

**Title:** Understanding Interactive Narrative's Potential to Shape Experiences of Minority Identity in *Queerskins: A Novel and Experience*

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### **Abstract**

Narrative and storytelling have long been regarded as valuable resources in identity construction. The incorporation of interactivity enhances this value. Interactive narratives (INs) offer the audience the opportunity to interact with and assert agency in the fictional world. This paper explores the role of IN in the identity construction of socially disenfranchised groups and individuals. The engagement of IN will be analysed and compared with the construction of identity, in order to demonstrate that IN provides a backdrop against which virtual social interaction could be conducted and identification process could be performed.

The methodology employed is scholarship-based research and case analysis. I will draw on the Russian Formalist view on narrative construction and a socially constructionist view on identity formation. Through two case analysis on queer identity and immigrant identity, this paper demonstrates that IN possesses potential in minority identity construction.

Characterised by frequent changes in social structures and increased mobility of social members, today's society issues an urgent demand for cultural and identity diversity, yet the lack of social recognition has led some identities into marginalisation. IN could be an effective tool in accelerating the process of fulfilling this demand.

**Keywords:** Interactive Narrative, IN, Identity Construction, Socially Constructed Identity, Fabula, Syuzhet, Social Interaction, Symbolic Interactionism, Queer Identity, Immigrant Identity, Identity in Modern Age