



Participants can interact with each other and, through various media in the interaction layer, with one or more stories. The type of media used and the degree of participant agency in the story determines the strength of the feedback loop between participant and story.

Stories emerge from the storyworld. Multiple stories can emerge from a complex storyworld. Each story provides a unique window into the events, characters, significant objects, and settings of the storyworld.

Events are changes in the state of something. They occur within the storyworld. Events can interact with other events, which can cause yet other events to occur.

Events are tied to characters, significant objects, and setting by feedback loops. For example, an event can cause changes in the state of a setting.