

## Notes: Gaming Entertainment And Performance Storytelling on Story Crossroads Discord - by Vel Weiss, facilitated by Dan Squander

Key:

**Terminology/Name**

**Interesting Quote**

**Interesting Idea**

[People Present in the chat: **Judy, Anabelle, Misty, Talon** (Misty's son), **Allen, Dan, Vel**]

**Dan:** Rachel's Announcement: Next Month's Discussion: **How to Deal with People Who Get Offended By Your Story**

**Anabelle:** It's very current in the Storyteller Mailer List...

**Dan:** How do I get on that listserv? This paper... It's 200 pages...

**Anabelle:** Csenge on her Twitter is very interesting...She's a gamer...

**Dan:** I think it's an interesting thing to think about in the broader scale because clearly everything is story...but what we do with either folktales or personal narrative is kind of a subset of how other people tell stories in other mediums...it's not like fiction, not like a movies, not like video games...But **inside all of those we often find people who tell stories like we tell stories**...If we took that and thought about that I wonder if we could come up with examples?

**Misty:** I looked up games that use storytelling...I've seen games specifically marketed to children to create stories...**Pasting in chat**...I haven't played these games because I've been afraid my kids would be like, "Mom it's just your game."...I think especially with kids there's an interest in developing the imagination. And then there's ones where you work collaboratively as a team and each of you trying to get the story to come to a conclusion with your set of cards...**Peaceable Kingdom**...Instead of being competitive, which sometimes results in a lot of tears with preschoolers, it's collaborative where either you all win or all lose...We have one with owls...Trying to get all the owls into nest before sunrise...As a storyteller I've used the **Story Cubes**...We were at a festival...People would come up to find about our guild and I would have story cubes on the table and try and have them come up with a story with the cubes...They were surprised how well they could come up with a story based on the cubes...As a performance storyteller you can use the cubes..

**Dan:** So just checking in with people, are people more interested in the boardgame aspect or the gamifying aspect of storytelling or...?

**Talon:** More interested in the storytelling through videogames plots...How storytelling can learn from it and vice versa...

**Dan:** How many people here consider themselves gamers?

**Misty:** Once upon a time...

**Judy:** I'm kind of listening to you and looking at some information from that class I took....All of what you're talking about actually falls in that realm, but I'm waiting.

**Dan:** That was on Udemy?

**Judy:** No on Facebook. It was the University of South Wales...Corsair...Storytelling course...Transmedia Storytelling...Fancy word for Storytelling Across Multiple Platforms...Think of the realm of Star Wars..Books and Movies and DVDs...Board Games and Computer Games also fall under this realm..What big movie companies use to create games RPG games, movies, books etc...As far as relevant to board games...That's kind of the nutshell of what that is.

**Dan:** I just want to go around the table to everyone..What's your favorite videogame?

**Allen:** I can't even remember the name anymore I haven't played it in so long...

**Dan:** Was it on a specific system?

**Allen:** Quake.

**Anabelle:** I'm just now reentering gaming...I used to play a lot of Graphic Adventures... Not very well known...Dark Adventure...Now I'm just trying out after a long time, I don't have the experience Talon has...For the Olympic Games (game based on Olympic Games)...But it was interesting too and lots of links to storytelling.

**Misty:** My favorite game was Okami based on Japanese stories and myths...But they had this thing of when you had 99 beads you became invisible and I had 98 beads...I played before storytelling...Visuals were beautiful...They tried releasing it on the Wii but the controls were clunkier than the expected. You were supposed to be able to write, but that was clunkier than expected...We recently got it for the Wii U but it was a little more teen than I remembered...So I haven't played much further since I haven't

**Dan:** That's crazy that was a **PS2** game...

**Misty:** One of the top games of the year...It was made to look almost like paper cut outs...Very unique gaming system...I think it was one of the last released on **PS2** before **PS3** came out.  
.The other one I really liked was **Kingdom Hearts** where you went through the Disney

stories...all the things I played as a little girl...I didn't care for games that didn't have a story element... But that's a thread throughout my life.

