

Frasca discusses the structures of representation (narratives) and simulation (games) as different, but equal, forms of expression. Both may express the views of their authors, but while narratives are predetermined and only express a series of events, simulations have multiple outcomes and can convey cause and effect to the user.

Games communicate via rules and goals, in addition to the mere representation of events. Unlike traditional narrative, games have multiple possible outcomes; a game must be played multiple times for the player to completely receive the "narrauthor's" message. Thus, there is no inherent problem with sacrificing closure for freedom.

Frasca uses the study of ludology to argue that video games provide the user with simulation, which cannot be found in any other form of media. Additionally, video games contain all the basic mechanisms and elements of narrative that are found in traditional games and media as well.