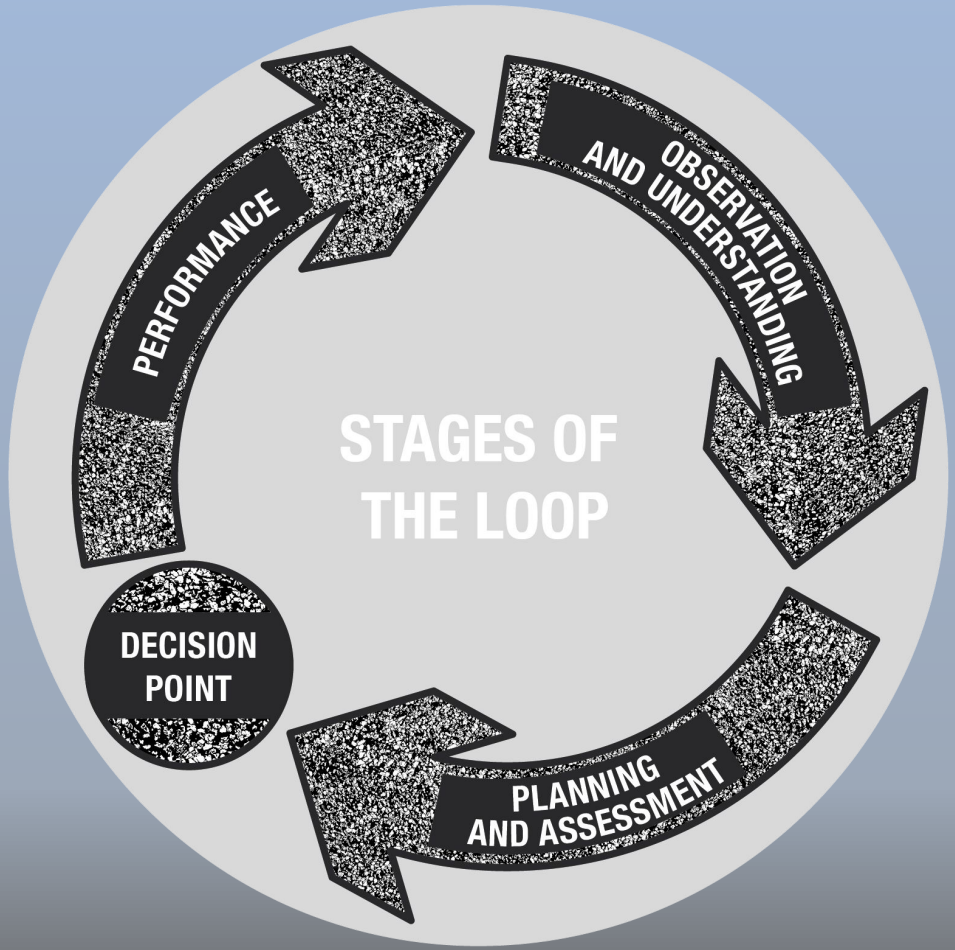
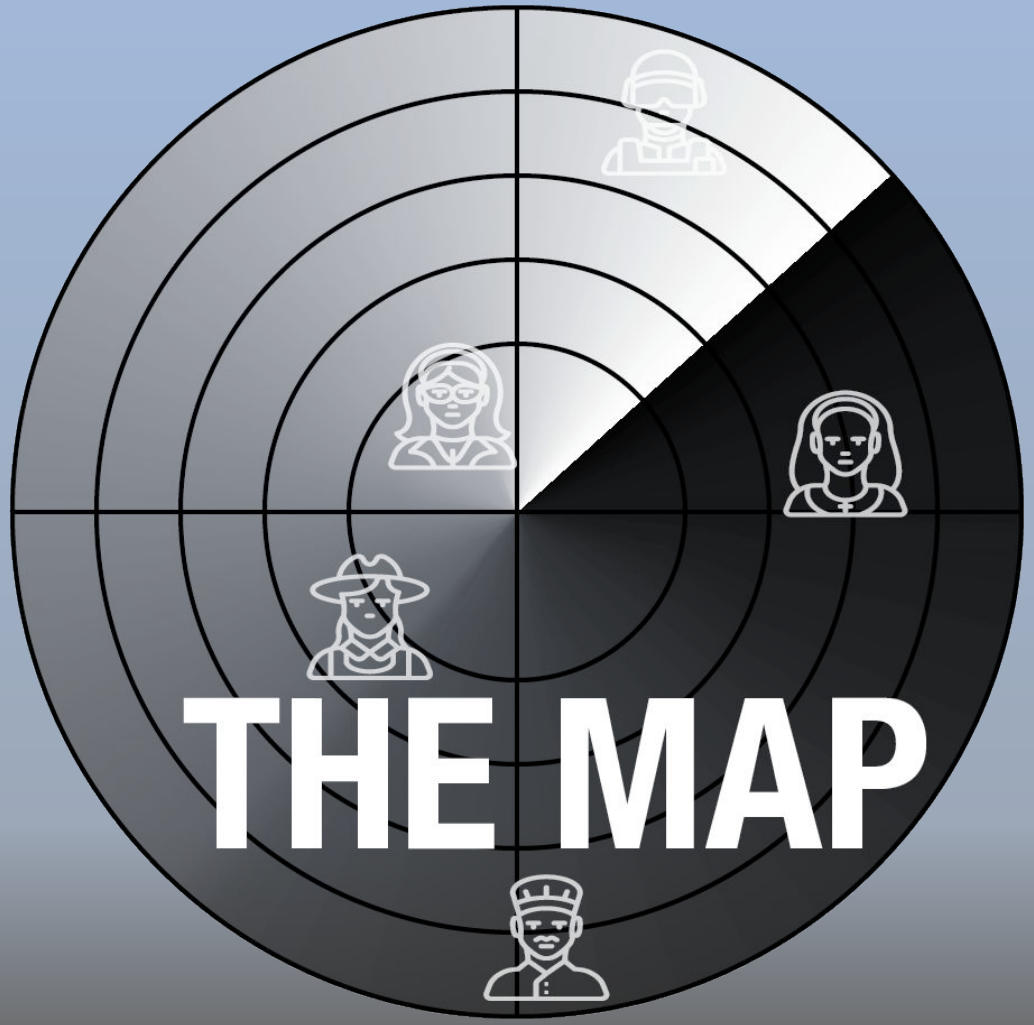
