



AMBER O'BRIEN

Department: English

Program: MA

Major Research Project

The Pantheon of Dream is a digital/physical hybrid role-playing board game that encourages 2-4 players to work collaboratively to craft their own heroic stories each time they play the game. It consists of both a 3D-printed game board that the players build as they play, as well as a digital component that influences how they construct it. The goal of the game is to complete one of many quests by laying paths to certain locations. As they carry out these quests, players will cross paths with creatures, delve into dungeons, and pick up items that will affect their journeys. The Pantheon of Dream is being developed to play with the relationship between two types of narrative: embedded narrative and emergent narrative, in order to explore if doing so increases player immersion. The game undertakes this aim by giving players the ability to weave their stories into the game's narrative.