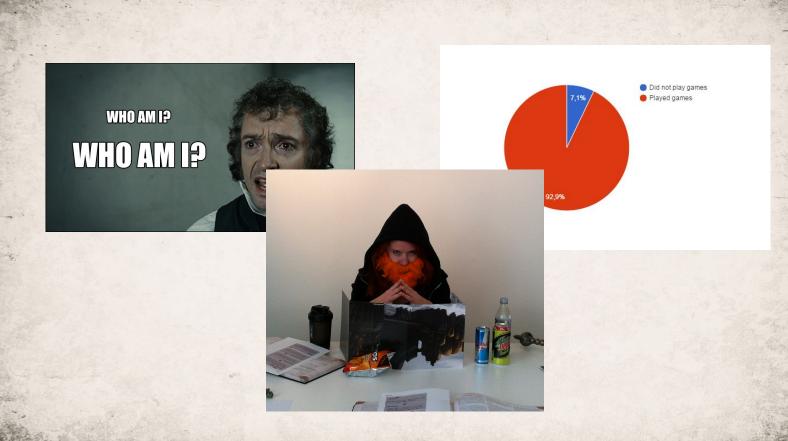


# Game narrative that asks tough questions

Anna Jenelius

@TheAnaka | @TalecoreStudios anna@talecore.com | www.talecore.com



















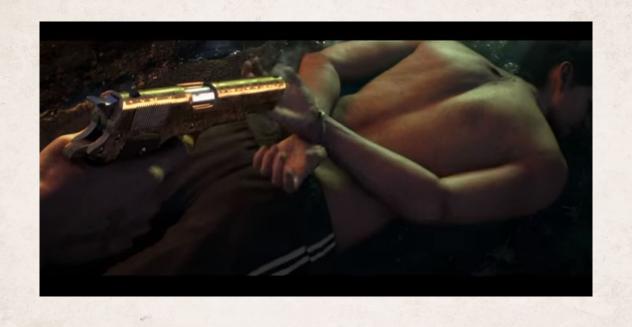










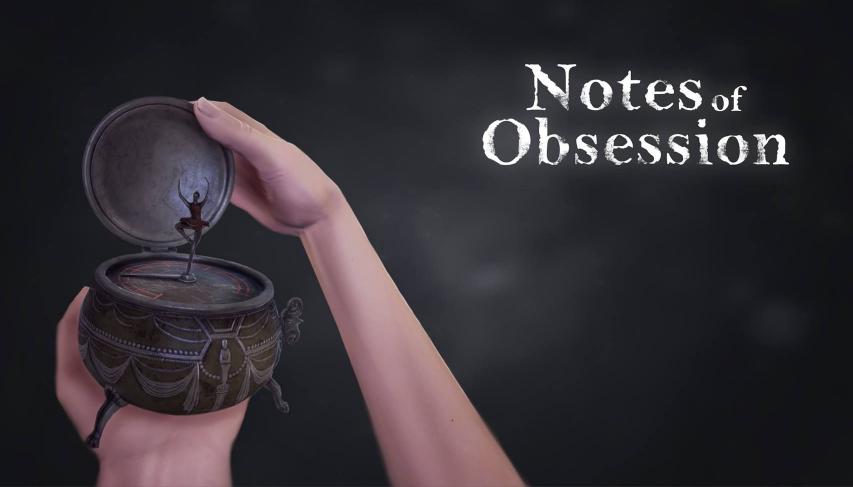




"Based on interviews with 4,000 UK residents, the research asserts that women now account for 52% of the gaming audience, up from 49% three years ago.

The study, which was commissioned by the Internet Advertising Bureau, also revealed there are now more people over 44 years old playing games (27% of the audience) than children or teenagers (22%)." \*









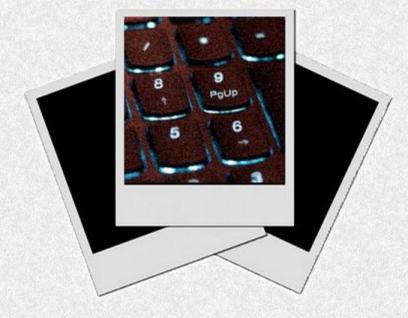


# Depression Quest

an interactive (non)fiction about living with depression

zoe quinn patrick lindsey isaac schankler

restart the game



It's an unseasonably warm Wednesday evening.

You've spent the past several hours at work. The past week or so you've found your job motivation flagging moreso than usual; you've been in a fog practically all day today, simply going through the motions without realizing even what you've been doing half the time, and yet time seemed to be moving at half speed. You're so checked out that when your boss approaches you to tell you that it's dead and you can go home early it barely registers.