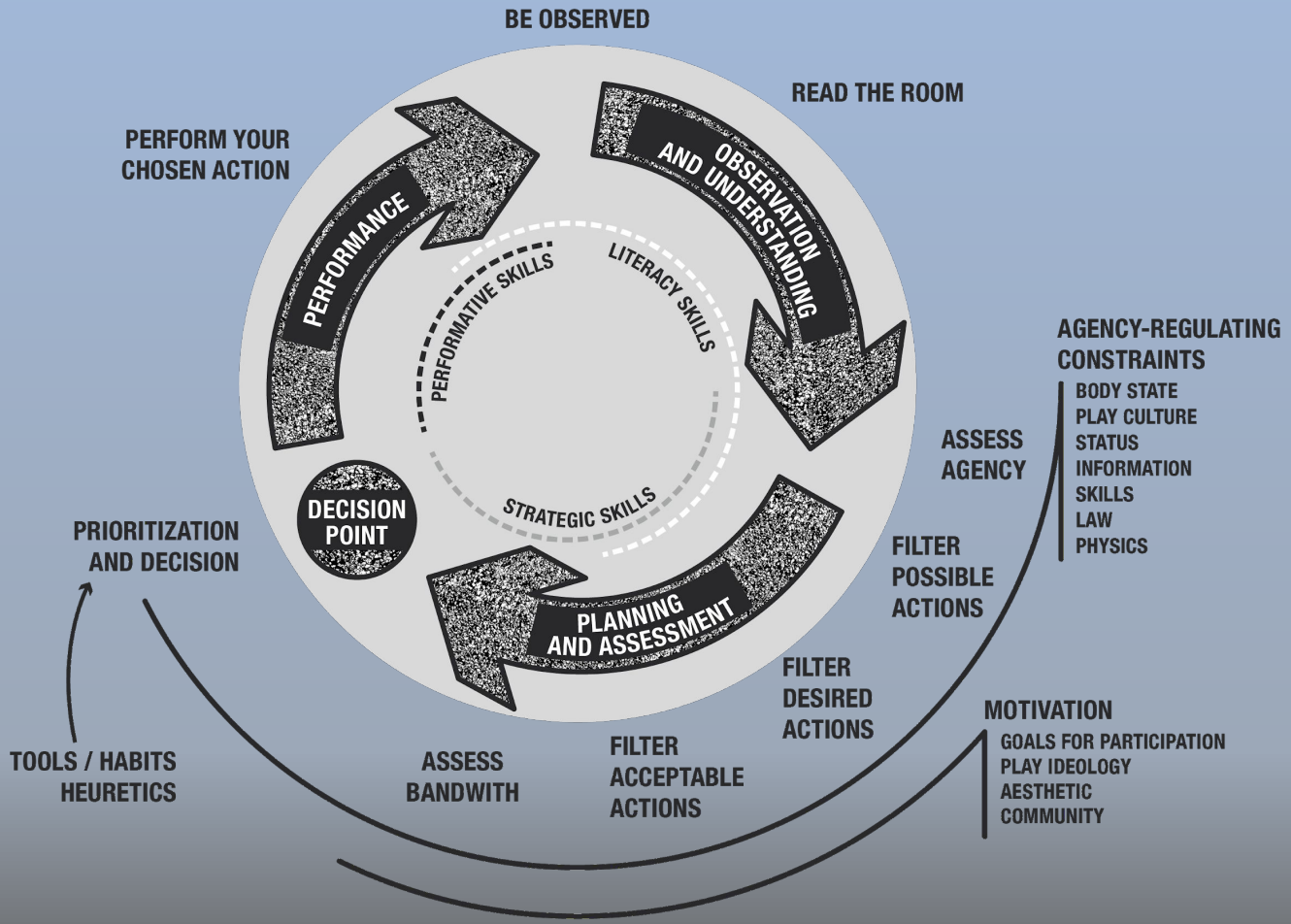
Maps, Loops, and Larps

