# Article information:

An Approach to Multiplayer Interactive Fiction | SpringerLink
<https://link.springer.com/chapter/10.1007/978-3-030-92300-6_5>

# Article summary:

1. The article discusses the creation of a multiplayer interactive fiction experience designed for two players, incorporating mechanics from tabletop role-playing games.

2. The project promotes cooperation between players and engagement with multiple information spaces while keeping the experience fun and interesting.

3. The evaluation revealed that players were interested in the prospect of a multiplayer interactive fiction experience, but had difficulty keeping track of all the different dimensions of information, leading to the incorporation of mechanics to guide their attention.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article "An Approach to Multiplayer Interactive Fiction" presents a study on the design and evaluation of an interactive fiction experience for two players. The authors aimed to create an experience where players feel like they are both protagonists of the story but different characters, incorporating mechanics from tabletop role-playing games. The study found that players were interested in the prospect of multiplayer interactive fiction, but had difficulty keeping track of all the provided dimensions of information.

Overall, the article provides a well-structured and informative overview of the study's methodology, results, and implications. However, there are some potential biases and limitations to consider. For example, the study only involved a small sample size and may not be representative of all players' experiences with multiplayer interactive fiction. Additionally, the authors do not explore potential negative consequences or risks associated with this type of gaming experience.

Furthermore, while the article acknowledges that players had difficulty keeping track of information, it does not provide enough evidence or analysis to fully understand why this was the case. It is unclear whether this issue was due to flaws in the game design or if it was simply a result of players' individual cognitive abilities.

Additionally, while the article briefly mentions alternative approaches to hypertext writing such as sculptural hypertext, it does not explore these alternatives in depth or provide any evidence for why their chosen approach is superior.

Overall, while the article provides valuable insights into designing multiplayer interactive fiction experiences and highlights some potential challenges and limitations, it could benefit from further exploration and analysis of alternative approaches and potential risks associated with this type of gaming experience.

# Topics for further research:

* Risks and drawbacks of multiplayer interactive fiction gaming
* Cognitive load and information processing in interactive fiction
* Alternative approaches to hypertext writing in gaming
* Player immersion and agency in multiplayer interactive fiction
* Social dynamics and communication in multiplayer gaming experiences
* Role-playing game mechanics in interactive fiction design

# Report location:

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