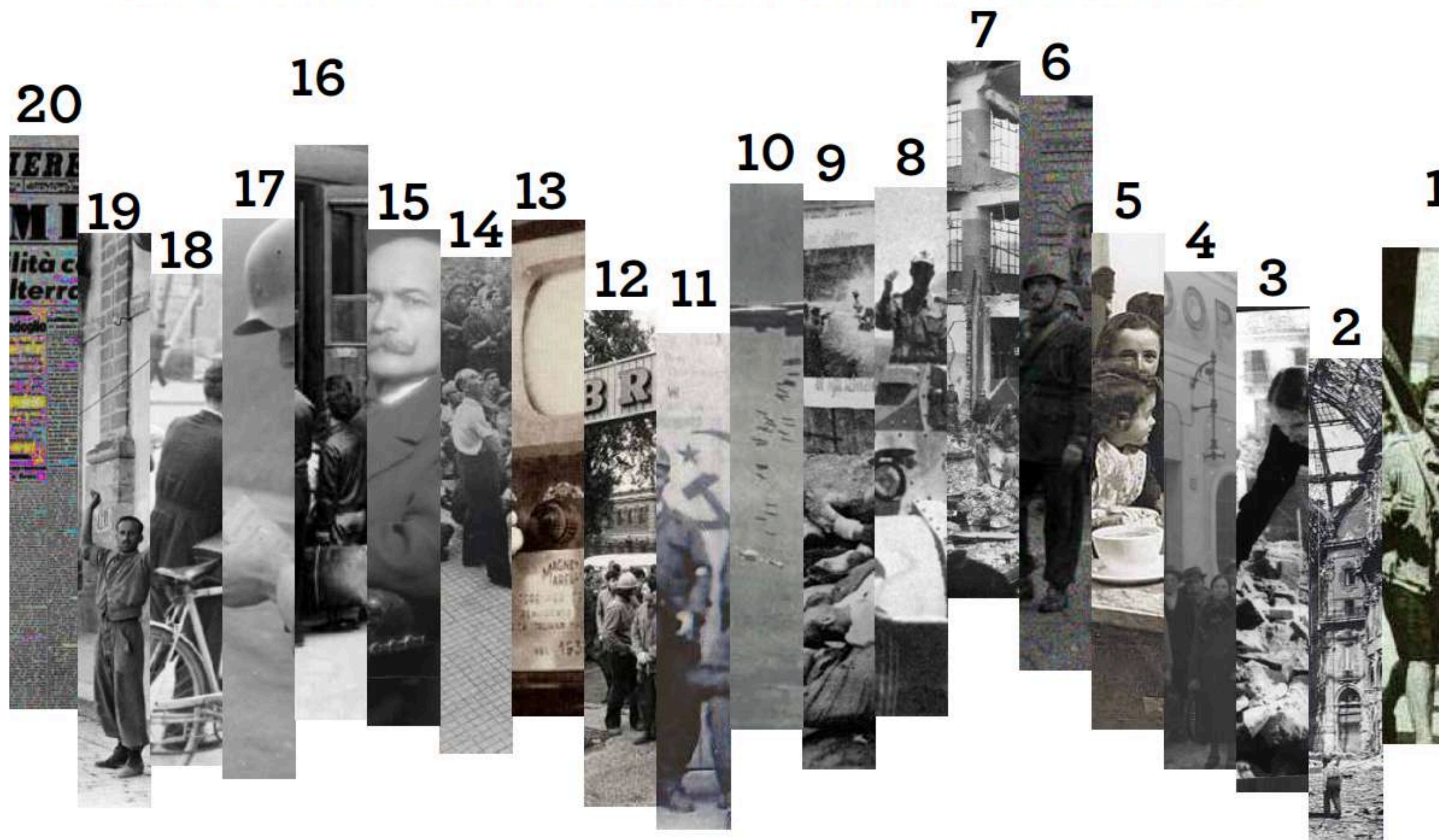
**Data**
UNA PRECISA
COLLOCAZIONE
ALL'INTERNO
DEL COUNT DOWN

**Fatto
storico**
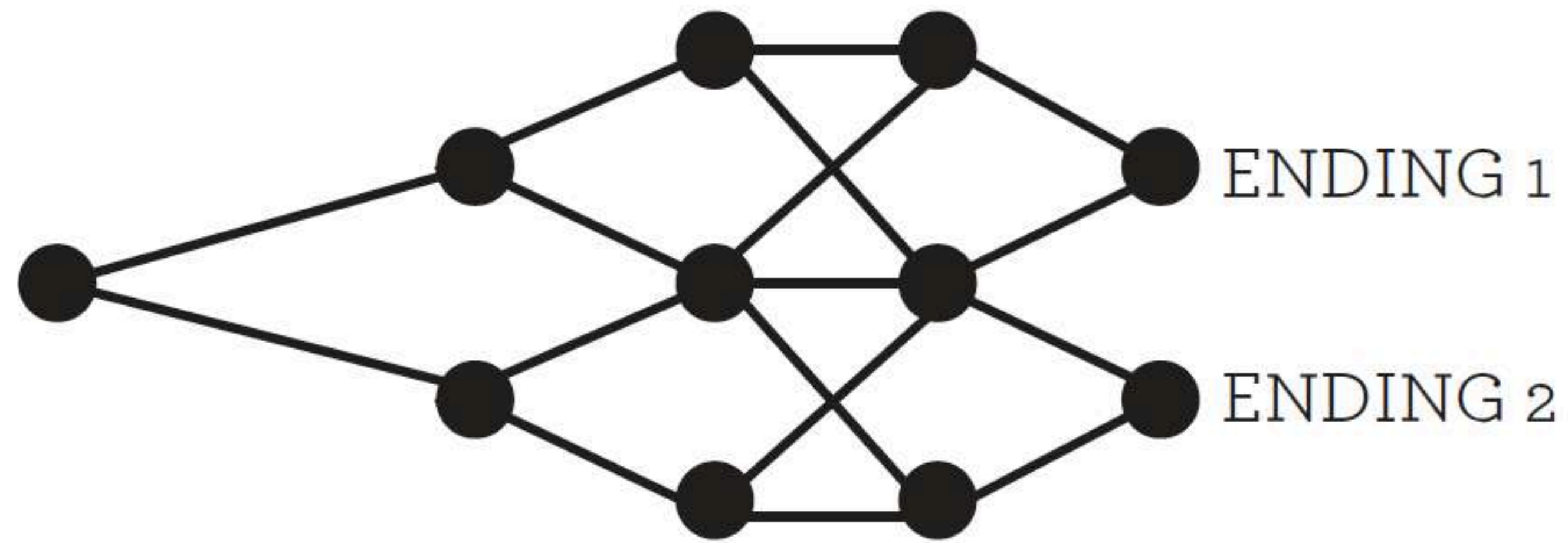REALMENTE
ACCADUTO

**Fatto
verosimile**
FRUTTO DI
RICERCA

**Protagonista**
PUNTO DI VISTA
DI UN PERSONAGGIO
CHIAVE

# TWO ENDINGS:
## *DILEMMI MORALI*



ENDING 1

ENDING 2

*Adventures With Anxiety! (Nicky Case, 2019)*
*https://ncase.me/anxiety/*

*1977: Radio Aut (Alex Camilleri, 2018)*
*https://alexkalopsia.itch.io/1977-radio-aut*

# GRAZIE!

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