

Design Structure

Your project may use one or more types of structure in its overall design (your project may start off using branching structure... enter a world environment where several exploratoriums are available to the user. The project may eventually use branching structure again for its conclusion.

Types of Design Structures

- Sequential Structure
- Branching (Standard)
- Conditional Branching
- Branching (w/ Cul-De-Sacs)
- Exploratorium Structure
- Free World Structure
- Parallel Streaming Structure
- Training Structure

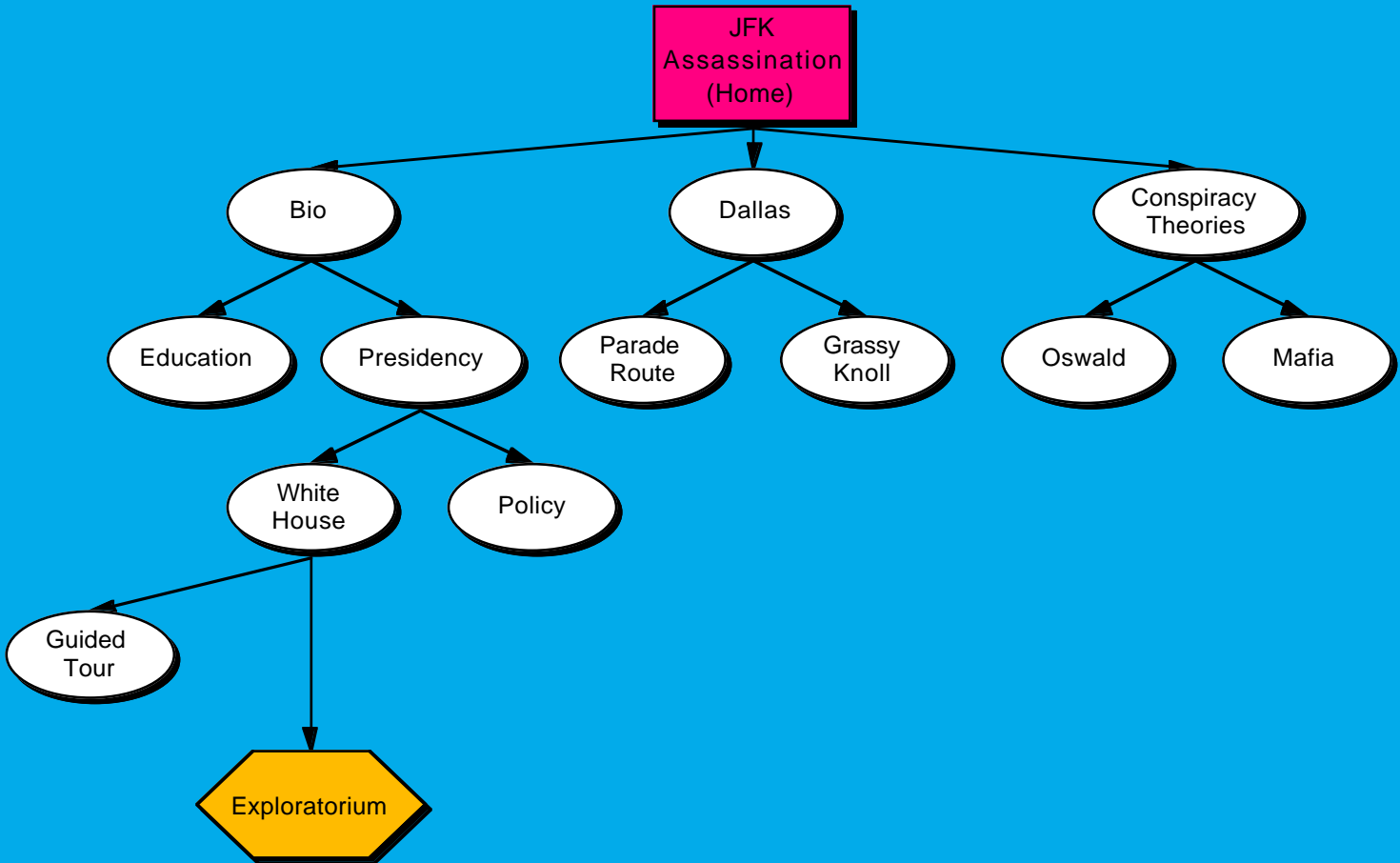
Sequential Structure

- Also known as Procedural or Conditional
- Typically follows a generic, author-defined path for its users
- Navigation occurs via a specific sequence of modules covering one topic
- Typically used in no-frills projects

