

Christoph Bode (Ed.)

NARRATING FUTURES

Sebastian Domsch

VOLUME 4: STORYPLAYING

Agency and Narrative in Video Games

- ▶ European Research Council Advanced Investigator Grant Research Project
- ▶ First large-scale conceptualization of future narratives Offering a theoretical blueprint for mediating political, environmental, and business decision processes

Incontestably, Future Narratives are most conspicuous in video games: they combine narrative with the major element of all games: agency. The persons who perceive these narratives are not simply readers or spectators but active agents with a range of choices at their disposal that will influence the very narrative they are experiencing: they are players. The narratives thus created are realizations of the multiple possibilities contained in the present of any given gameplay situation. Surveying the latest trends in the field, the volume discusses the complex relationship of narrative and gameplay.

Sebastian Domsch, Ludwig-Maximilians-Universität, München.



Approx. 196 pp., 25 fig.

HC

RRP € 69.95 / *US\$ 98.00
ISBN 978-3-11-027216-1

eBook

RRP € 69.95 / *US\$ 98.00
ISBN 978-3-11-027245-1

Print + eBook

RRP € 109.95 / *US\$ 154.00
ISBN 978-3-11-027246-8

Date of publication August 2013

Language English

Subject

Literary Studies



DE GRUYTER

Genthiner Straße 13 · 10785 Berlin, Germany
T +49 (0)30. 260 05-0 · F +49 (0)30. 260 05-251
www.degruyter.com · info@degruyter.com

*For orders placed in North America. Prices are subject to change.
Prices do not include postage and handling.
03 / 14

