

DO WE SHOW OR DO WE TELL?

SHOW

TELL

"For Elendel and free Elves,
I'm honorbound to see your
demise!" <Roars>
<Mimes a sword lunge>

2



I shout, "For Elendel and
free Elves!" Then I roar and
lunge with my sword.

4



My character shouts a
warcry, roars, and attacks.



1

I shout, "For Elendel and
free Elves, I'm honorbound
to see your demise!" Then I
roar!
<Mimes a sword lunge>



3

My character shouts an
Elven warcry while thinking
of Elendel.
Then they roar and attack
with their sword.



5

WHAT MOTIVATES THE PLAYER?

EFFICIENCY

EXPRESSION

Borris tries to kill the goblins
without taking any damage
because he wants the quest
reward.

2



Borris tries to kill the goblins
merely because his
character is a goblin hunter.

4



Borris tries to kill the goblins
because it will be exciting to
see his character try, even if
it's nearly impossible.



1

Borris tries to kill the goblins
because he wants the quest
reward, but he wants a
struggle.



3

Borris tries to kill the goblins
because it will be exciting to
see his character try.



5

WHO CREATES THE SITUATIONS?

GAMEMASTER

PLAYERS

GM: You're in Mayortown,
where they love the mayor.
Your quest is to find out how
the mayor is corrupt and
then remove him from
office.

2



PLAYERS: Let's be in
Mayortown, where they love
the mayor.
GM: Your quest is to find
out how the mayor is
corrupt and then remove
him from office.

4



PLAYERS: Let's be in
Mayortown, where they love
the mayor. Since he's
corrupt, let's find out how
he's corrupt and then get rid
of him.



1

GM: You're in a town
where they love the mayor.
What's it called?
PLAYERS: Mayortown
GM: Your quest is to find
out how the mayor is
corrupt and then remove
him from office.



3

PLAYERS: Let's be in
Mayortown, where they love
the mayor.
GM: But the mayor is
corrupt.
PLAYERS: Let's find out
how he is corrupt and then
get rid of him.



5