Narrative as you go

1. Noun _____

Narrative as you go

For our project, we plan to create a game where the audience fills in blanks of how they would tell a narrative story. The goal of this project is to determine how individuals are different in telling their stories. Each group will perceive their own story in their own unique way based on how the participants in each group choose to fill in the blanks.

First we will break the audience into four different groups. Each group will be given background information

_____Noun_____ to the particular patient they have. This will include name, age, gender, and illness. They will be given an outline which they fill out to complete their narrative. The outcome of the narratives will depend on how each group perceives the story that they are telling. To fill in the blanks of the narrative, participants must use the components of speech that go along with the blanks, such as placing a verb in one of the verb blanks, etc. For this project each member has a certain role. Every member will be responsible for creating an outline that will apply to one of the four groups of audience. Samantha will be in charge of creating the technological aspect of our presentation, for our case it will be a PowerPoint. Alexis will be responsible for conducting and supervising the game. Ally will be in charge of formulating and presenting our hypothesis of the game. While, Makayla will be in charge of gathering information on chaos and quest narratives and presenting them to the audience.