ANASTASIA SALTER

WHAT IS YOUR QUEST?

FROM ADVENTURE GAMES TO INTERACTIVE BOOKS

[What Is Your Quest From Adventure Games To Interactive Books](#)

Csenge Virág Zalka

What Is Your Quest From Adventure Games To Interactive Books:

What Is Your Quest? Anastasia Salter,2014-11-01 What Is Your Quest examines the future of electronic literature in a world where tablets and e readers are becoming as common as printed books and where fans are blurring the distinction between reader and author The construction of new ways of storytelling is already underway it is happening on the edges of the mainstream gaming industry and in the spaces between media on the foundations set by classic games Along these margins convergent storytelling allows for playful reading and reading becomes a strategy of play One of the earliest models for this new way of telling stories was the adventure game the kind of game centered on quests in which the characters must overcome obstacles and puzzles After they fell out of fashion in the 1990s fans made strenuous efforts to keep them alive and to create new games in the genre Such activities highlight both the convergence of game and story and the collapsing distinction between reader and author Continually defying the forces of obsolescence fans return abandoned games to a playable state and treat stories as ever evolving narratives Similarly players of massive multiplayer games become co creators of the game experience building characters and creating social networks that recombine a reading and gaming community The interactions between storytellers and readers between programmers and creators and among fans turned world builders are essential to the development of innovative ways of telling stories And at the same time that fan activities foster the convergence of digital gaming and storytelling new and increasingly accessible tools and models for interactive narrative empower a broadening range of storytellers It is precisely this interactivity among a range of users surrounding these new platforms that is radically reshaping both e books and games and those who read and play with them

Neverending Stories R. Lyle Skains,2022-12-29 Winner of the 2023 N Katherine Hayles Award for Criticism of Electronic Literature Digital fiction has long been perceived as an experimental niche of electronic literature Yet born digital narratives thrive in mainstream culture as communities of practice create and share digital fiction filling in the gaps between the media they are given and the stories they seek Neverending Stories explores the influences of literature and computing on digital fiction and how the practices and cultures of each have impacted who makes and plays digital fiction Popular creativity emerges from subordinated groups often excluded from producing cultural resources accepting the materials of capitalism and inverting them for their own carnivalesque uses Popular digital fiction goes by many different names webnovels adventure games visual novels Twitter fiction webcomics Twine games walking sims alternate reality games virtual reality films interactive movies enhanced books transmedia universes and many more The book establishes digital fiction in a foundation of innovation tracing its emergence in various guises around the world It examines Infocom whose commercial success with interactive fiction crumbled in no small part because of its failure to consider women as creators or consumers It takes note of the brief flourish of commercial book apps and literary games It connects practices of cognitive and conceptual interactivity and textual multiplicity dating to the origins of the print novel to the feminine It pushes into the

technological future of narrative in immersive and mixed realities It posits the transmedia franchises and the practices of fanfiction as examples of digital fiction that will continue indefinitely regardless of academic notice or approval *How to Play Video Games* Matthew Thomas Payne,Nina B. Huntemann,2019-03-26 Forty original contributions on games and gaming culture What does Pok mon Go tell us about globalization What does Tetris teach us about rules Is feminism boosted or bashed by Kim Kardashian Hollywood How does BioShock Infinite help us navigate world building From arcades to Atari and phone apps to virtual reality headsets video games have been at the epicenter of our ever evolving technological reality Unlike other media technologies video games demand engagement like no other which begs the question what is the role that video games play in our lives from our homes to our phones and on global culture writ large How to Play Video Games brings together forty original essays from today s leading scholars on video game culture writing about the games they know best and what they mean in broader social and cultural contexts Read about avatars in Grand Theft Auto V or music in The Legend of Zelda Ocarina of Time See how Age of Empires taught a generation about postcolonialism and how Borderlands exposes the seedy underbelly of capitalism These essays suggest that understanding video games in a critical context provides a new way to engage in contemporary culture They are a must read for fans and students of the medium *The Routledge Companion to Comics* Frank Bramlett,Roy Cook,Aaron Meskin,2016-08-05 This cutting edge handbook brings together an international roster of scholars to examine many facets of comics and graphic novels Contributor essays provide authoritative up to date overviewsof the major topics and questions within comic studies offering readers a truly global approach to understanding the field Essays examine the history of the temporal geographical and formal development of comics including topics like art comics manga comix and the comics code issues such as authorship ethics adaptation and translating comics connections between comics and other artistic media drawing caricature film as well as the linkages between comics and other academic fields like linguistics and philosophy new perspectives on comics genres from funny animal comics to war comics to romance comics and beyond The Routledge Companion to Comics expertly organizes representative work from a range of disciplines including media and cultural studies literature philosophy and linguistics More than an introduction to the study of comics this book will serve as a crucial reference for anyone interested in pursuing research in the area guiding students scholars and comics fans alike Forum-Based Role Playing Games as Digital Storytelling Csenge Virág Zalka,2019-03-28 When people hear the term role playing games they tend to think of two things a group of friends sitting around a table playing Dungeons Dragons or video games with exciting graphics Between those two however exists a third style of gaming Hundreds of online forums offer gathering places for thousands of players people who come together to role play through writing They create stories by taking turns describing events through their characters eyes Whether it is the arena of the Hunger Games the epic battles of the Marvel Universe or love stories in a fantasy version of New York people build their own spaces of words and inhabit them day after day But what makes thousands of players