**Talon:** Okami's a bit more...ink style it even says so on the box...It didn't do so well on the **Wii**....Real nerds if we try and type something on the ...They made it a little higher graphics, a higher resolution...And even now, even with the switch it has better motion controls , but it isn't the most reliable...

**Judy:** I'm old, so I'm an original gamer shall we say...My first videogame consul was an Atari 2600, that should significantly date myself...I always hated on the Atari 26000 the graphics were cheesy...One time we went to the arcade I had 8 tokens, I went through **Pacman** real quick...My brother gave me a token, "Go play pinball it'll last longer." **Pacman, Frogger, Cuber**...One time we got a football game...We had a spare tv by that point, we spent...I have a portable 2600...I still play Pacman I still play **Donkey Kong**...LA PD Dective...I got the cheatbook...It's like **Sierra** knew they made the game hard, Sierra would put little snarky things like "how did you know that"? Now between work and storytelling and games with my mom...But I'm not into **RPG** games, I never got into the ones that are online that you play , multiplayer, multi-universe...You have to help me with the term

**Talon:** I believe it's **Massively Multiplayer Online**!

**Judy:** Multiverse... Yeah that's about it.

**Talon:** ...I still have the case...**Mine craft, SuperMario Galaxy, Pokemon, Earth?** Level 3 was never released in America...I like **Undertale Delteron**...Because it takes up a notch ...Run...or a **Genocide Run**...

**Dan:** **Undertale** is a storytelling type game, it's an **RPG** and your choices really have an effect on how the game is played...And people can play without killing anyone ...

**Talon:** Or murder anyone...

**Dan:** That's what he was talking about playing multiple run.

**Talon:** To do the true **Pacifist Run** you have to do the **Neutral**...If you try and do a **Pacifist** after the other it taints the game...In the **Genocide Run** ...It usually shows a picture everyone crossed off in red...There's also a bunch of secrets...Undertail has "fun value" every time you turn on picks number between 1 and 100 depend ong on which you get secret encounters...A lot of it's just random stuff, but one related to a man named Gaster.

**Vel:** **Shining Force** with younger brother. **The Pawn** and **Shufflepuck Cafe** on the old game machine Dad got. Roleplays on **NanoWrimo** and **BehindTheName** forums.

**Judy:** In room creating characters...element of Transmutative storytelling...Kind of like an internet hack for your website...So there are all techniques that Transmutative Storytellers use to get community.

**Dan: Final Fantasy and Rocket** ...Super powered acrobatic battle cars...Like 2 on 2 soccer but you're hitting the soccer ball with a car...Kind of like Vel had where people get on **forum** and discuss the story..Is it real...Do people die...They didn't have a lot of graphics so people in stands are just colored eggs that bounce up and down...So people will write out stories of the life of an egg who loves to be a fan...Another element of transformative storyteller...**Something that popped up for me is it's hard for us to talk about our favorite things without it being a story**...How many were introduced by brothers or family...For Misty this big point and then I had ge kids...And now thy're super into games...**I think there's way more of these stories where we talk about our favorite things and how our favorite things change our lives**, you get the excitement and passion comes through...That gets into Talon's OG question of how do they help us tell stories and one of the ways is you can look at playing games and how introduced it and how tory of the game changed my life are two was to use stories in Talling...To go back to transmedia...Misty talked about **Kingdom Hearts** and fun to be Disney character...I push back on people who say they don't like it... Having pop culture references in your piece...I am pro specificity...It's a special little treasure for them to be: like "oh, I know that too..."

**Judy:** I would agree with that point as long as it compliments your story...I recently had a fact in my story and my coach Laura had me take it out, because people who hadn't watched **Zootopia** wouldn't get it...And there would be a time to put that full reference in with full story of race with Police Officer...

