

"Invisible Guardian" to "Prosperous World": A New Trend in the Development of Interactive Film and Tour Narrative

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Abstract: With the development of digital media technology and the change of users' aesthetic needs, interactive film games have gradually become an important form of integrated development of film and television and games. Different from the linear narrative mode of traditional film and television works, interactive film games transform users from story viewers to story participants through plot selection, character interaction and multi-line development mechanisms, and promote the innovation of narrative methods. As a representative work in the field of interactive film and tour, "Invisible Guardian" explores the basic mode of interactive narrative through live-life images, multi-line branches and first-person experience; "Prosperous World" further strengthens character growth, relationship construction and historical and cultural expression, and promotes interactive film and travel from "choose to promote the plot" to "sink Immerse yourself in the narrative" transformation. Taking two works as cases, this article analyses the evolution of the interactive film and game narrative mode, and explores its development trends in terms of user participation, story structure and cultural communication, in order to provide reference for the innovation of film and television content in the digital age.

Keywords: Interactive Movie Game; Narrative Mode; Player Participation; Immersive Experience; Digital Media.

1. Introduction

With the development of digital media technology, the boundary between film and television and games is gradually blurred, and interactive film games are gradually attracting attention as a new media form that integrates film and television performance and game interaction mechanisms. Unlike the linear narrative model dominated by the creator and passively accepted by the audience in traditional film and television works, interactive film games allow users to participate in the story process through plot selection, character interaction and multi-line development, and promote the transformation of the narrative mode from one-way communication to interactive experience. In recent years, domestic interactive film and tours have been developing continuously. With live-action images, multi-line plots and strong immersion experience, "Invisible Guardian" has explored the basic mode of interactive narrative and promoted this type of work into the public's vision. On this basis, "Prosperous World" further expands the narrative space, showing the trend of interactive film and travel towards in-depth experience through character growth, character relationship construction and historical theme expression [1-3]. From "Invisible Guardian" to "Prosperous World", the development of interactive film and video games reflects the changes in the story production mode and user relations in the digital age. This article takes two works as the object of study, analyses their narrative structure, interaction mechanism and cultural expression characteristics, and explores the new trend of interactive film tour from "choosing to promote the plot" to "immersive narrative experience".

2. The Rise of Interactive Film Games: From Watching Stories to Participating in Stories

2.1. Film And Television Narrative Promotes the Formation of Interactive Film and Game Form

The development of interactive film and travel is based on the integration of film and television narrative and game mechanism, and its change is to break through the restrictions of traditional film and television one-way communication. In the past, film and television works mainly relied on camera language, actor performance and plot arrangement to complete emotional transmission. Although the audience could generate emotional resonance, it could not directly affect the development of the story. The game emphasises user operation and feedback mechanism, and promotes content change through player behaviour. After the combination of the two, the interactive film tour has formed a narrative style with both visual expression and user participation. Interactive film games do not simply embed film and television pictures in the game process, but reorganise the story structure at the narrative level. Film and television elements enhance the sense of reality and emotional expression of the work, and the game mechanism gives users space to act, making the story development uncertain. Invisible Guardian combines the film and television viewing experience with the game interaction process through live-action images, plot selection and multi-ending design, so that users can participate in the decision of the fate of the characters during the viewing process. This integration changes the relationship between the creator and the audience in the traditional narrative, transforming the story from a fixed

text into a dynamic experience, and also promoting interactive film and video games to become a new form of content production in the digital media environment.

2.2. The Transformation of Player Identity Promotes the Restructuring of Narrative Relationships

The value of interactive movie games is not only reflected in formal innovation, but also in changing the relationship between users and stories. In the traditional film and television communication model, the audience is always outside the story. Even if they can understand the emotions of the characters, they cannot change the development direction of the characters. The interactive film game gives users the right to act through the selection mechanism, allowing players to enter the story and assume a certain degree of narrative responsibility. This change of identity enhances the user's emotional investment[4-5]. When players face the plot choice, they need to judge in combination with the character's identity, story environment and existing information, and the selection result will affect the subsequent plot development. The user's experience is no longer just watching the experience of the characters, but creates emotional connections in the process of participating in the formation of the character's fate. For example, the complex environment in which the protagonist in Invisible Guardian requires players to constantly judge the direction of action. Each choice may lead to different results, making players feel more deeply about the difficulties of the character's situation. By strengthening user participation, interactive film and tour makes story dissemination shift from simple information transmission to experiential communication. The emotional investment formed by players in the process of interaction has also become an important part of the narrative effect of the work. This change shows that the story expression in the digital age is gradually moving from the traditional "telling stories" to "experience stories together".

