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| **terminology** | **branching** | **parallel paths** | **threaded** | **dynamic/object-oriented narrative** |
| visualization |  |  |  |  |
| explanation | * interactive, * choice points given in the game * story follows one path until another choice point is reached | * player can make choices * all choices lead to several mandatory events * choices may lead to additional story elements * players’ choices may influence the ending | * story is divided into small pieces * these small pieces may intersect * different narratives are possible at the same time * players can choose the paths and sometimes the order of the paths | * consists of different mini-stories (like chapters of a novel or acts in a play) * mini-stories have several entry points and exit points (unlike chapters or acts) * exit points can lead to another mini-story or final ending (unlike chapters or acts) * the players’ choices determine the order of the mini-stories (unlike chapters or acts) |
| advantages | easiest level of writing non-linear stories (which is still difficult) | not as many stories have to be written | complex | intertwined chapters can be written, also cooperatively |
| possible difficulties | * many story lines have to be written * the player/reader does not see/read all of them | the narrative is linear | * writing a threaded narrative is difficult because events can happen in any order * any order of the narratives needs to be logical, so the players do not get confused | very complex |

The information is adapted from: “Game Design Concepts - An experiment in game design and teaching“ by Ian Schreiber: <https://gamedesignconcepts.wordpress.com/2009/07/30/level-10-nonlinear-storytelling/> (<http://t1p.de/c3eg>) (Game Design Concepts by [Ian Schreiber](https://gamedesignconcepts.wordpress.com/) is licensed under a [CC BY 3.0 US](https://creativecommons.org/licenses/by/3.0/us/))