

Table of Contents

Table of Contents (1st edition):

1. What Is Narrative Design?
2. The Concept
3. Worldbuilding
4. Characters
5. Story
6. Implementation and Production
7. Dialogue
8. Cutscenes and Cinematics
9. Troubleshooting

Table of Contents (2nd edition):

1. What Is Narrative Design?
2. The Concept
3. Worldbuilding
4. Characters
5. Story
6. Implementation and Production
7. Dialogue
8. Cutscenes and Cinematics
9. Troubleshooting
10. Visual Novels
11. Storytelling in Open-World Games and Games-as-a-Service
12. Conclusion
13. References