3. "Invisible Guardian": Exploration and Breakthrough of Interactive Movie Game Narrative Mode

3.1. Multi-line Branch Structure Enhances the Sense of Story Participation

As an important work of domestic interactive film and tour, "Invisible Guardian" is characterised by the use of multi-line branch structure to enhance user participation experience. The market performance of Invisible Guardian further proves the role of the interactive narrative model in improving user participation. As shown in Figure 1, the work has gained high market recognition with its live-action images, multi-line plots and immersive interactive experiences. Among them, after the launch of Invisible Guardian in 2019, the sales volume of the Steam platform reached about 1.4 million copies, and the mobile terminal download volume exceeded 800,000 times, becoming a representative case of the development of domestic interactive film games. This case shows that the multi-line selection mechanism not only enhances the player's sense of story participation, but also promotes the formation of a new content dissemination model for interactive movie games. Compared with traditional film and television works that directly present the fate of characters, interactive film games allow users to experience the process of character selection, thus enhancing their understanding of the logic of character behaviour[6-7]. The success of Invisible Guardian shows that the multi-line structure has become an important feature that distinguishes interactive film and games from traditional film and television. By incorporating user selection into the narrative system, the work expands the space for story expression, so that historical themes, suspense themes and other contents can present richer character relationships and emotional conflicts through interaction. This narrative model also provides an important reference for the subsequent interactive film and game creation.

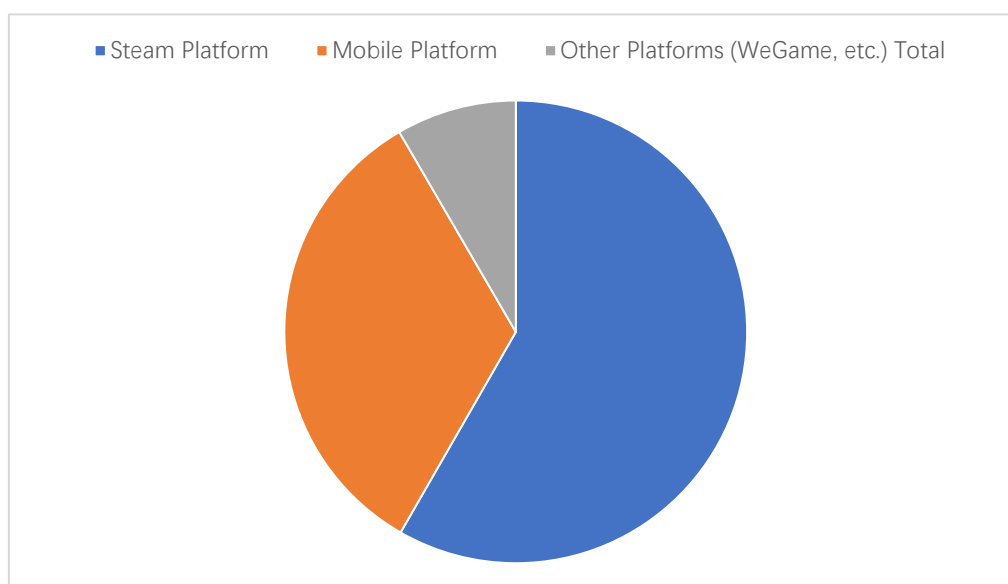


Figure 1. The sales structure of the "Invisible Guardian" platform

3.2. First-person Perspective Enhances Immersive Experience

The important feature that distinguishes interactive film and television from traditional film and television is that it can

enhance users' sense of immersion through perspective design. Invisible Guardian unfolds the story from a first-person perspective, allowing players to enter the plot environment as the protagonist and experience the pressure and choices faced by the characters in limited information. The first-person

perspective strengthens the information synchronisation relationship between players and characters. Players cannot know the results of all events in advance. They need to gradually understand the relationship between the characters and the background of the story as the plot progresses. This kind of information limitation enhances the sense of suspense, and also makes players rely more on their own judgement to promote the development of the plot. At the same time, the first-person experience strengthens the emotional connection. When the character is in trouble, the player does not evaluate the character's behaviour from the perspective of the bystander, but feels the impact of the choice in the process of participation. The combination of interactive mechanism and narrative perspective has made "Invisible Guardian" break through the traditional film and television viewing mode, realising the transformation from "watching character experience" to "experience character situation".

