Playing the Ocarina Across Cultures:

Explicating Ludo-Narrative Experience in The Legend of Zelda: Ocarina of Time

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Dungeon Map

1. Analyzing Legend of Zelda: Ocarina of Time (OoT)
    a.   The Model of Narrative Expression
    b.   The CIMI Method
2. Close Critical Reading
    a.   Ocarina as a (Symbol/Sign)
    b.   Ocarina as a Mechanic
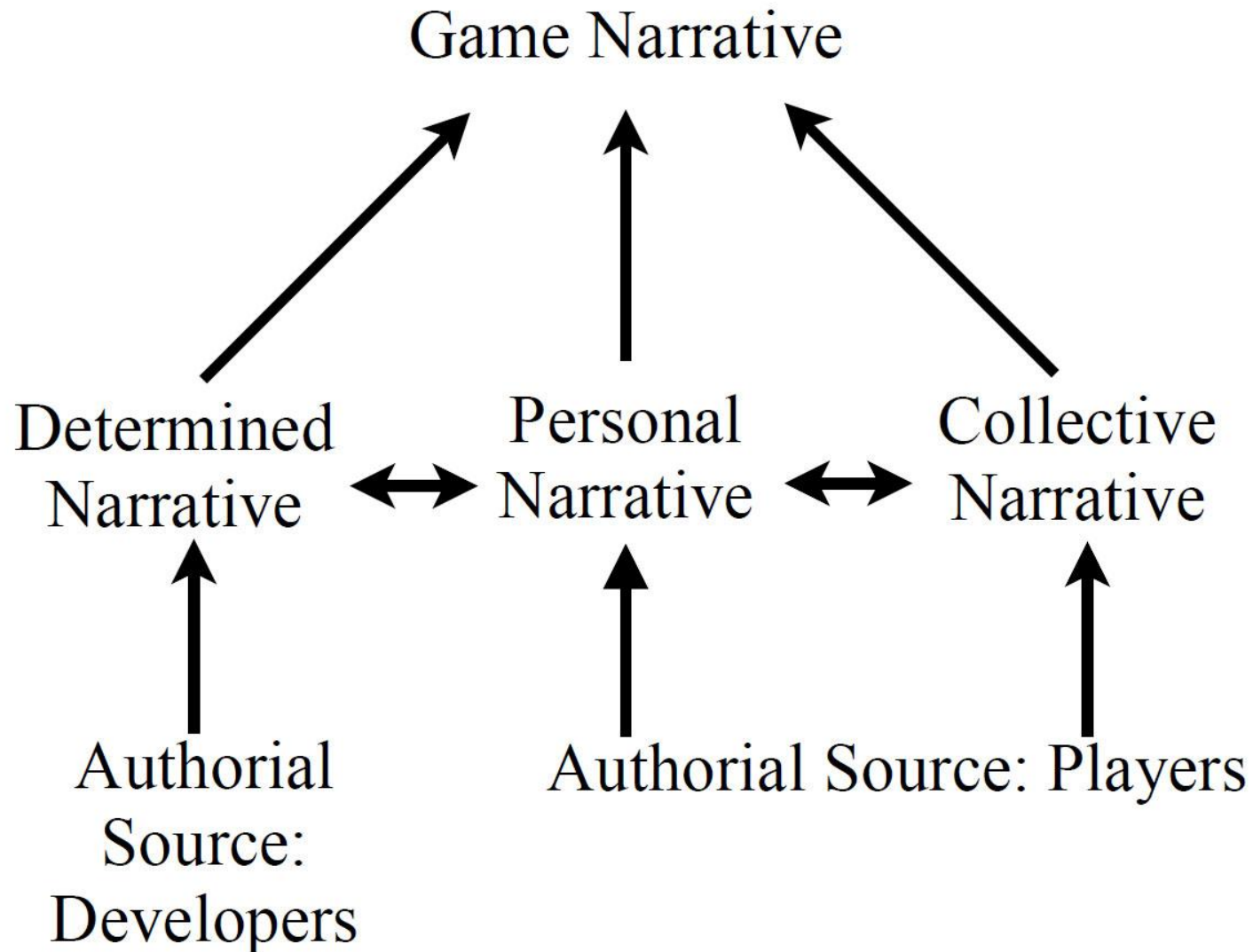3. Ocarina as a Cross-Cultural Object
4. Future Work

