

A meaningful wider world

Larp beyond the expanded horizon





**What do we mean with
“meaningful wider world”?**

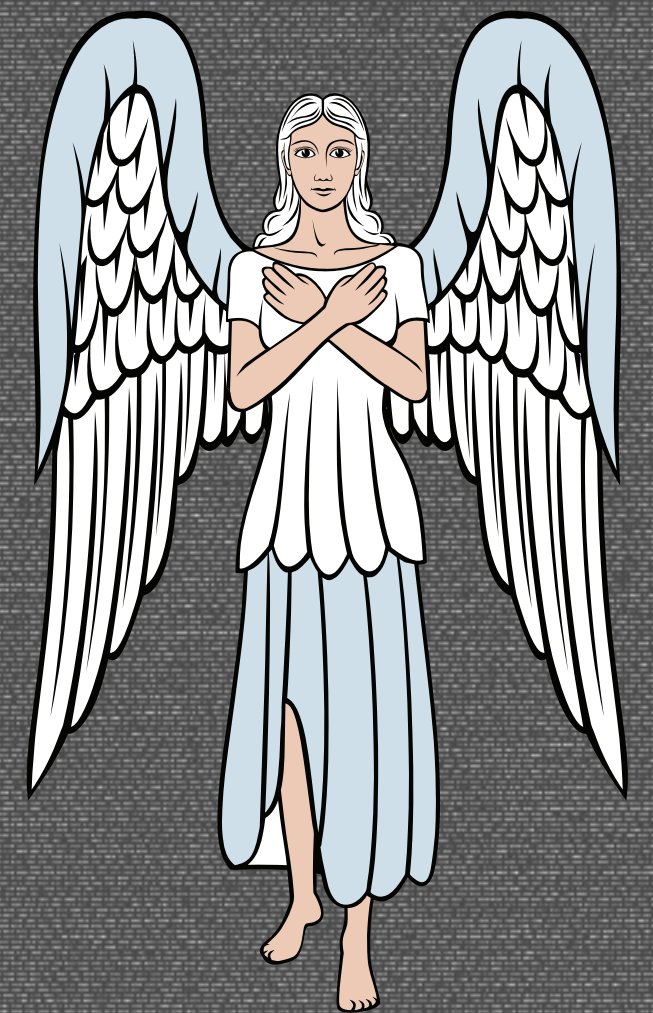
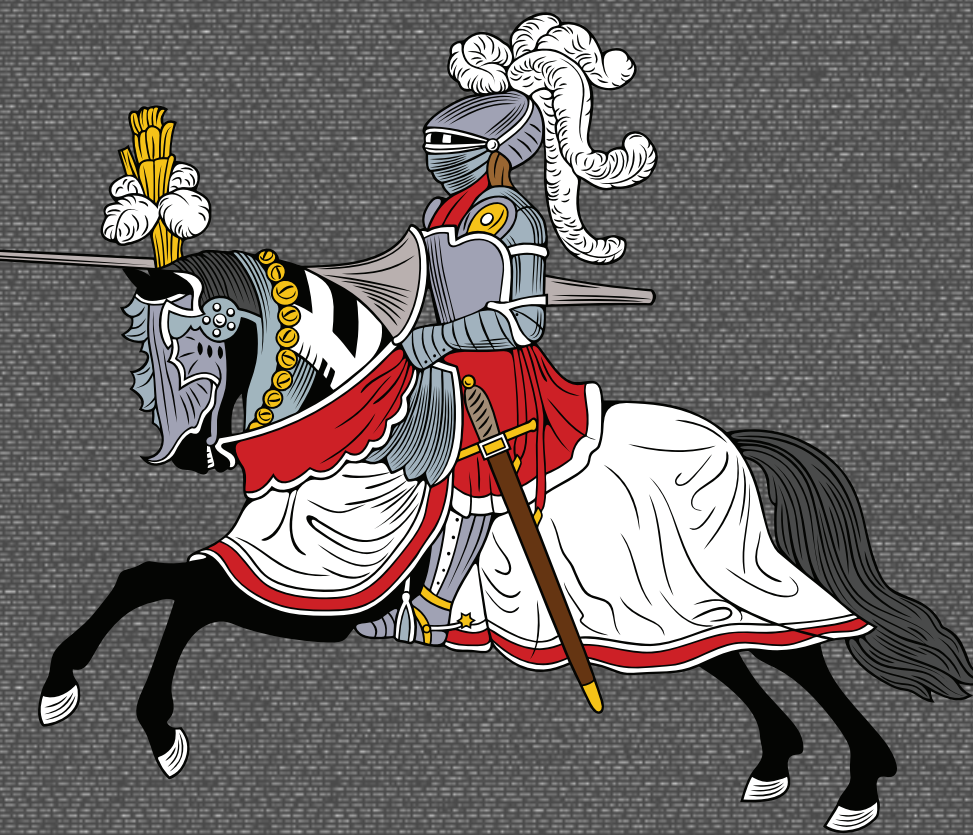


Meaningful?