4. "Prosperous World": New Changes in Interactive Film and Game Narrative

4.1. From Plot Selection to Character Growth Experience

With the continuous development of interactive film and tour, its narrative focus began to shift from simple plot

changes to richer character experiences. "Prosperity in the World" reflects this trend. The work pays more attention to the growth process of characters and the changes in character relationships, making interaction an important way to shape characters. As shown in Figure 2, compared with Invisible Guardian, Prosperous World further expands the scale of narrative content and strengthens characterisation and interactive experience. For example, "Invisible Guardian" mainly promotes the development of the plot through the selection of key nodes, and players need to decide the fate of the characters in limited options; while "Prosperous World" allows players to continue to influence the growth process of the character through more complex character relationships, richer interactive choices and longer content volume. According to public information, "Prosperity in the World" has been expanded in terms of script scale, interactive content and film and television production, promoting the interactive film and game from the early model of "choice to determine the ending" to the experience mode of "interaction affects the growth of characters". Players no longer only judge the direction of the plot, but also understand the character's goals, emotional changes and growth experience in the process of long-term participation[8-9]. This design has improved the characterisation ability of interactive film games, made the interactive mechanism an important part of characterisation, and further promoted the development of interactive film and game narrative.

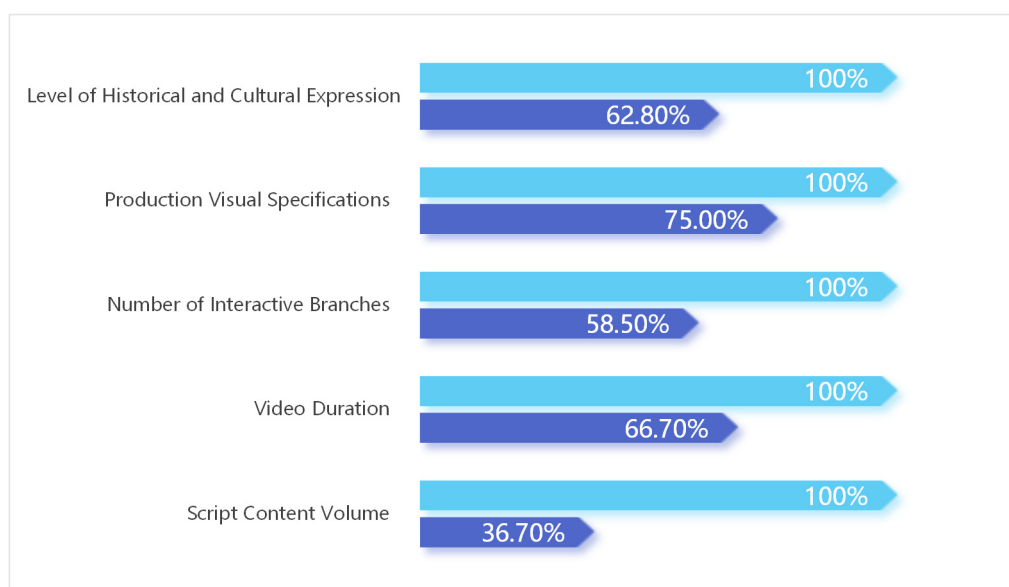


Figure 2. Comparative analysis of the narrative scale of "Invisible Guardian" and "Prosperous World"

4.2. The Interactive Expression of Historical Themes is More Youthful

The combination of interactive film tour and historical themes provides a new way of expression for the dissemination of traditional culture. Under the background of young users becoming the main body of digital content consumption, how to lower the threshold of historical content understanding and enhance the effect of cultural communication has become a problem that creators need to face. "Prosperity in the World" allows historical themes to gain a new communication path through interactive experience and rejuvenated narrative. The work enhances users' sense of participation through character relationships, plot conflicts and interactive choices, so that historical stories are no longer just objects of viewing and learning, but become

content that users can actively experience. In the process of promoting the development of the plot, players have a more intuitive understanding of the historical background and the fate of the characters. Adopting this method is not to weaken the historical content, but to realise innovative communication through the media form that meets the habits of young people on the basis of maintaining the cultural connotation. The development of interactive film and tour shows that traditional cultural content needs to be re-expressed in combination with digital technology to enhance its communication ability in the context of the new era.

