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Document Title: Be A Pro: A Comparative Analysis of Interactive Narratives within Sport Simulation Titles

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Abstract

Sport simulation titles have long been a dominant presence among the contemporary video game market. These games aim to replicate professional sports—and with increasingly realistic graphics and sophisticated motion capturing technology, these games are coming closer than ever to achieving this goal. Recently though, sport simulation titles have begun to incorporate interactive narrative features into their games. This paper presents a comparative analysis of three different narrative game modes within sport simulation titles: *Madden NFL 07*'s NFL Superstar: Hall of Fame, *FIFA 17*'s The Journey, and *NBA 2K18*'s MyCareer. These modes all involve the player creating or taking control of an avatar and playing through their career as a professional athlete. In analysing these game modes, this paper examines the narrative features within these games and ultimately how they both co-exist and interface with the games' simulation-style gameplay in order to create unique experiences. Finally, this paper identifies two conventions of this emerging genre: the role of a current or former professional athlete as a mentor, and an "ego spectrum" that a character is rated on based on choices the player makes throughout the game.