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New Media
March 1st 2018

Journal Entry 3

The article Narrative, Interactivity, Play, and Games Four Naughty Concepts in Need of Discipline by Eric Zimmerman is an essay on defining terms and explaining them in terms of media and how they all work into each other. Zimmerman describes the terms as naughty because they are not easily definable because they have so many different meanings and uses. This essay really made me think about which each role of these definitions means in media and how the user connects to it. The words with these very particular definitions helped me grasp what each of them actually was in a new light. By having this greater/newer understanding of "Narrative, Interactivity, Play and Games", I am now able to hopefully create a better more engaging online experience for the user. By using just these four words, you can almost define the others, which is quite interesting. A "narrative" is a story that has a beginning middle and end, and this is used to captivate and convey the player to want to "play" and "interact" with the game by feeling as if they are apart of it and getting feedback or something out of it. See, how all of these words can be used together. Media is ever changing and growing and for people to want to engage with it, they must feel a certain connection with it, to want to play with it, it must be interactive in some capacity, by even just the narrative itself by making a game with the media itself. I really enjoyed this essay, it helped me to better understand a lot of concepts that may have otherwise been too abstract for me to actually comprehend into words. It helped me to think differently which I always appreciate, I believe it was very beneficial to read for a new media and technology class.