Audiovisual Ludonarrarativity
- Audio
  - Sound Design, ie: score, voiceovers, combat noises, ambient noises, aural cues
- Visual
  - Art Direction, ie: Animation style, color and lighting, landscapes, HUD
- Ludo
  - Gameplay
    - What can be manipulated by the player (appearance, playstyle, etc)?
    - What the player *can* do
    - What the player *is supposed* to do.
    - Simple vs. complex controls
  - Level Design
    - The space in which the player must accomplish their quest.
    - This includes how the avatar moves through environments (gravity, vehicles, etc)
    - What creates difficulty, enemies, puzzles, the space, or something else?
  - How do these affect they way that you take in story? Are the quests complimenting the overall theme, or do they feel like silly errands?
- Narrativity
  - Writing and Plot Flow
    - How do you receive the story? Is there a narrator? What is their perspective? Are you expected to discover the story through reading? How much information are you being given?
    - Is there character dialogue? Does it give you story or does it function more for verisimilitude?
    - Read the description of every item you pick up. How do these deepen your understanding of the story or tone of the game?
    - Is there any player agency over the story? Are you being railroaded, or can you stray from the path, or even change it?
    - How are you being guided through the story?

Critical Hits: Video Game Club—Behind the Scenes
1. Play the game
2. Read game designer interviews to learn inspirations and intentions
3. Order and collect materials to encourage deep dives into aspects of the game design
4. Decide a theme for the following month
   a. Some are just for fun, like rogue-lites and survival games
   b. Some reflect an observance from the month that the meeting is held, eg: Women's History Month-Female Protagonists, June-SRP theme
5. Email members one week prior to the meeting with a reminder of the meeting, the most pressing question I have for the group, links to any online articles that I used in my research, and the theme for the next month.

Critical Hits: Video Game Club Agenda – 2 Hours

15-30 minutes
- Introductions, meet new members
    - Name, favorite game or genre, what platform do you use to play games?
- Talk about video game news
    - Exciting developments, The Game Awards
- What have you been playing outside of the club game?

1 hour
- What did you think of the club game?
    - Vote: Critical Hit or Critical Miss
- Discuss important scenes, quests, characters, and feeling of the game
    - What worked well and not so well?
    - Did the designers lead you to where they intended?
- Were the elements of the game working together?
    - What assisted with your immersion?
    - What worked against your immersion?

15-30 minutes
- Teacher Time
    - Present research regarding designer's intent and inspirations
        - Did they achieve their goal?
        - Did you notice any homage or allusions to other games/media
    - Present and discuss deeper insights
        - (ie) eastern story structure and tropes, correlation with other media, historic allusions, social commentaries
- Showcase library materials for check out
    - I bring 5-10 (on average) books and dvds, available for checkout and explain how they relate to the game of the month
        - Using my research, I order materials from around the state to give club members an opportunity to deep dive into anything we've discussed at the meeting
        - Examples of similar stories or storytelling structures
        - Nonfiction to learn more about real world events that are dramatized in-game or which inspired the fictional events
        - Nonfiction books about video game design, stories from the industry, or analysis of games

15-30 minutes
- Vote on next month's game
    - Explain the theme and why I chose it
- Based on the month's theme, I present 2 or 3 games I believe will be good for the club and why
    - Members are encouraged to suggest games they want the club to play as long as it fits within the month's theme
- Depending on the number of games, and passion for them, we either do traditional voting, or ranked voting
    - As the facilitator, I never vote
    - Highest number of votes wins

What have we played?

- *Japanese Roleplaying Games*
  - Octopath Traveler
- *Horror*
  - Bendy and the Ink Machine
- *Co-Op Games*
  - Borderlands 3
- *Nostalgic Games*
  - Fable: Anniversary
- *Rogue-Lite*
  - Hades
- *Female Protagonists*
  - Celeste
- *Long-Form Games (More than 20 hours of gameplay)*
  - Assassin's Creed: Odyssey
- *Oceans of Possibilities*
  - Spiritfarer
- *Puzzle Games*
  - The Witness
- *Metroidvania (Metroid + Castlevania Inspired)*
  - Ori and the Blind Forest
- *Second Chance, Female Protagonists*
  - Hellblade Senua's Sacrifice
- *Spoopy Horror*
  - Doki Doki Literature Club
- *Co-Op Games*
  - Don't Starve Together
- *Short-Form Games (Less than 10 hours of gameplay)*
  - Twelve Minutes
- *Meta Games*
  - Undertale
- *Free-to-Play Games*
  - Destiny 2
- *Earth Day*
  - A Short Hike
- *Survival Games*
  - This War of Mine

Recommended Reading

- Studies in Gaming: The Composition of Video Games
  - by Johansen Quijano
- Studies in gaming: Storytelling in video games – The Art of the digital narrative
  - by Amy M Green
- 20 Essential Games to Study
  - by Joshua Bycer
- The Ultimate History of Video Games
  - by Steven L Kent
- Game on!
  - by Dustin Hansen
- Blood, Sweat, and Pixels
  - by Jason Schreier
- Fun Inc.: Why Gaming Will Dominate the Twenty-First Century
  - by Tom Chatfield
- The Medium of the Video Game
  - by Mark J P Wolf
- What Video Games Have to Teach Us About Learning and Literacy
  - by James Paul Gee
- Grand Theft Childhood
  - By Lawrence Kutner and Cheryl K Olson
- Significant Zero: Heroes, Villains, and the Fight for Art and Soul in Video Games
  - by Walt Williams
- Game Feel: A Game Designer's Guide to Virtual Sensation

by Steve Swink