Branching Structure

- Also known as Hierarchical
- A series of author-defined paths branching off from a common starting point

BRANCHING STRUCTURE



Conditional Branching

- A series of author-defined paths branching off from a common starting point
- Something happens only IF something else happens first. When the acronym IF is used in a sentence, a condition is created
- The validity of interactivity is strictly limited by the "choices" offered by the writer

Conditional Branching

For example: Story sequence leads you into a seedy motel office. There is motel Manager standing behind a desk. Your choice is:

- A. Ask Manager for a room
- B. Walk back outside

Conditional Branching

If you choose

A., the Manager gives you a key

B., the Manager follows you outside
and hands you a key

Notice that in both instances, the end-user received the key, regardless of choice

Conditional Branching

- In another example, a writer offers the end-user more options and/or more paths to choose from, but only one solution advances the story. The following is an example of Conditional Branching structure:

Story Sequence leads you into a seedy motel office. There is motel Manager standing behind a desk.

Your Choice is...

- A. Ask Manager for a room
- B. Walk back outside
- C. Punch the Manager in the nose
 - If you choose A., the Manager shakes his head "No"
 - If you choose B., the office door slams shut behind you
 - If you choose C., the Manager reluctantly offers you a key

Branching with “Paths”

- In most programs, the flow of the “gameplay” is constantly moving in one direction
- However, flow can be multidirectional
- Multiple “story” paths can branch off the the program’s critical path and loopback to satisfy the program’s critical objective

Branching with “Paths”

These other paths are called:

Cul-de-sacs

and

Arenas

Cul-de-sac

- Provides an opportunity for the user to explore new characters, the user's character, new evidence, puzzles & other red herrings
- Cul-de-sacs usually do not have critical objectives within themselves

Cul-de-sac

- They enhanced the interactive experience and they are fun to explore!
- The user loops back to the story spine (main path) when finished

Arena

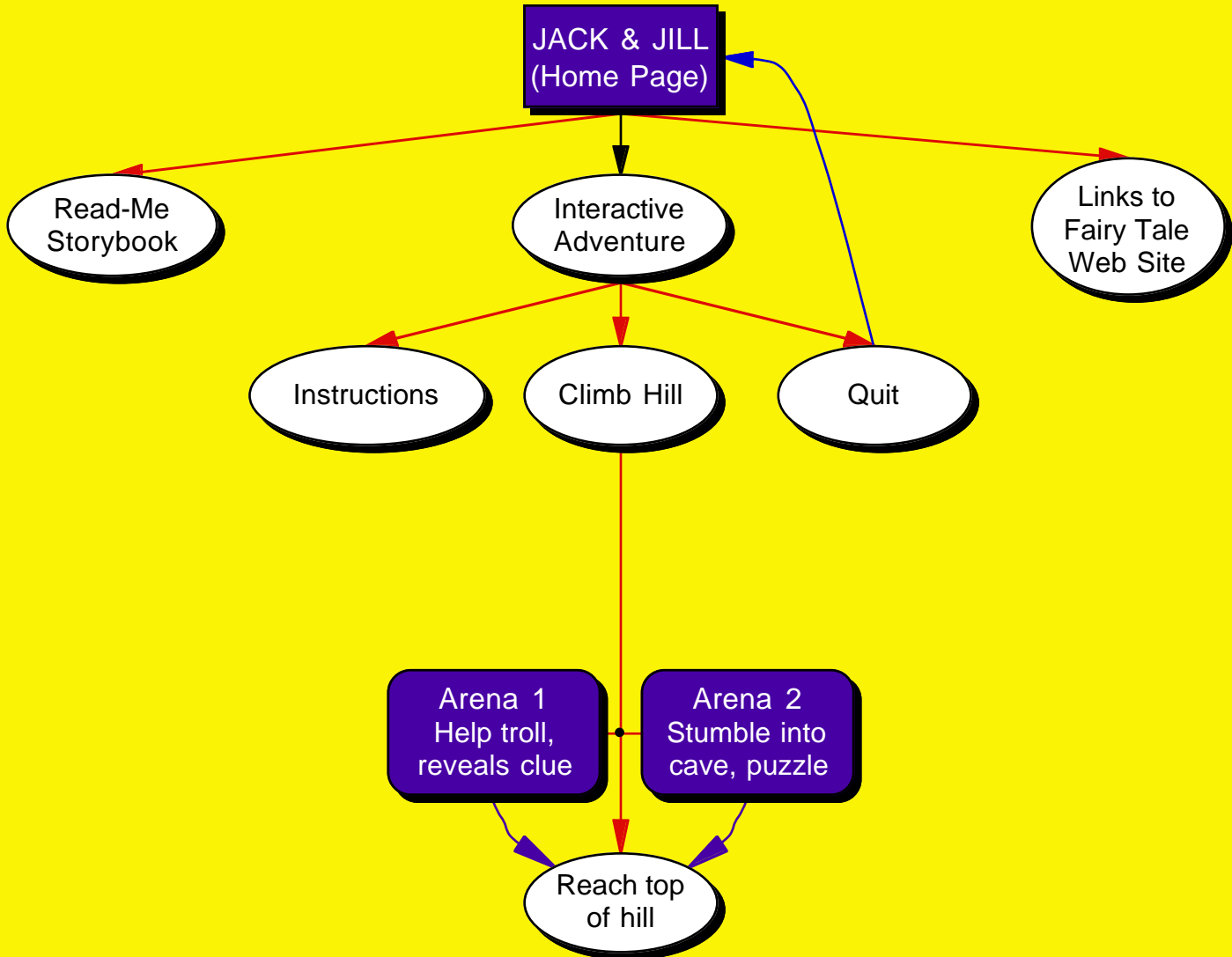
- Another type of path which branches off of the main story path (story spine)
- However, arenas are **alternate scenes** which coexist along side or spin out from and return to the primary story
- Arenas are larger versions of cul-de-sacs