**Misty:** I tend to gravitate towards Folktales...specific references to popculture...**The stories we tell today will be the folktales of tomorrow...** That's what people will do when they listen to stories on Youtube...Oh you referenced this that means that was the time...Those are important if you're thinking in that context...I think there's definitely a place for it...Even if I'm telling a folktale I like to make a comment from a modern perspective..Its away to make modern references...I never thought about using video game references...**vidoegames and stories around them would be a great topic for personal narrative storytelling...**

**Anabelle:** I think listening to Talon, when you speak Talon **I listen to terms that are in the game**, I don't have those references because I'm not in those circles...We have to be very aware there are new terms,n ew ways you face the game...I was like "wow that's called that now?" I think when we're talking about forums about the game...**There's a space for fanfiction**...It's interesting how one way or another those stories appear...One game I did not include...I liked to **play lost object games**...And then you advance...The one you like the most are most complex...And I think that's one kind of story structure more people are getting used to because of the game..**I don't know if there are games that break that mold...Not all stories are hero stories**...Csenge was making references to that structure...

**Misty:** I've noticed when I've read narratives from Game Insider...When it breaks that mold it gets attention... Game Informer had articles on 9 based on narrative...Many historical...One called **That Dragon Cancer**...Parents created a game around the experience of losing a child to terminal cancer...I haven't played it I didn't feel I had enough emotional energy...I always come at it from Folktale...But I like the personal narrative...**Those are the stories that critics of videogames need to hear.** People are connecting and having positive and necessary and life changing experiences...**People used to go out in the woods until the lights came on and time to go to bed...No they're staying up late playing video games...**

**Judy:** What do you think of virtual reality? What are your thoughts on the games now that are... community... or trying to immerse you in that world as it relates to games or stories?

**Dan:** That is broad...

**Talon:** It really depends on the type of game..Some of it is great, however when it comes to immersion, this was said by a **YouTube channel The Game Theorists** (<https://www.youtube.com/c/GameTheorists>): "Not a question of how far can we get immersion, but how far do we want it. No one wants to get PTSD by playing **call of Duty**." Let's back it up a bit...Like getting plastic skin bring touch to video games..I'd rather keep actual skin..It would be cool to feel pokemon...But somethings we don't want in game touching you...Really depends on game...Horror games in R that's a little concerning...You're literally getting to look around in a horror game...Some people who are crazy let you feel pain and impact in video game... Beyond vibrations...Although some take a step further and put on spokes so whenever you get hurt you can actually get hurt...Which I feel like, "Calm down.." Depends on what you want and what story it is..

**Misty:** There is a story coming out...**Mightier** (<https://www.mightier.com/>)...There's a game that has an armband monitors your heart rate and when heart rate elevate teaches you how to calm yourself down... Help kids...as far a virtual reality...**Getting biofeedback**...People taking that idea a lot of places..

**Anabelle:**...New experiences due to quarantine....Friends telling with musician...Someone would go to your house and deliver food and drinks, but at the same trans-experience we were **using Zoom but many things goin on** ..Theater ...**augmented reality** ..dog ears..Several place around world where take photo one place historical and what you're seeing..Linked to my heritage work but also linked to storytelling..."Past but also here in the present, wow"...Gaming what's to bring us more...**Story is strong, if the story is strong of course...We have to find out what we want to say before all the hullabaloo...**

**Judy:** Is that something you're doing with your stories?

**Anabelle:** I have been doing a project where add audio to stories..I know city of london wone of first with photograph on top of photograph...You can have any type of media...only have to

program software with what you want to have...Iphone...**Benedict Cumberbatch...Recorded a game you'd play without images and you'd get his voice from here or here**, but also depending on movement...In spaceship all dark... Monsters...And character running away...Depending on where voice was coming from had to orient phone away from...I never played it, but I want to..Also new ways of storytelling...And of course do it without having a heart tack..As talon was saying let's not take it to an extreme...

