

The Emory Department of
Film and Media Studies Presents
Janet H. Murray, Ph.D.

ARE GAMES **BAD** FOR STORIES?

Seeing Interactive Narrative as Its Own Genre

A foundational controversy of Game Studies is the important distinction between Stories and Games, with some game purists going so far as to insist -- against the overwhelming evidence of best-selling hybrids -- that stories are bad for games because they are extraneous distractions from the more abstract pleasures of gameplay. This talk turns that persistent controversy on its head by asking whether games are good or bad for the stories.

MARCH 29TH

12:00-2:00

WHITE HALL 111



Janet H. Murray is the Ivan Allen College Professor of Digital Media and Associate Dean for Research in the Ivan College of Liberal Arts at Georgia Tech and an internationally recognized interaction designer. As the author of *HAMLET ON THE HOLODECK: THE FUTURE OF NARRATIVE IN CYBERSPACE* and *INVENTING THE MEDIUM: PRINCIPLES OF INTERACTIVE DESIGN AS A CULTURAL PRACTICE*, Murray is a pioneer of digital media studies.