Arena

- Arenas can be fun but they must never violate the main story spine
- Arenas should not cheat the user. Rules must be maintained throughout the program. No “Oops, I forgot to tell you that Luke can escape from the Stormtroopers by turning invisible.”

BRANCHING STRUCTURE

w/ Arenas



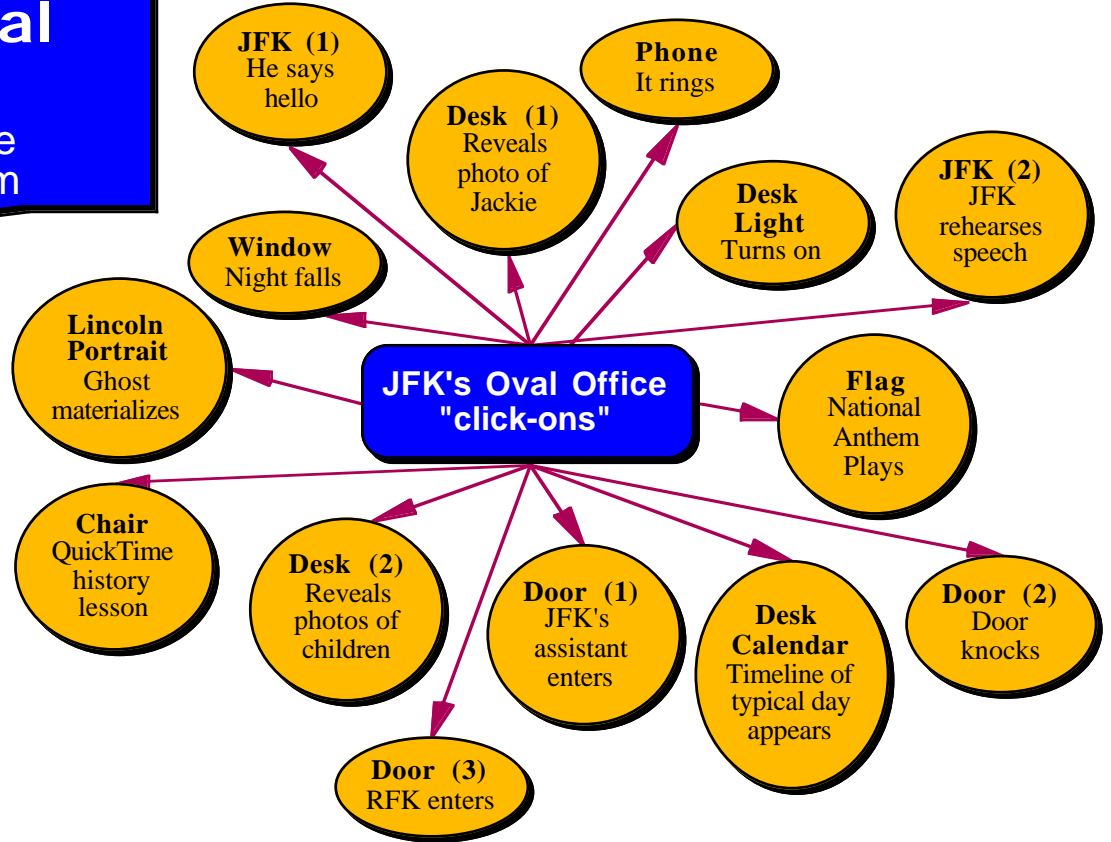
Exploratorium Structure

- A structure allowing the end-user to "pause" amid the program to explore a "world-within-a-world," as with many interactive storybook titles or electronic books such as *Grandma & Me* from Living Books.
- Also called "click-ons"

JFK's Oval Office

An Interactive Exploratorium

Primary Cluster



Free World Structure

