

Workshop 3: MMAJam for IDN Analysis

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3

1 MMA Jam

When analyzing Interactive Digital Narrative (IDN) works such as narrative-focused video games, XR experiences, interactive documentaries, hypertext fiction, journalistic pieces, and installation works often traditional methods for analysis are used. Yet, if we agree that IDN works differ in important ways from print literature, the stage play and the movie, then we can see that methods designed to analyze these traditional forms will be insufficient to understand IDN works.

Yet, most of the time, there are only enough resources to pick a single analytical perspective and therefore the advantages of specific lenses like retellings [1] the SPP Model [2] or Roth's toolbox [3] will not become apparent. We propose a multi-method analysis (MMA) to gain a broader understanding and to overcome the limitations of individual methods, especially the ones rooted in the analysis of non-interactive works.

To make MMAs a practical and accessible option this workshop introduces a new format, the 'analysis jam' (MMAJam). Game jams are well-established for ideation and in education [4] We adapt the 'jam process to create an environment where researchers come together to produce several analyses in a short time. Following is a list of example methods for MMAJam:

- Methods intended for literary analysis (e.g. [5, 6])
Close-playing, using methods derived from the tradition of close reading [7].
- Content analysis (Hodder 1994), e.g. making observations of what exists in particular IDN works.
- Analyzing IDN using the SPP framework [2]
- Analyzing corpora of retelling of IDN works. Examples of this approach include data mining of game reviews and the categorization of critical criteria [1]
- Using qualitative and quantitative methods to understand the user experience of IDN [3]

2 How to Register

The workshop will run for 4 hours, for up to 25 participants. Please register by email to mmajam_ICIDS2022@interactivenarrativedesign.com, with m.s.vosmeer@hva.nl in CC.

We will pick an IDN work to analyze with the registered participants in an online process before the MMAJam and expect all participant to familiarize themselves with the work before the workshop. The results will be made available for the different groups to see. In a second round, each group would describe their chosen method in contrast to the other analysis, focusing on advantages, issues and possible blind spots. Concretely, the workshop will have the following phases:

1. intro to the format
2. create groups
3. analyze with set of lenses (1 method per group)
4. share results
5. describe methods in contrast to others
6. repeat steps 3-6 for second game
7. discuss results

3 Proposers' bios:

Hartmut Koenitz is an Associate Professor at Södertörn University, with affiliations at Trinity College Dublin and the University of Amsterdam. He works on understanding games and interactive digital narratives and has published over 60 scholarly articles including the co-edited volume *Interactive Digital Narrative – history, theory and practice* (Routledge 2015). Koenitz is the president of the Association for Research in Digital Interactive Narratives (ARDIN), the chair of the EU COST Project INDCOR (Interactive Narrative Design for Complexity Representations) and a HEVGA (Higher Education Video Game Alliance) European council member.

Mirjam Palosaari Eladhari works as a Associate Professor (Docent) at Stockholm University in Sweden, teaching game design. Her current research foci are AI-based game design and story-making games, exploration of the game design space through experimental prototypes. Previously, she has worked as a lead game designer in professional capacities and various research projects, such as the EU project C2Learn. Mirjam is a board member of HEVGA, SASDG, IGDA, and ARDIN.

Rebecca Rouse, PhD is an Associate Professor (Docent) at the University of Skövde, Sweden. Rouse's research focuses on theoretical, critical, and design production work with storytelling for new technologies, such as augmented and mixed reality. Rouse designs and develops projects across theatrical performance, museums, cultural heritage sites, interactive installations, movable books, and games, all with the thread

of investigating and inventing new modes of storytelling. For more information visit www.rebeccarouse.com.

Christian Roth is a media psychologist specialized in the evaluation of interactive user experiences, especially interactive narratives. Currently, he is a researcher at the University of the Arts, Utrecht (HKU), leading the minor in interactive narrative design. Christian is co-founder of the GameCamp Berlin, bringing together game studies scholars from different disciplines

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