

# emotional immersion

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Caldera Games  
*(formerly Shifting Forest)*

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adventures in  
emotional sensemaking

## root

*the aspect of the fiction a player holds on to*

entanglements	<i>i am the dowager queen who led the last war</i>	... how am I affected?
goals	<i>i am here to find love and win the prize</i>	... do I succeed?
style	<i>i am a steampunk photographer in 1950 Saigon</i>	... how do I behave?
beliefs	<i>i oppose artificial intelligence and drug use</i>	... how do I react?
> emotional experience	<i>i am filled with a long-simmering uneasy guilt</i>	... how does it evolve?

# emotional immersion

*a design style prioritizing an*

intense  
nuanced  
dynamic  
continuous

*thread of emotional experience*

(above narrative, performance, or strategy)

# logic deep

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*the rules of reality push back  
against players in a consistent way*

allows immersive loss of control,  
ability for exploration

logic dynamic

*the rules of reality are co-created in  
real time*

allows collaborative reality  
creation & improvisation

# artifact of the fiction

*an unquestioned rule of genre logic*

secrets & powers

*nobody leaves the room*

“lost”, the tv show

*2 traveling groups will bump into each other*

ghost court

*legal procedure is color, not regulation*

> mermaid

*no asking for clarifications if you don't understand*

> the ember court

*no alliances or trust, only one-time exchange of favor*

# common fabric

*what keeps players in the same game*

factual consistency	<i>the war happened 3 years ago</i>
player co-presence	<i>what would be fun to add right now?</i>
> corelevance	<i>if I get angry at someone, it will be someone in this room</i>

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# considerations

- ... can everyone be the protagonist?
- ... is there a shared climax?
- ... how do we talk about our stories?
- ... what can we do with ghosting and bleed?

# contact

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