As you walk home, the streets hiss from the recent rainfall. You know that your significant other will be in classes until late, another couple hours at least. You briefly consider using this serendipitous solitude to catch up on that project that you've been working on haphazardly for the past few months.





























# VIDEO GAME PROTAGONISTS Kids love brown-haired 30-something white males.



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# Neil Druckmann:

"When I'm introducing and describing a new character to our lead character concept artist, constantly she will ask, "What if it was a girl?"

And I'm like, Oh, I didn't think about that. Let me think, does that affect or change anything? No? Cool, that's different. Yeah, let's do it."

☐ Age	
Genders (not just to	
Sexualities (at least	homosexuality)
Ethnicities	
Body types	
Physical ability	
Mental ability	
☐ Beliefs/Religion	





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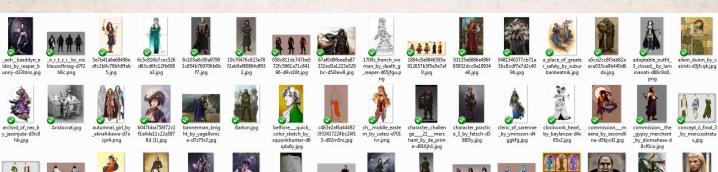
















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# Short description

Name: Age: Gender: **Body type:** Family: Disposition: Fear: Goal/dream: Likes: Dislikes: **Supports:** "Us": **Primary color: Character inspiration:** Other:

## The Repentful Merchant (Suitor/Husband #2) [09]







Name: Ervall Ploogh (real name: Cheirom Dumondier)

Age: ~35 years old (looks older)

Gender: Male

Body type: Very large, on the tall side

Family: Broke all bonds with them. Had mother, father, two sisters and three brothers.

Disposition: C (introvert, controlling)

Fear: That someone will find out who he really is, and with it the fact that he killed someone.

Goal/dream: Finding a soulmate who actually understands him.

Likes: Thick, loose clothing, wood (preferably dark and old), cheese, velvet, furs, listening to troubadours, human contact (not necessarily sexual, but likes the warmth and smell of another human body), lying flat on his back on the floor.

Dislikes: All things made of metal, ladders, being outsmarted by younger people in business, feet and shoes (can't see his own)

Supports: Rebels, but speaks little of it

"Us": Friends and family, if any

Primary color: Brown/gold

## Character inspiration: Other:

- Is from Edissa (neighboring country).
- · Used to be quite dashing.
- Accidentally killed a man in an illegal duel as a young man.
- · Changed his name, ran from the law.
- Hurt his right knee in the same duel, walks with a limp and has weight problem due to lack of mobility.
- · Eats and drinks to forget guilt.

Trades in cheese.

- Loathes himself for not being beautiful anymore.
- A business partner of Shantee's father.
- Longs for company and having someone close that truly likes and understands him, but terrified of letting anyone into his life.

## The Paranoid Rebel Leader [06]







Name: Patrysha Dooke Age: 25-30 years old Gender: Female

Body type: Tall and muscular

Family: Mother, father, three sisters and two brothers. She ran away from family at 16 to marry out of love.

Current whereabouts of family unknown.

Disposition: D (extrovert, controlling)

Fear: Being betrayed and left behind. That the rebellion will be unsuccessful, and she will be abandoned by her followers.

Goal/dream: To dethrone queen Miantha, turn Dreussen into a republic instead of a monarchy, and give power to the people. Through this reformation, she wants to empower the people in general and women in particular. Likes: Horseriding, animals, working out, the rush of victory, speaking in front of people, hot chocolate (bitter), when someone strokes her chin tenderly.

Dislikes: Liars, disloyalty, failure, people putting their personal needs/wants before the greater good, sweet food and beverages, hunting.

Supports: Rebels (naturally)

"Us": The common people of Dreussen

Primary color: Amber

Character inspiration: General Armstrong (Full Metal Alchemist)?, Enjoiras (Les Miserables)

### Other:

- Bleaches hair with lemon and honey.
- Serious trust issues.
- Paranoid.
- Very dedicated to the rebellion.
- Will not hesitate to kill anyone who threatens the revolution, even allies.
- Large burn mark/scar on half her face, hides it with her hair.
- Had a husband she married for love. They were very close, and they started the conspiracy against the
  royal house together. But then he got jealous of her and another man. When she threatened to leave
  him, he threw acid in her face. If he could not have her, no other man would find her beautiful again.
- Due to the above, she does not trust any men enough to enter into romantic relationship with one. If she would crave intimacy, she would most likely turn to a woman.
- Compells her followers to use brutal violence against anyone standing in their way, such as putting
  heads on spikes and letting starve in cages.
- Firm believer in "if you want to make an omelette, you have to break a few eggs".







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