- While the structure for most Story Paths focus on the flow of interaction, the Story Path for a Free World relies on a matrix or map of interconnected scenes/worlds.
- By creating a world, the writer merely defines the physical space of the environment. The story path is determined by the user.

Free World Structure

- Free worlds often contain multiple worlds nesting within worlds
- A matrix must then be created to show how those worlds are interconnected
- In a Free World experience, touring or exploring the surroundings is often much more important (and fun!) than actually achieving the program's objective.

Free World Design Structure for a Narrative, Interactive Program



Act 1



Act 2

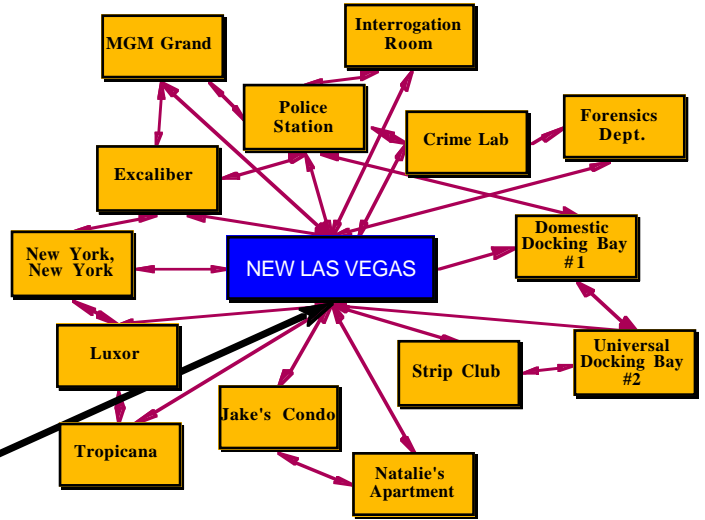
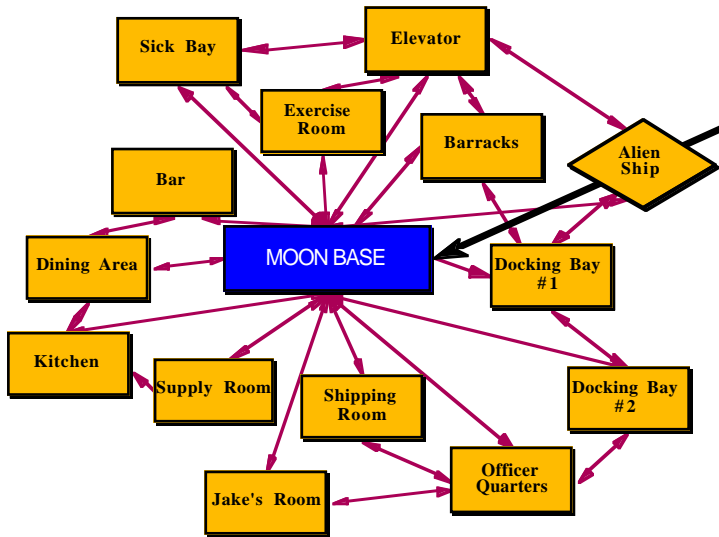