Contains functionally non-equivalent elements that carry meaning in a wider sense.



!=





Wider world

The parts of the fiction that sit outside the stage





Why care?





Why care?



**More affordances
– less talking
heads**



Why care?



**Hopefully makes
the on-stage play
more intense/
richer/more
consistent**



Why care?



**Affords
opportunities to
resolve plots and
give consequences**



Why care?



**Can be fully
entertaining on its
own!**





Why care?

?
The wider world
can balance
interaction
between the
players

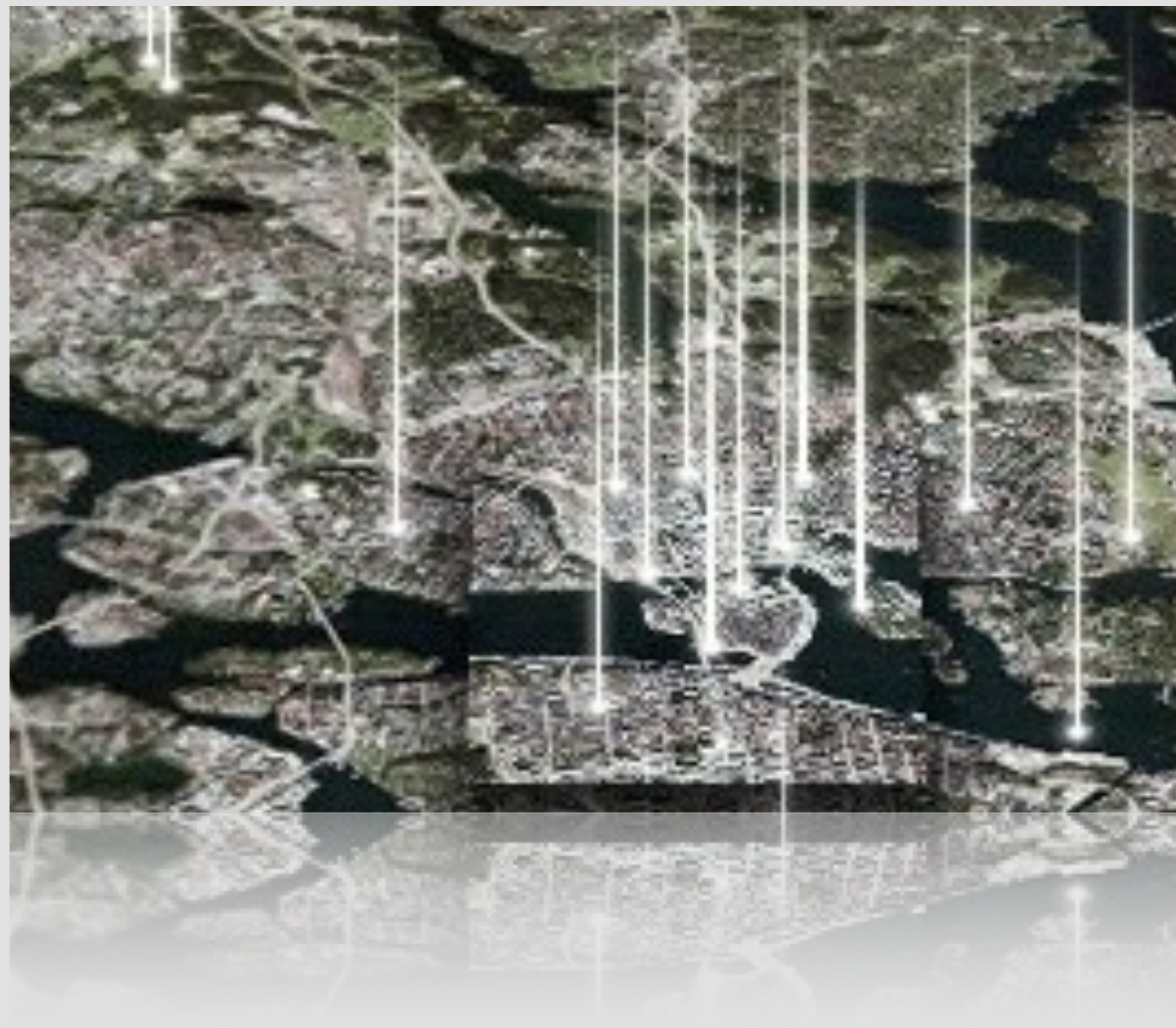


What do you need?





A coherent wider world off-stage



What do you need?



Communication channels and portholes



What do you need?



**A coherent picture
of the wider world
on-stage**



What do you need?



Possibilities to affect the wider world from on-stage



What do you need?



A widespread understanding among the
players of roughly how the rules of the wider
world operate

Individual possibilities

Information for decisions

Information dissemination strategy

What is good to have?

