

The Power of Stories

Anna Tito



The Story...



Neil Gaiman
Fragile things

Locks

p.231-236

Part 1: The Power of Stories



Why Stories?...



“...we all relate to stories because our lives are stories. Every individual life contains characters, plots, scripts and a host of other ingredients found in a good story. When we forget this truth, we lose an important interpretive tool for discerning direction and creating meaning ... As psychologist Hillman (1996) points out, "We dull our lives by the way we conceive them. We have stopped imagining them with any sort of romance, any fictional flair.””



<http://www.emeraldinsight.com/Insight/ViewContentServlet?contentType=NonArticle&Filename=Published/NonArticle/Articles/26129dab.002.html>

I digress: The Never ending Story...



“Just as he is sharing all of your adventures, others are sharing his. They were with him when he hid from the boys in the book store... They were with him when he took the book with the Auryn symbol on the cover and he's reading his own story right now...”



“Mr. Koreander: Your books are safe. While you're reading them, you get to become Tarzan or Robinson Crusoe..... Have you ever been Captain Nemo, trapped inside your submarine while the giant squid is attacking you?”



Bastian: Yes.

Mr. Koreander: Weren't you afraid you couldn't escape?



Bastian: But it's only a story.

Mr. Koreander: That's what I'm talking about. The ones you read are safe.”



Plato & Stories...



"You know also that the beginning is the most important part of any work, especially in the case of a young and tender thing; for that is the time at which the character is being formed and the desired impression is more readily taken.

Quite true.

And shall we just carelessly allow children to hear any casual tales which may be devised by casual persons, and to receive into their minds ideas for the most part the very opposite of those which we should wish them to have when they are grown up?

We cannot.

Then the first thing will be to establish a censorship of the writers of fiction, and let the censors receive any tale of fiction which is good, and reject the bad; and we will desire mothers and nurses to tell their children the authorised ones only. Let them fashion the mind with such tales, even more fondly than they mould the body with their hands; but most of those which are now in use must be discarded."

Plato, *The Republic*, Book II, Dialogue between Socrates & Adeimantus
<http://www.gutenberg.org/etext/150>

The Power of Stories...



Stories have the power to:

- **Give or create meaning**
- **Pose questions**

Part 2:

What makes a good story



What makes a good story...



A Good story:

- is one that touches people in some way;
- has to have substance;
- needs conflict and resolution;
- creates vivid images;
- does not take the simple way out;
- is the story that is perfect for your audience; and
- is made by people who love to tell stories.

I would add a final and probably most important point, one which cannot be created by the author but one which is experienced by the reader:

- A good story's meaning grows with time

Part 3:

Our responsibilities as the creators of meaning



Our responsibilities as the creators of meaning...

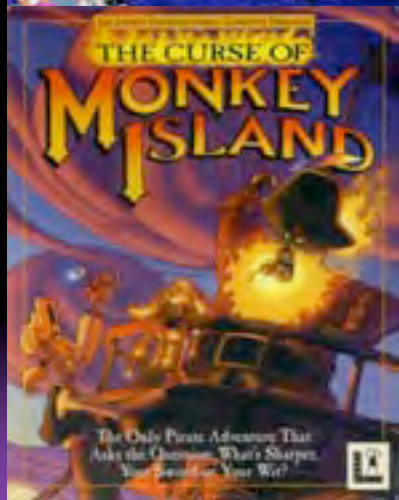


If stories create meaning are we not
responsible, as their creators, for the
meaning they create?

Part 4: Games as narrative



How does all this relate to games...



Games as Narrative...



The accursed tofu!

Games: What we say and how we say it...



Zork Nemesis - The exposure of narrative through game play.

<http://www.youtube.com/watch?v=4PJbxIN1iz8>

