ABSTRACT

CREATIVE PROJECT: Applications and Criticisms Using Narrative Space in Video Game Design and Conceptualization: The Concept of [Sib]

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ABSTRACT:

[Sib] is a creative project for a master’s degree at Ball State University in the Telecommunications: Digital Storytelling department. The project itself is a conceptual document of a 3D, action-adventure, role-playing video game. This thesis outlines a basic introduction of [Sib]; the theoretical frameworks that influence conceptualization and production; the methodologies and tools used; a script; a story beat sheet; and finally, artwork.