Eleanor Saitta, Martin Nielsen, & Johanna Koljonen

The map tracks the current status of the fictional reality and the player’s place inside it

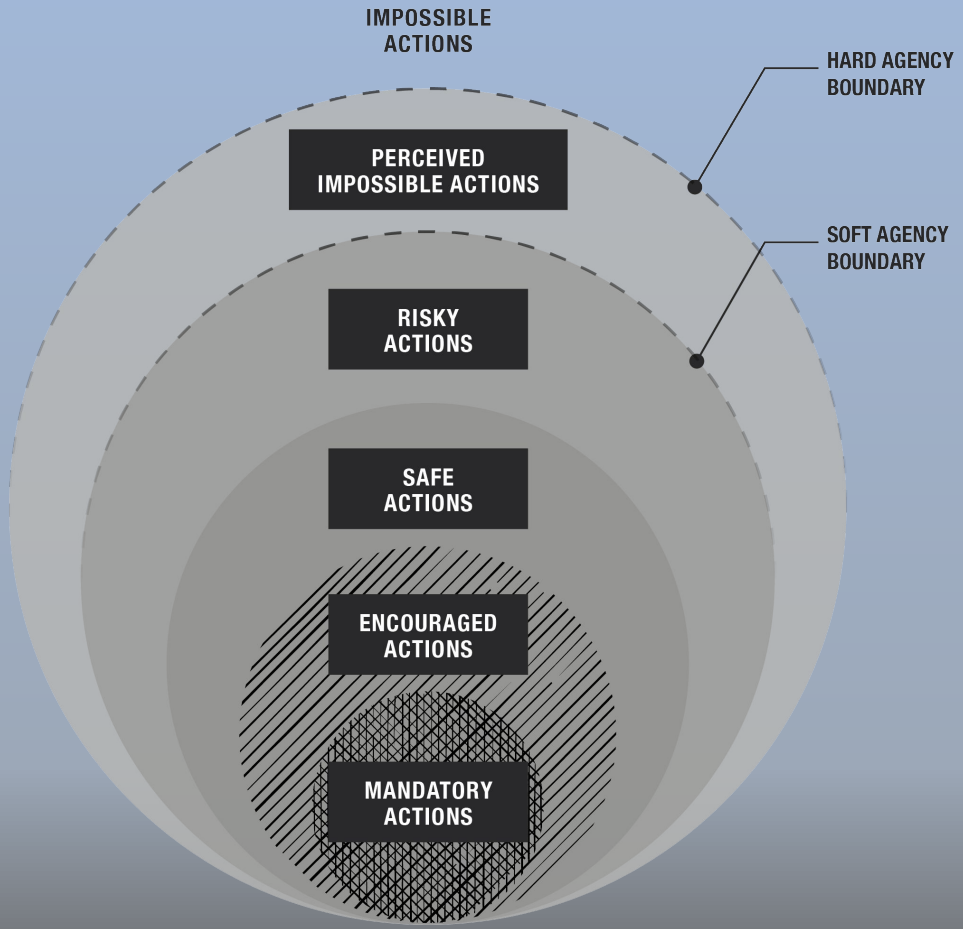

STAGES OF
THE LOOP
OBSERVATION
AND UNDERSTANDING
PLANNING
AND ASSESSMENT
DECISION
POINT
PERFORMANCE


THE MAP


BE OBSERVED
READ THE ROOM
PERFORM YOUR CHOSEN ACTION
PERFORMANCE
OBSERVATION AND UNDERSTANDING
PERFORMATIVE SKILLS
LITERACY SKILLS
STRATEGIC SKILLS
DECISION POINT
PLANNING AND ASSESSMENT
AGENCY-REGULATING CONSTRAINTS
BODY STATE
PLAY CULTURE
STATUS
INFORMATION
SKILLS
LAW
PHYSICS
ASSESS AGENCY
FILTER POSSIBLE ACTIONS
PRIORITIZATION AND DECISION
FILTER DESIRED ACTIONS
MOTIVATION
GOALS FOR PARTICIPATION
PLAY IDEOLOGY
AESTHETIC
COMMUNITY
TOOLS / HABITS HEURETICS
ASSESS BANDWITH
FILTER ACCEPTABLE ACTIONS

You can have individual motivations both inside and outside the play situation, as well as communal goals

In many play cultures character goals will not necessarily align with your goals as a player.


IMPOSSIBLE ACTIONS
HARD AGENCY BOUNDARY
PERCEIVED IMPOSSIBLE ACTIONS
SOFT AGENCY BOUNDARY
RISKY ACTIONS
SAFE ACTIONS
ENCOURAGED ACTIONS
MANDATORY ACTIONS

Parallel loops:

- **Performative loop**
  (phrase level / within a scene)
- **Tactical loop**
  (scene level)
- **Strategic loop**
  (act level)

The Solmukohta book chapter on maps and loops will be available on nordiclarp.org