many teenagers among them voluntarily type up novel length stories How do they use the resources of the Internet gather images sounds and video clips to weave them into one coherent narrative How do they create together through improvisation and negotiation in ways that connect them to older forms of storytelling Through observing more than a hundred websites and participating in five of them for a year the author has created a pilot study that delves into a subculture of unbounded creativity **Narrative Tactics for Mobile and Social Games** Toiya Kristen Finley,2018-07-24 Despite its significant growth over the past five years the mobile and social videogame industry is still maturing at a rapid rate Due to various storage and visual and sound asset restrictions mobile and social gaming must have innovative storytelling techniques Narrative Tactics grants readers practical advice for improving narrative design and game writing for mobile and social games and helps them rise to the challenge of mobile game storytelling The first half of the book covers general storytelling techniques including worldbuilding character design dialogue and quests In the second half leading experts in the field explore various genres and types of mobile and social games including educational games licensed IP games for specific demographics branding games and free to play F2P Key Features The only book dedicated to narrative design and game writing in social and mobile games an explosive market overtaking the console gaming market Provides tips for narrative design and writing tailored specifically for mobile and social game markets Guides readers along with conclusions that include questions to help the reader in narrative design and or writing Explores real games to illustrate theory and best practices with analyses of game case studies per chapter covering indie social mobile and AAA games Includes checklists to help readers critique their own narrative design writing **Technology and Literature** Adam Hammond,2023-12-14 Whereas previous books have explored how literature depicts or discusses scientific concepts this book argues that literature is a technology It shows how literature has been shaped by technological revolutions and reveals the essential work that literature has done in helping to uncover the consequences of new technologies Individual chapters focus on how specific literary technologies the development of writing the printing press typewriters the computer changed the kinds of stories it was possible to tell and how one could tell them They also cover the way that literature has engaged with non literary technologies clocks compasses trains telegraphs cameras bombs computer networks to help its readers to work through the new social configurations and new possibilities for human identity and imagination that they unveil Human life is inescapably mediated through technology literature demonstrates this and thus helps its readers to engage consciously and actively with their technological worlds *Critical Making in the Age of AI* Emily Johnson,Anastasia Salter,2025-04-15 Critical Making in the Age of AI invites students teachers learners and digital humanists to explore making as scholarship Inspired by the craft traditions of textile arts this book combines a survey of forms of alternative scholarly communication such as comics GIFs maps games and generative AI and a pattern book where patterns serve as starting points that makers can reimagine and remix Firmly grounded in the humanities and utilizing free tools and platforms including Twine Voyant and Tracery wherever

possible this engaging and accessible guide to digital methods introduces and puts into practice concepts that are essential to preparing students to navigate a changing landscape of media and information without investing in proprietary software dedicated lab space or expensive creative tools The book s eight patterns are especially appropriate for those just beginning to explore digital scholarly methods and one goal of Critical Making in the Age of AI is to provide structure for work that is both meaningful and achievable with limited resources and time By centering critical making through a design justice and feminist lens the coauthors model how inclusive and expansive approaches to making in research and teaching are vital to shaping the humanities of the future   100 Greatest Video Game Characters Jaime Banks,Robert Mejia,Aubrie Adams,2017-06-23 Though in existence for only a few decades video games are now firmly established in mainstream culture all around the planet Every year new games are produced and every year new favorites emerge But certain characters have become so iconic that they withstand both time and the shifting interests of players Such creations permeate other elements of popular culture from graphic novels to film and are known not only to dedicated gamers but to the general public as well In 100 Greatest Video Game Characters readers can learn about some of the most popular and influential figures that have leapt from computer monitors and television screens and into the public consciousness The entries in this volume provide general facts about the characters as well as explore their cultural significance The entries include the following information Game developerYear character was establishedVideo game franchise In addition the book examines the commonalities of various video game characters to help readers better understand their popularity and how they operate within the video games and the industry itself Whether casually looking up information on video game characters or researching what these icons says about society readers will enjoy this entertaining and informative volume Comprehensive and engaging 100 Greatest Video Game Characters will appeal to fans and scholars alike   **The Rhetoric of Literary Communication** Virginie Iché,Sandrine Sorlin,2022-01-31 Building on the notion of fiction as communicative act this collection brings together an interdisciplinary range of scholars to examine the evolving relationship between authors and readers in fictional works from 18th century English novels through to contemporary digital fiction The book showcases a diverse range of contributions from scholars in stylistics rhetoric pragmatics and literary studies to offer new ways of looking at the author reader channel drawing on work from Roger Sell Jean Jacques Lecercle and James Phelan The volume traces the evolution of its form across historical periods genres and media from its origins in the conversational mode of direct address in 18th century English novels to the use of second person narratives in the 20th century through to 21st century digital fiction with its implicit requirement for reader participation The book engages in questions of how the author reader channel is shaped by different forms and how this continues to evolve in emerging contemporary genres and of shifting ethics of author and reader involvement This book will be of particular interest to students and scholars interested in the intersection of pragmatics stylistics and literary studies   *Netprov* Rob Wittig,2022-09-13 Netprov is an emerging interdisciplinary digital

