

University of Delaware **Game Studies and eSports** presents

# INTERSECTIONS OF VIDEO GAMES AND CULTURE

A lecture series Sponsored by the College of Arts & Sciences Dean's Office, Department of Languages, Literatures & Cultures, Department of Communication, Department of Computer and Information Sciences, and the Center for Global and Area Studies.

**THURSDAY, APRIL 29, 5PM**



## ***“The Duality of Playful Plots in Detective Fiction and Games”***

**Clara Fernández-Vara** (New York University),  
author of *Introduction to Game Analysis* (2014)

The nature of narrative in games remains elusive, often because we search to define its narrative based on traditional storytelling and narratology. My proposal is to focus on detective fiction, a genre inherently playful, and apply its structures and techniques to a better understanding of how games construct stories. Following Todorov's differentiation between the whodunit, where the story focuses on reconstructing the events of a crime, and the thriller, which follows the story of the detective as they solve the crime, we can find how games use similar structures to construct their narratives. These two basic models imply different uses of narrative design, as well as different models of gameplay, one that focuses on the environment and piecing together a story, the other that focuses more on the actions of the detective.

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