

Two tools to structure a larp

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Scheduled content

- Timetables
- Npcs, events
- Easy to manage
- Roller-coaster feeling?

Emergent content

- Design settings & characters
- Driven by players
- Unpredictable

Tinderbox (Finland, 1996)



- Conflict between groups
- Conflict within a group
- Internal conflict

Photo: Jori Virtanen

KoiKoi (Norway, 2014)



Photo: Li Xin

Rule of thumb: the less conflict you have,
the more schedules you need