art form that offers a literature based show of insightful healing satire that is as deep as the novels of the past This accessible history of Netprov emerges out of an ongoing conversation about the changing roles and power dynamics of author and reader in an age of real time interactivity Rob Wittig describes a literary genre in which all the world is a platform and all participants are players Beyond serving as a history of the genre this book includes tips and examples to help those new to the genre teach and create netprovs Jargon free and ambitious in scope Netprov meets the needs of several types of readers Casual readers will be met with straightforward and easy to follow definitions and examples Scholars will find deep wells of in formation about networked roleplay games Teachers and students will find instructions for how to play and a ready made academic context to make their play meaningful and memorable Kathi Inman Berens Portland State University **Teaching Games and Game Studies in the Literature Classroom** Tison Pugh,Lynn Ramey,2022-09-22 Teaching Games and Game Studies in the Literature Classroom offers practical suggestions for educators looking to incorporate ludic media ranging from novels to video games and from poems to board games into their curricula Across the globe video games and interactive media have already been granted their own departments at numerous larger institutions and will increasingly fall under the purview of language and literature departments at smaller schools This volume considers fundamental ways in which literature can be construed as a game and the benefits of such an approach The contributors outline pedagogical strategies for integrating the study of video games with the study of literature and consider the intersections of identity and ideology as they relate to literature and ludology They also address the benefits and liabilities of making the process of learning itself a game an approach that is quickly gaining currency and increasing interest Every chapter is grounded in theory but focuses on practical applications to develop students critical thinking skills and intercultural competence through both digital and analog gameful approaches **The Cambridge Companion to American Poetry and Politics since 1900** Daniel Morris,2023-04-27 This book helps readers make sense of the scope and complexity of the relationships between poetry and politics since 1900 **Jane Jensen** Anastasia Salter,2017-04-06 In the 1990s the Personal Computer or PC was on the rise in homes and with it came new genres of play Yet most of the games in these new genres featured fantasylands or humorous science fiction landscapes with low stakes and little to suggest the potential of the PC as a serious space for art and play Jane Jensen s work and landmark Gabriel Knight series brought a new darkness and personality to PC gaming offering a first powerful glimpse of what games could be as they came of age As an author and designer Jensen brought her approach as a designer writer hybrid to the forefront of game design with an approach to developing environments through detailed research to make game settings come to life an attention to mature dilemmas and complex character development and an audience driven vision for genres reaching beyond the typical market approaches of the gaming industry With a brand new interview with Jensen herself Anastasia Salter provides the first ever look Jensen s impact and role in advancing interactive narrative and writing in the game design process **Engagements with Narrative** Janine Utell,2015-10-08 Balancing key

