

Comments to The Three Way Model

This theory is probably the most classic of them all. Heck, it's hardly a theory anymore, as the concepts of gamist, dramatist and immersionist have gone into our daily larp vocabulary.

In the foreword to this anthology, we write, "there is nothing as practical as a good theory." And if any theory can prove this to players and organisers, it is the three-way model, which most players can actually relate to. Oh, I could go on about the beauty of this theory.

However, we should be aware of the bias in the theory. Or perhaps not in the theory itself, but in the readings

of the theory. Because more often than not, this theory is used to legitimise an attitude about 'good' and 'bad' players. Some places, dramatists are seen as the best players of all. Other places, its the immersionists. Very seldom, it's even the gamists. But we should be cautious about this.

There is not a 'true' form of larp that is better than the other forms. There are however different objectives in different larps - and hence, one playing style is more suitable for a given larp than another. There is not one universal truth, but a different truth in every example - and this truth is decided from the organisers.

The Author

Morten Gade is 22 years old and lives in Copenhagen, Denmark. He is a 4th year student of communications and business administration at Roskilde University and in his spare time he works as an editor of a student magazine.

He has been larping since 1996, and has organised five larps in different genres since 1998. Also, he is the editor of the Danish LARP portal www.liveforum.dk. This year he is an organiser of Knudepunkt.

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The three-way-model is very different from the two other theories in this chapter, in the sense that it is not a manifest. It does not put itself in a position where it points out rights or wrongs, it only explains. The goal of the model is to group aspects of playing-styles of larp into logical categories. The model is very successful in this. It manages to form three categories that all are relevant and very well explained: The dramatist, the gamist and the immersionist.

Who successful this model have been, can be seen in the way that these categories now are becoming a part of the normal larp jargon. Where I

think the model is not so successful is in examples where it connects the different types of writers and players. This is a point where I would like to see more work put into the model, because I think that a lot of people would benefit from it. As it is now it is an admirable attempt to do more than defining the categories but it does not bring about more clarification, on the contrary, I find it a bit confusing. Besides this one point the three-way-model is very well thought out and is by far one of the most useful models in larp, because it provides a common jargon that makes it possible for larpers to communicate about some of the more abstract terms in a non-prejudice way.

The Author

Line Thorup is 26 years old and lives at the moment in London, where she is a master student in archaeology, specializing in field techniques and contract archaeology.

She has been involved in larp for the last 6-7 years and has been co-organiser on several larps. She was one of the organisers of Knudepunkt 1999 in Copenhagen and is also involved in this year's Knudepunkt event and one of the editors of the Knudepunkts book 2003.