Analyzing the Legend of Zelda: Ocarina of Time (OoT)

- Nintendo

- Released in 1998

- Action-Adventure genre

- Platform: N64, 3DS remake

- 5th Game in the series

- Guinness: highest-rated game ever reviewed*

Guinness World Records (April 5, 2008). "Nintendo Records". Archived from the original on April 5, 2008. Retrieved February 22, 2015.

Model of Narrative Expression

Game Narrative

Determined Narrative ⟷ Personal Narrative ⟷ Collective Narrative

Authorial Source: Developers

Authorial Source: Players

Mejeur, Cody. (2013). Interactive Stories in Virtual Worlds: Theorizing Narrative Expression in Guild Wars 2. (Master's Thesis, University of Chicago)

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Model of Narrative Expression

● Accounts feasibly for the multiple narrative forces present within interactive games

● Considers expressions and creation of narrative outside of the game, which springs from the player community

The **CIMI** Method

Determined Narrative

Personal + Collective Narrative

Close Critical Reading

1

Isolation of Mechanic

2

Player Interviews

3

Yap, C. M. (2014). Using the Proposed CIMI Method to Understand Interactive Narrative in Digital Games. (Master's Thesis, Nara Institute of Science and Technology).

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Scope of this paper

To utilize the Model of Narrative Expression in the 1st Step of CIMI (Close Critical Reading)

-->Identify the Target Mechanic (Ocarina)

Close Critical Reading of OoT
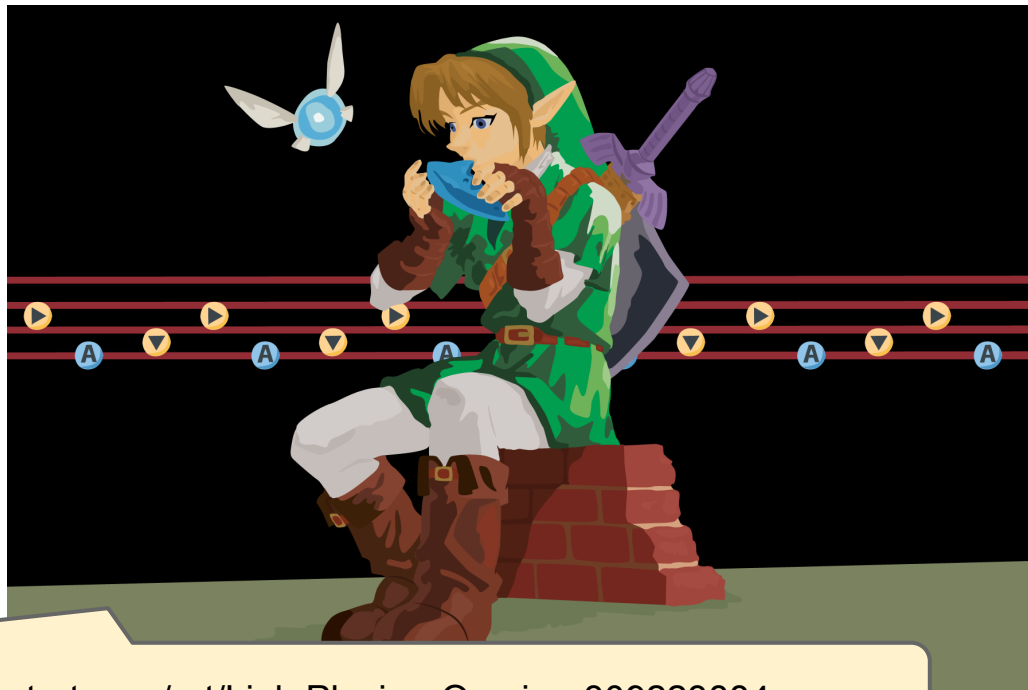
The Ocarina as a Symbol/Sign:

- Representative of Connection
- Building Relationships
- Each song is associated with a particular place and character

http://www.deviantart.com/art/The-Seven-Sages-Ocarina-of-Time-313032328

Close Critical Reading of OoT

The Ocarina as a Mechanic:

- Controls pacing of game progress/narrative
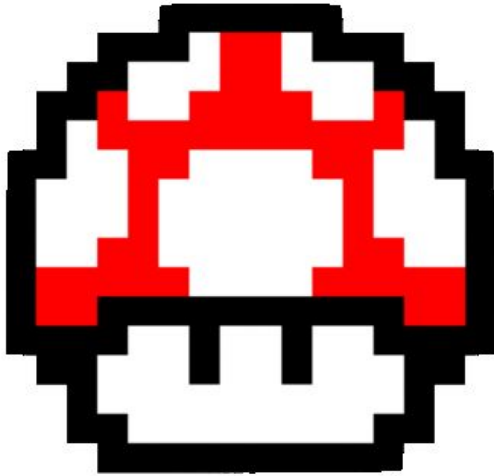- Controls access to areas
- Manifests in game as a memory puzzle

The Ocarina as a Cross-Cultural Object

"Cross-Cultural Object" - any narrative symbol, mechanic, or character, which exists within and originates from the game, which then become adopted by the fan community on the international level.

Cross-Cultural Objects from Video Games
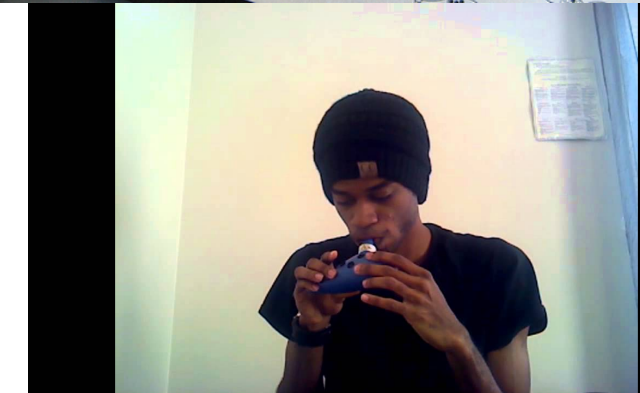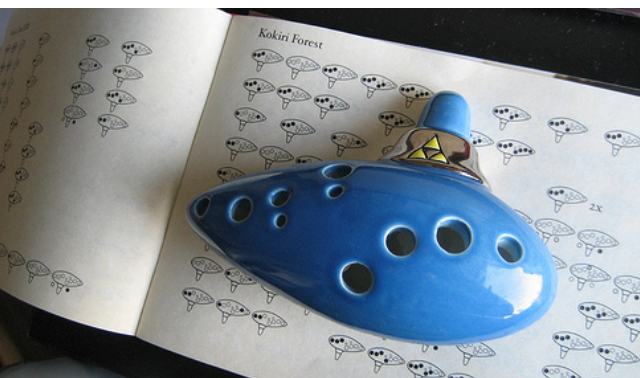
THE BOX

Future Work

Continue the CIMI Method, explore Narrative Expressions:

- Player Interviews first in order to gain insights as to how the Ocarina exists as a cross-cultural object

- Isolate Mechanic / Prototype last (based on above info)

http://www.zbrushcentral.com/showthread.php?96201-Comicon-Challenge-2010-maddam-Elder-Link

The **CIMI** Method

Determined Narrative

Personal + Collective Narrative

Close **C**ritical Reading

1

Isolation of **M**echanic

2

Player **I**nterviews

3

Yap, C. M. (2014). Using the Proposed CIMI Method to Understand Interactive Narrative in Digital Games. (Master's Thesis, Nara Institute of Science and Technology).

Let's Talk!

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