Mediating systems

Improvisational boundaries

Seamlessness?

An image validation method

Thought out interaction areas



What should you avoid?



NO



NO

What should you avoid?

It is devastating if the GMs have a faulty picture of what the players are doing!



What should you avoid?

**Off-game confusion
when it comes to
interaction with the
wider world**

NO



NO

What should you avoid?

**Blocking player
initiatives**



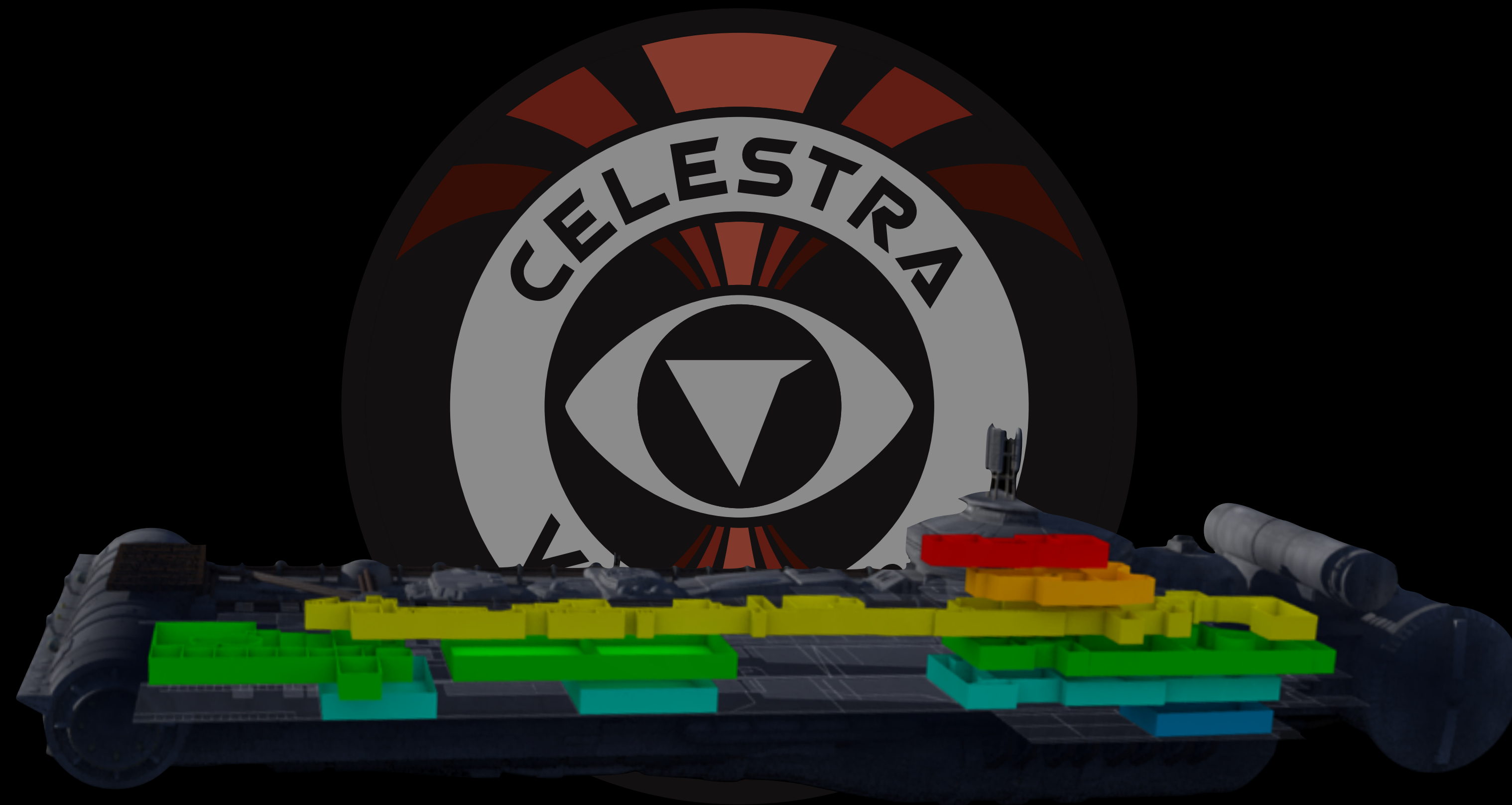
What should you avoid?

**Non-motivated
player behaviour**

NO



Examples!



Monitor Celestra

Confined space, infinite possibilities



Voidship Concordia

Your ship as a game board



CCC

Communicate Consequences Coherently

To take away:

Let the players direct
the game

Image validation
is very important

Proper balance requires
proper testing

Thanks! Questions?

Read more:

Bergström & Björk, (in press) "The Case for Computer-Augmented Games- Using computers to support and not dictate gameplay"