foundational topics with new developments and trends Engagements with Narrative offers an accessible introduction to narratology As new narrative forms and media emerge the study of narrative and the ways people communicate through imagination empathy and storytelling is especially relevant for students of literature today Janine Utell presents the foundational texts key concepts and big ideas that form narrative theory and practical criticism engaging readers in the study of stories by telling the story of a field and its development Distinct features designed to initiate dialogue and debate include Coverage of philosophical and historical contexts surrounding the study of narrative An introduction to essential thinkers along with the tools to both use and interrogate their work A survey of the most up to date currents including mind theory and postmodern ethics to stimulate conversations about how we read fiction life writing film and digital media from a variety of perspectives A selection of narrative texts chosen to demonstrate critical practice and spark further reading and research Engagement sections to encourage students to engage with narrative theory and practice through interviews with scholars This guide teaches the key concepts of narrative time space character perspective setting while facilitating conversations among different approaches and media and opening paths to new inquiry Engagements with Narrative is ideal for readers needing an introduction to the field as well as for those seeking insight into both its historical developments and new directions **100 Greatest Video Game Franchises** Robert Mejia,Jaime Banks,Aubrie Adams,2017-08-17 Video games take players on a trip through ancient battlefields to mythic worlds and across galaxies They provide players with a way to try on new identities and acquire vast superpowers Video games also give people the chance to hit reset to play again and again until they achieve a desired outcome Their popularity has enabled them to grow far beyond their humble origins and to permeate other forms of popular culture from comic books and graphic novels to films and television programs Video games are universal In 100 Greatest Video Game Franchises editors Robert Mejia Jaime Banks and Aubrie Adams have assembled essays that identify assess and reveal the most important video games of all time Each entry makes a case for the game s cultural significance and why it deserves to be on the list from its influence on other games to its impact on an international scale In addition to providing information about the game developer and when the franchise was established these entries explore the connections between the different video games examining them across genre theme and content This accessible collection of essays gives readers an opportunity to gauge their favorite video game franchises against the best of all time and argue how they each fit among the 100 greatest ever created Whether casually looking up information on these games or eager to learn how franchises evolved over the years readers will enjoy this entertaining and informative volume Comprehensive and engaging 100 Greatest Video Game Franchises will appeal to fans and scholars alike **Exploring Imaginary Worlds** Mark Wolf,2020-10-08 From The Brothers Karamazov to Star Trek to Twin Peaks this collection explores a variety of different imaginary worlds both historic and contemporary Featuring contributions from an interdisciplinary and international group of scholars each essay looks at a particular imaginary world in depth and world building issues

associated with that world Together the essays explore the relationship between the worlds and the media in which they appear as they examine imaginary worlds in literature television film computer games and theatre with many existing across multiple media simultaneously The book argues that the media incarnation of a world affects world structure and poses unique obstacles to the act of world building The worlds discussed include Nazar Barsetshire Skotopogonievsk the Vorkosigan Universe Grover s Corners Gormenghast Collinsport Daventry Dune the Death Gate Cycle universe Twin Peaks and the Star Trek galaxy A follow up to Mark J P Wolf s field defining book Building Imaginary Worlds this collection will be of critical interest to students and scholars of popular culture subcreation studies transmedia studies literature and beyond

The Routledge Companion to Media Studies and Digital Humanities Jentery Sayers,2018-05-01 Although media studies and digital humanities are established fields their overlaps have not been examined in depth This comprehensive collection fills that gap giving readers a critical guide to understanding the array of methodologies and projects operating at the intersections of media culture and practice Topics include access praxis social justice design interaction interfaces mediation materiality remediation data memory making programming and hacking   *The Routledge Handbook of Role-Playing Game Studies* José P. Zagal,Sebastian Deterding,2024-06-27 This Handbook provides a comprehensive guide to the latest research on role playing games RPGs across disciplines cultures and media in one single accessible volume Collaboratively authored by more than 40 key scholars it traces the history of RPGs from wargaming precursors to tabletop RPGs like Dungeons Dragons to the rise of live action role play and contemporary computer RPG and massively multiplayer online RPG franchises like Baldur s Gate Genshin Impact and World of Warcraft Individual chapters survey the perspectives concepts and findings on RPGs from key disciplines like performance studies sociology psychology education economics game design literary studies and more Other chapters integrate insights from RPG studies around broadly significant topics like worldbuilding immersion and player character relations as well as explore actual play and streaming diversity equity inclusion jubensha therapeutic uses of RPGs and storygames journaling games and other forms of text based RPGs Each chapter includes definitions of key terms and recommended readings to help students and scholars new to RPG studies find their way into this interdisciplinary field A comprehensive reference volume ideal for students and scholars of game studies and immersive experiences and those looking to learn more about the ever growing interdisciplinary field of RPG studies

Participatory reading in late-medieval England Heather Blatt,2018-05-11 This electronic version has been made available under a Creative Commons BY NC ND open access license This book traces affinities between digital and medieval media exploring how reading functioned as a nexus for concerns about increasing literacy audiences agency literary culture and media formats from the late fourteenth to the early sixteenth centuries Drawing on a wide range of texts from well known poems of Chaucer and Lydgate to wall texts banqueting poems and devotional works written by and for women Participatory reading argues that making readers work offered writers ways to shape their reputations and the futures of their productions

At the same time the interactive reading practices they promoted enabled audiences to contribute to and contest writers burgeoning authority making books and reading work for everyone

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