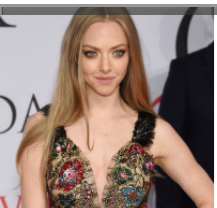

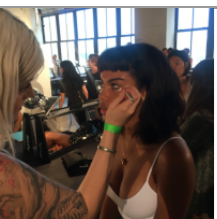









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Culture Wiley Wiggins

A story that couldn't be told through film...

Anything that requires interactivity either to implicate the audience, or to make a real-time experience bearable and engaging- Sailing across a small sea in real time without exposition- it would seem unbearably long and eventless in a film, but millions of kids did it in *Zelda: Windwaker*. And what's more, you do it so many times that you almost feel like a sailor once it's through. Imagine a genre film that was almost entirely piloting a ship through an almost empty solar system- planet to planet in real time. It would be such a deep violation of genre expectations that *Tarkovsky's Stalker* would seem like *Star Wars*, but plenty of people (well, plenty of Europeans at least) did it in the 80's in games like *Mercenary II: Damocles* or *Elite*.

Should we keep on telling stories at all?

I'm less concerned about novel stories than I am about novel images and experiences. Stories are skeletons that get retold and refined, but they aren't the meat of a piece of art. In games, stories are a byproduct of navigating a sort of possibility-space. A good game can be a sort of engine that generates stories.

Did you ever invent personalities for numbers when you were learning math in order to make the process more bearable?

Oddly, yeah. I think that might be some low-grade form of synesthesia, either that or we all just saw Sesame Street at formative ages and had anthropomorphized letters and numbers imprinted on our still-soft brains.

See more of of Wiley's work [here](#), [here](#), oh yes, and [here](#).

