



Vignette Games

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Vignette

“In literature, poetry, and film, a vignette is a brief, indefinite, evocative description or account of a person or situation. Vignettes are usually meant to give a sense of a character rather than to advance a narrative.” -Ian Bogost



Theme for English B - Langston Hughes

The instructor said,
Go home and write
a page tonight.
And let that page come out of you---
Then, it will be true.

I wonder if it's that simple?
I am twenty-two, colored, born in Winston-Salem.
I went to school there, then Durham, then here
to this college on the hill above Harlem.
I am the only colored student in my class.
The steps from the hill lead down into Harlem
through a park, then I cross St. Nicholas,
Eighth Avenue, Seventh, and I come to the Y,
the Harlem Branch Y, where I take the elevator
up to my room, sit down, and write this page:



Theme for English B - Langston Hughes

It's not easy to know what is true for you or me
at twenty-two, my age. But I guess I'm what
I feel and see and hear, Harlem, I hear you:
hear you, hear me---we two---you, me, talk on this page.
(I hear New York too.) Me---who?
Well, I like to eat, sleep, drink, and be in love.
I like to work, read, learn, and understand life.
I like a pipe for a Christmas present,
or records---Bessie, bop, or Bach.
I guess being colored doesn't make me NOT like
the same things other folks like who are other races.
So will my page be colored that I write?



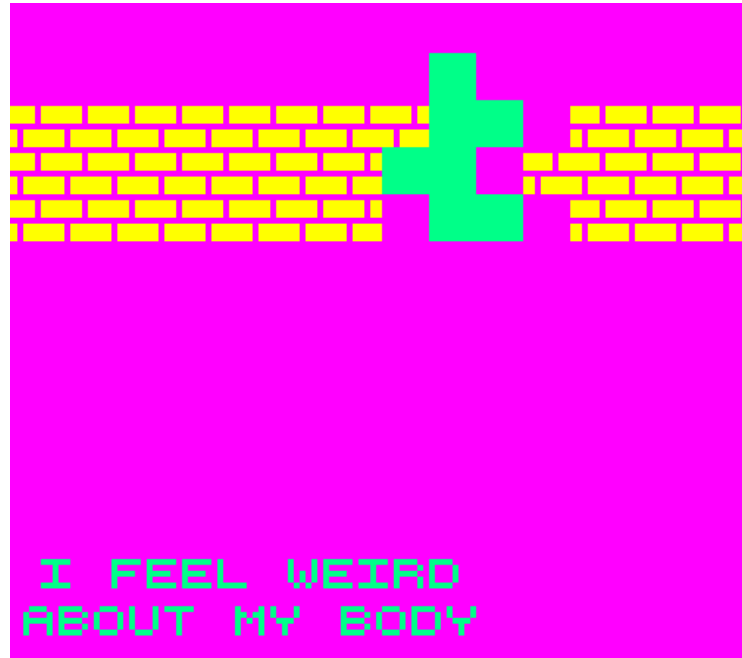
Theme for English B - Langston Hughes

Being me, it will not be white.
But it will be
a part of you, instructor.
You are white---
yet a part of me, as I am a part of you.
That's American.
Sometimes perhaps you don't want to be a part of me.
Nor do I often want to be a part of you.
But we are, that's true!
As I learn from you,
I guess you learn from me---
although you're older---and white---
and somewhat more free.

This is my page for English B.



Dys4ia - Anna Anthropy





Sacrilege - Cara Ellison

THE CROWD HEAVES

the bass of the music
you can feel it vibrate through your fingertips
warm feeling of rum
sticky on your throat;
ice cracks in the glass
you put lime to your lips and bite

turn, ravenously, to regard the dancefloor



Mangia

Mangia Restart

You haven't been feeling like yourself. In fact, you think it's been months since you've really felt normal. Although, honestly, you're not even sure what you mean by "feeling normal" — you do know, that it's not how you're feeling **now**.



Perishable

restart

perishable

Nina Freeman

a poem game made with [twee](#) powered by [tiddlywiki](#)

"Who are you?" he asks.

I'm an intellectual and I love romantic comedies.

I'm an optimist and my favorite color is pink.

I'm quiet and I want to go to college.



What's the big deal?



Let's Play!

You can find *Dys4ia* (Anna Anthropy) and *Sacrilege* (Cara Ellison) on Google.

My two games are on my website at ninasays.so/mangia and ninasays.so/perishable

While you play, look closely at the details used to build characters/atmosphere. What do you like about these details?



Let's Talk!

Which game did you play, and what elements of it made it an interesting vignette?

Think about the small parts of the games--the details (names, places, specific conversations) that really helped build a character or a feeling.



Vignette Poems to Google if you want!

10 Things I Do Every Day by Ted Berrigan

In the Waiting Room by Elizabeth Bishop

River Merchants Wife by Ezra Pound

Also... it's time to start brainstorming your own idea for a vignette game! Use these for inspiration!



Dive deeper!

Let's take your idea and flesh it out--how do you want the player to experience your game?

What's a mechanic that would help convey a feeling or situation that you're trying to explore?

Let's start prototyping in Twine!