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New Media Techniques

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This essay focuses on clarifying the terms: narrative, interactivity, play, and games. After exploring the problems media faces when these concepts intertwine, as a creator I see the potential positive outcome that can result if these tools are successfully used together to enhance a story. The essay is filled with different perspectives and responses to the subject that try and tackle how storytellers can improve embedding these concepts into their work. The different suggestions each author offers helped me develop a more stable opinion on the subject. I look at these concepts as tools to help enhance my work. I think creators tend to get caught up in the idea they have to use each concept which may cause the finished piece to come off as forced. When they should be focusing on the goal of the story and how they want their audience to feel after exploring it. With this mindset as a creator I'm able to embed each concept in the areas where it fits, instead of feeling obligated to overwhelm the narrative with the new concepts technology brings into the matter. For example, If I have an idea I wanted to communicate to people, the purpose behind my creation wouldn't be to take advantage of all the benefits technology has to offer. I would simply just use the medium as a platform to express my thoughts and grasp a better connection with my audience. When you go out to eat you wouldn't

order everything on the menu, you would just order a selection that fulfills your appetite, the same attitude applies for storytelling. Interactivity, play, and games serve as resources to enhance the audience's experience when exploring my work. When used correctly, they allow the audience to develop a better understanding of what the initiator is trying to communicate while maintain the viewer's interest.