Act 3



Free World
Design
Structure for a
Narrative,
Interactive
Program

FREE WORLD CLUSTERS



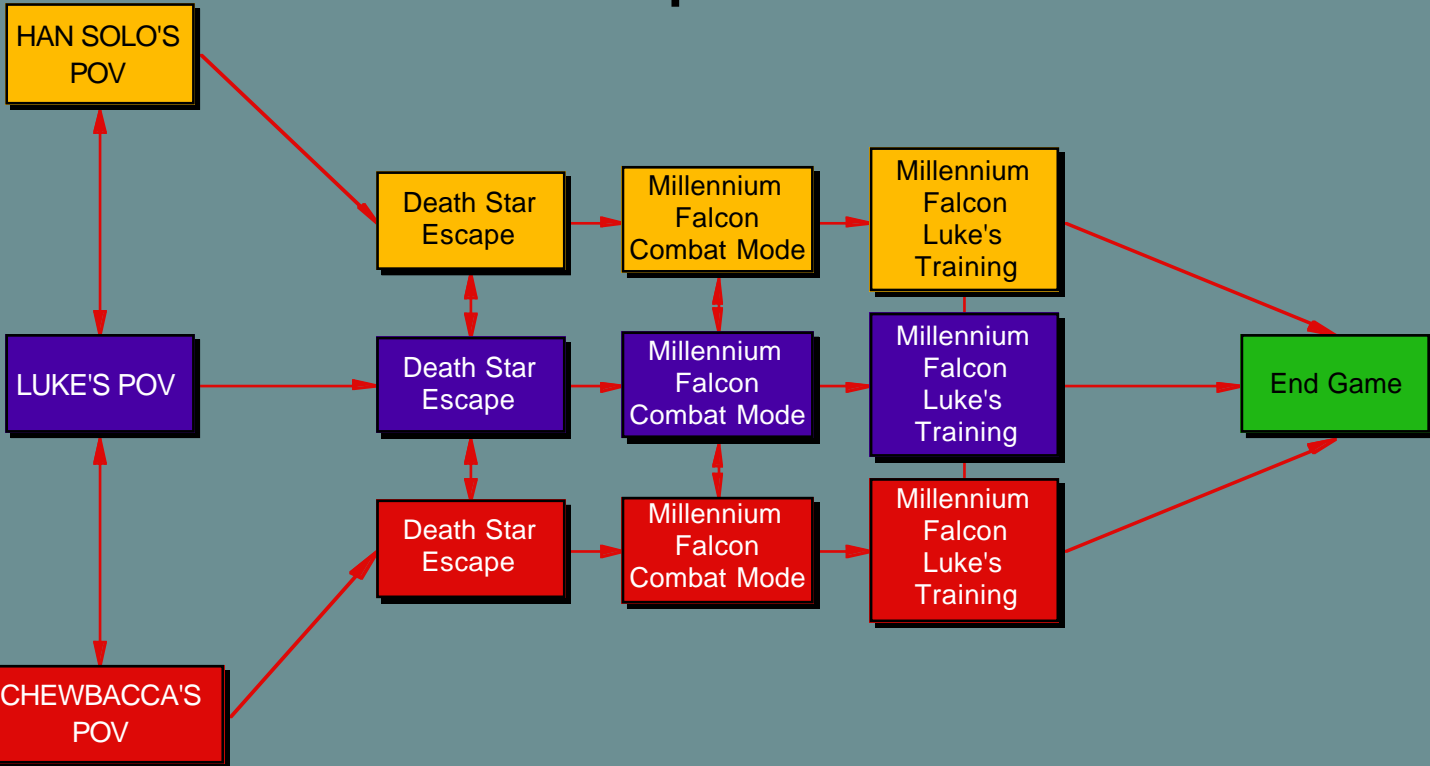
Parallel Streaming Structure

Describes a structure where two or more story paths exist simultaneously at various levels. Essentially, Parallel Streaming allows the writer to create a single linear narrative using multiple story paths which run parallel to the linear story to create multiple perspectives

Parallel Streaming Structure

- The story spine basically stays the same, however, the end-user may switch between character perspectives or paths at any time
- Think “Roshoman” or “Tamara”

PARALLEL STREAMING "Star Wars" Sequence



Training Structure

- Training structure is procedural structure with conditional barriers, game-overs and loopbacks
- Training structure is typically used as a front end to a wide range of training support materials (from take home lessons to downloadable training modules)

TRAINING STRUCTURE

