

“The Garden of Forking Paths” Questions:

1. Given the structure of non-linear narrative, find an example(s) from your current pop culture genre and explain how it works.

a. Film

b. Television

c. Video Game

d. Literature (including graphic novels or comic books).

Bonus question: Can you think of early prototypes in your genre from the 1800s or early 1900s?

2. Why do you think the current generation demands this kind of narrative structure? What need does it meet in the audience?

3. Given what you know about theory, how does theory affect non-linear narrative? (psychology, feminist/gender, postcolonial, new historicism, reader response).