

Appendix B: How games were selected for content analysis

From our initially compiled list of 37 games, we sought to determine which games were narrative centered. To do so, we used the heuristic described in Jackson et al. (2018), which specified that a narrative game must have all of the following:

- **Events:** Ordered plot points that drive the story from beginning to end.
- **Characters:** Figures within the story that the player or main character has interactions with.
- **Setting:** A clear location or framing within which the story is occurring.
- **Structure:** The story generally has a beginning, rising action, climax, and ending.
- **Point of view:** The story occurs from the viewpoint of a specific character, or multiple characters.
- **Time:** There is some sense of chronological order to the events of the story.

Figure 4 provides three examples of how we systematically went through the 37 initial games to determine if they were narrative centered.

Game	Bad News Game	Cat Park	Newsfeed Defenders
Events	Learning each manipulation technique drives the game forwards, similar to narrative events.	The player character goes on an investigation, talks to several characters, and make discoveries that drive the story forward.	New posts appear, but these do not drive the story forwards.
Characters	There are various characters that make posts the player character can interact with.	The player character interacts with several named, unique characters.	There are various characters that make posts the player character can interact with.
Setting	The game takes place on Twitter.	The game takes place in an unnamed city.	The game takes place on an online platform, but it is unnamed and unclear.
Structure	There is no sense of narrative structure (beginning, rising action, climax, end).	The story has a clear beginning, rising action, climactic plot twist, and resolution.	There is no sense of narrative structure (beginning, rising action, climax, end).
Point of View	The player character is a fake news tycoon.	The player character is a newcomer to the city carrying out an investigation.	The identity of the player character is unclear.
Time	A sense of time passing can be perceived through the increase in follower count.	A sense of time can be perceived through the progression of story events.	A clock indicating some sense of time passing is provided as a game mechanic.
Does this game qualify as a narrative game?	No	Yes	No

Figure 4. Examples of using Chatman’s (1980) definition of narrative to determine if a game was narrative centered.