5. The New Trend of Interactive Film Tour Narrative Development

5.1. The Narrative Mode Changes From "Branch Selection" to "Dynamic Narrative"

The development of interactive film and games is breaking through the model of early works relying on fixed branches to promote the plot, and gradually changing to a more open and complex dynamic narrative direction. Early interactive movie games mainly enhance players' sense of participation through preset plot nodes and multiple ending designs, and players' behaviour is more manifested in choosing within the scope set by the creator. Invisible Guardian is a typical representative of this model. The work changes the plot through the selection of key nodes, allowing players to experience the fate of different characters. However, although this model breaks through the linear narrative structure of traditional film and television, its essence is still "limited

interaction", and the main framework of story development is still set by the creator in advance. As shown in Table 1, the interactive film game narrative mode is gradually changing from a selection mechanism with fixed branches as the core to a dynamic narrative mode with the joint effect of user behaviour and the story environment. With the development of interactive technology and narrative concept, dynamic narrative has gradually become an important direction for interactive film exploration. In the dynamic narrative mode, the story no longer relies entirely on fixed scripts, but continues to be generated under the joint action of user behaviour, role relationships and changes in the virtual environment. The player's choice not only determines a certain ending, but also may affect the character's personality development, social relationship changes and the running logic of the whole story world. This change pushes the interactive film tour from "watching different versions of stories" to "participating in building the story world", enhancing the uncertainty and repeated experience value of the work.

Table 1. Comparison of the evolution of interactive film and game narrative mode

Comparison Dimensions	Branching narrative selection	Dynamic Narration
Story Structure	Developing based on preset plot nodes and fixed branches	Generated dynamically based on user behavior, character relationships, and environmental changes
Player Role	Choosing the direction of the story within the creator's set boundaries	Deeply influencing character development and changes in the story world
Level of Interaction	Influencing the outcome, but the story framework remains largely fixed	Affecting character personalities, relationships, and the narrative direction
Representative Features	"Viewing different versions of the story"	"Participating in the construction of the story world"
Development Trends	Limited interaction mode	Deep interaction and immersive experience mode

5.2. User Roles Change from Participants to Co-Creators

The development of interactive film games reflects the continuous improvement of users' status in the narrative system, and the player's role is gradually shifting from a simple plot participant to the co-creator of the meaning of the story. In traditional film and television works, the meaning of the story is mainly expressed by the creator through the script, camera and performance, and the audience takes on more roles that they understand and accept. By giving users the right to choose and act, interactive movie games allow players to influence the development of the story during the experience and form a unique emotional experience and value understanding according to their own judgement. This change makes users in interactive movie games no longer just operators who complete the established process, but become an important part of the narrative process. The same work may produce different experience results due to the differences in the player's choice, emotional investment and personal understanding, and the meaning of the work is therefore more open. For example, in historical interactive film games, different players' understanding of character behaviour and the background of the times will affect their judgement of the value of the story, transforming the historical narrative from one-way transmission to multi-directional communication. In the future, interactive film games need to pay more attention to user feedback. Through richer interaction mechanisms and personalised experience design, we can improve the emotional connection between players and stories, so that users can truly participate in the process of content production and meaning construction, and realise the transformation from "accepting stories" to

"creating stories together".

5.3. Technological Development Promotes the Upgrading of Immersion Experience

Technological innovation provides new possibilities for the development of interactive film and game narrative mode, and also promotes the evolution of works from basic interactive experience to more intelligent and immersive direction. Early interactive film games mainly rely on video playback, plot branching and simple selection to achieve user participation. Although it enhances the sense of interaction in the viewing process, character feedback and story changes still have strong presets. With the development of artificial intelligence, virtual reality, real-time rendering and other technologies, interactive movie games are exploring more realistic and natural interaction methods, so that users can get an immersive experience close to the real world[10]. The application of artificial intelligence technology can improve the flexibility of character interaction, make virtual characters produce more personalised responses according to player behaviour, and reduce the restrictions of fixed dialogue in traditional interactive works. Virtual reality and augmented reality technologies can further strengthen the spatial experience, so that players can not only participate in plot selection, but also enter the story environment through visual, auditory and even spatial perception. The development of these technologies will promote the transformation of interactive movie games from "preset interaction" to "intelligent experience", making the story content closer to user needs. At the same time, the application scope of interactive film and games will continue to expand. In addition to the entertainment field, it may also play a role in historical and cultural dissemination, educational experience

and digital display. The deep combination of technology and narrative will become an important direction for interactive film games to improve competitiveness and expand development space in the future.

6. Conclusion

From "Invisible Guardian" to "Prosperous World", the development of interactive film games reflects the important changes in the narrative mode of the digital age. Early works explore user participation modes through multi-line selection and interaction mechanisms, while subsequent works further strengthen character growth, cultural expression and immersion experience, so that interactive film games gradually form a more mature narrative system. The significance of interactive film and tour is not only to realise the integration of film and television and games, but also to change the relationship between story production and dissemination, and to transform users from recipients in the traditional sense to participants. With the development of artificial intelligence, virtual reality and other technologies, interactive film games will continue to expand the boundaries of narratives and provide richer development space for digital content creation.

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