**Judy:** The **Van Gogh immersion exhibit**...Basically his work projected on a wall...**Transmedia storytelling**...It reminded me of that immersion experience even though it's not game related...Reminds me of museum experience...**Children's museum here in Columbus Ohio**...Press button and different things will happen...A lot fo stories in that...I like your project idea...That sounds very interesting...

**Misty:** I've thought this before...**When we created movies and tv that was form of storytelling but no interaction...Videogames had an answer to that...**I think the fact that they were interactive

**Judy:** Distraction..Having a bad day...**we can be the hero or villain we want to be..**

**Anabelle:** It's also about community...Games like Talon is playing...Not only people who like the game but players you're playing always...You may not even know...**When telling stories there is a community**...I think that's one of the good things

**Judy:** As storytellers we just need to figure out how to charge like gamers...You need gold bars to buy bales of hay...

**Dan:** I want to extrapolate on that at another time how can we turn storytelling into microtransactions...**Plot happens first and then we create narrative**...You already came with it so play around with different aspects of it...A lot of time the **technology comes first and then we figure out how to add story to it**. It becomes so much more interesting, so much more connective....If you can hear a voice from different sides that's interesting in and off itself but if there's something chasing you and that's why...There's something that's stronger than ...”Do you want to get PTSD playing call of duty.” Games are supposed to be immersive but also not...What experiences do we want? **It also came to my mind of: if we know it's fiction isn't it amazing what we can deal with?** Misty had that part where she said: “I don't have the emotional bandwidth to do **That Dragon Cancer**.”...But I think I would have had the emotional bandwidth if it wasn't so closely related to that experience...We can play **Resident Evil** zombie games ..if we saw in real life you would have to go to therapy...As soon as we say it's fiction...I can cope with fantasy so easily...As long as I've slotted as fantasy I'm ok, I'm safe...

**Judy:** You make a good point. I worked in a software store...**Nintendo** was family friendly and **Genesis** was more graphic...What is it about crimes supposedly related to **Grand Theft Auto** and kids supposedly committing a crime?

**Misty:** We've discussed before violent stories have already been part of the culture it's not instilling something it's bringing out something...A lot of these games ..Adrenaline fighting games meeting a need an outlet...One person play never do anything..Violent person plays and goes out and does violent thing...Already lacking something in life...Correlation does not equal causation...Since 1800's each generation having technology before didn't have...In past blamed newspapers or movies..future blame ...People not getting help they need...**Blaming a stove for burning down the house ...not the person who made the stove or left the stove on...**

**Judy:** Native American thing...good and bad thing..

**Misty:** Two wolves inside of you which one is stronger..the one you feed...I don't know how many crimes related these are very successful so you have 12 people out of millions...Is this going to bring out unethical behavior...? We gotta go...

**Dan:** **Undertale**...wrote a little

**Talon:** Just because a game looks simple doesn't mean it can't have complex lore...Like **Kirby** lore...although the game can be quite simple it is complex

**Misty:** **Sonic** or **Mario**...affect like comic books ...

**Talon:** Most mainstream...**RPG**...**Super Paper Mario** being darkest...

**Judy:** That was good...Another point...People can be stimulated through games visually...what ..if you're going to bring out this thing in people ...I think there should be some responsibility in gamers...aren't there game warnings and ratings?...And the content...And it's no different in storytelling...If I'm talking about police rioting in Columbus 2020...I need a content warning in the beginning of the story...**So I think as storytellers we have that responsibility as well.**

**Dan:** I think that is a good note to end on that's a good way....

**Vel:** theater angle ...Dramaturgy and horror...Looking at the mechanics in theater make seem less real...

**Dan:** Just for myself I have trouble separating the two...

**Judy Clapper:** Theater angle... A lot of these experienced tellers have theater experience....