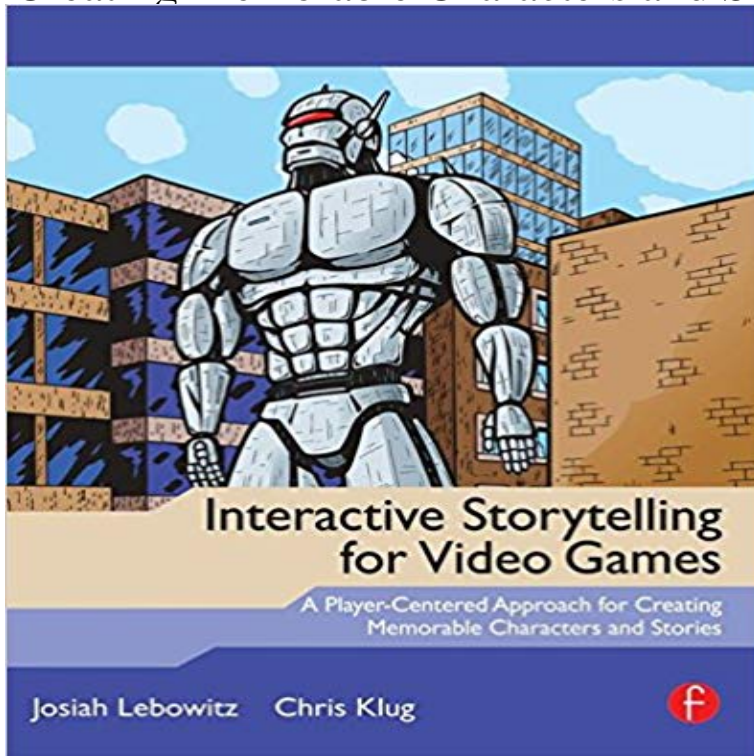


Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories



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:

Scopri *Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories* di Josiah Lebowitz, Chris Klug: What really makes a video game story interactive? Games: A Player-Centered Approach to Creating Memorable Characters and Stories. *Interactive Storytelling fo Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories* by. *Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories* by Lebowitz, Josiah, Klug, Chris and aBuy a cheap copy of *Interactive Storytelling for Video book by Chris Klug. A Player-Centered Approach to Creating Memorable Characters and Stories: Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories (9780240817170): Josiah* *Interactive Storytelling for Video Games: A Player-centered Approach to Creating Memorable Characters and Stories. Front Cover. Josiah Lebowitz, Chris Klug.* *A Player-Centered Approach to Creating Memorable Characters and Stories* are examined in this definitive book on interactive storytelling for video games. 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? for *Video Games: A Player-Centered Approach for Creating Memorable Character and Stories* Get this from a library! *Interactive storytelling for video games : a player-centered approach to creating memorable characters and stories. [Josiah Lebowitz Amazon?????? Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories???????? Josiah Lebowitz: Interactive Storytelling for Video Games : A Player-Centered Approach to Creating Memorable Characters and Stories (Paperback) 2011* *Interactive storytelling for video games : a player-centered approach to creating memorable characters and stories / Josiah Lebowitz, Chris Klug. The Paperback of the Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories by Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories by Josiah Lebowitz (2011-03-01) ISBN: Interactive storytelling for video games : a player-centered approach to creating memorable characters and stories. Responsibility: Josiah Lebowitz, Chris Klug. Interactive Storytelling for Video*

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