

Helsingin yliopisto - Helsingfors universitet - University of Helsinki ID 2008-684

Tiedekunta-Fakultet-Faculty Valtiotieteellinen tiedekunta		Laitos-Institution-Department Sosiologian laitos	
Tekijä-Författare-Author Stenros, Jaakko Henrik Julius			
Työn nimi-Arbetets titel-Title The frames of pervasive live action role-playing games : a Case Study Applying Frame Analysis on Momentum			
Oppiaine-Läroämne-Subject Yleinen sosiologia			
Työn laji-Arbetets art-Level Pro gradu		Aika-Datum-Month and year 2008-05-12	Sivumäärä-Sidantal-Number of pages 110 s., 5 liites.
Tiivistelmä-Referat-Abstract <p>In this Master's thesis the pervasive larp Prosopopeia Bardo 2: Momentum is studied as a case example of how the consciously constructed diegetic realities of live action role-playing interact and clash with that of everyday life. The analysis of the player experience in Momentum is divided in three parts: how the frames of ordinary life and the game exist on top of each other, how the player slips from one frame to another, and how the participants of the game negotiate these frames with each other and with the non-participants they encounter.</p> <p>The analysis is conducted using Erving Goffman's (1974) frame analysis and Gary Alan Fine's (1983) role-playing specific elaboration of it. It is based on participant observation, email interviews with the player before, during and after the games, as well as semi-structured interviews with half of the players after the game. In addition to the three frames that Fine has described in his study of tabletop role-playing games – the primary framework, the playing frame and the game frame – there are numerous other frames present in a pervasive larp. The participants shift between these numerous frames, but they also employ a dual vision, seeing the events both as ludic and as ordinary.</p> <p>The work has been conducted as part of the EU-funded Integrated Project for Pervasive Gaming. The thesis tackles an isolated research question separated from the larger framework building on a theoretical framework developed in the context of IPerG by Markus Montola and Annika Waern. In addition to sociology the work builds on ludology (game studies).</p> <p>In the thesis it is proposed that frame analysis is a good tool in uncovering the inner working of a pervasive larp. However, as a method it falls short when the analysis of the internal processes of a player is attempted. The thesis also offers results for the design theory of pervasive larps: It discusses what hinders and supports immersion and offers a general interaction model for socially expanded pervasive larps.</p>			
Avainsanat-Nyckelord-Keywords roolipelit pelitutkimus games role-playing games LARP pervasive games gameplay experience			
Säilytyspaikka-Förvaringsställe-Where deposited			
Muita tietoja-Övriga uppgifter-Additional information			