

HER STORY: INTERFACE ANALYSIS

After playing *Her Story*, we have now had a chance to experience the potential archives have as vehicles for narrative, and how the structure and access of those archives can influence that narrative. As a result, analyzing the choices made in the design of *Her Story*, both as an archive and as a game, will give us the chance to put into practice the purpose of Unit 2: examining existing archives.

Examine the interface present in *Her Story* and how it functions as a narrative vehicle. What does the archival structure of the game do to affect and change the game's story? How does it change depending on the path you take through the narrative? In turn, examine the archive itself. How does the game restrict your options when it comes to your experience of the narrative, and what aspects of the interface would you modify, change entirely, or keep the same? Consider also how archives of older media, in this case interview tapes, can be accessed in the 21st century, and what infrastructure must be present to ensure access.

Your goal for this assignment is to get practice analysing existing archives and gain a better understanding of how an archive can create not just one narrative, but multiple narratives. This insight will help us navigate the process of analyzing non-game archives and understanding their purpose, function, and possibilities.

Deliverables:

- Interface analysis, 750-1000 words

Total Points: 75