Slide 1 — Title

Today I'm going to be looking at the worldbuilding of Game of Thrones, and how its design supports narrative, speculative ideas, and even gameplay potential.

I chose this world because it stands out from typical fantasy. Instead of focusing on heroes and magic, it builds a world that feels grounded, political, and often brutally realistic. That makes it really interesting to analyse from a design perspective.

Slide 2 — World Overview & Background

Game of Thrones was originally created by George R. R. Martin as part of the A Song of Ice and Fire book series, and later adapted into a TV show by David Benioff and D. B. Weiss.

The story takes place across two main continents, Westeros and Essos, which are heavily inspired by real-world medieval Europe. In particular, the political conflicts are based on historical events like the War of the Roses.

What makes this world interesting is that even though it includes fantasy elements like dragons and magic, it's designed to feel believable. The politics, social structures, and conflicts all mirror real-world systems, which helps ground the story.

Slide 3 — Themes & Narrative Support

One of the strongest aspects of this world is how it supports its themes.

Game of Thrones highlights strength, survival, and complex morals rather than obvious heroes and villains. Characters must make tough choices all the time, and those choices frequently have terrible consequences.

The world itself reinforces this. It's harsh, unpredictable, and often unfair. Anyone can lose power or die at any time, which removes the sense of safety you usually get in fantasy stories.

This makes the narrative feel more realistic and engaging, because the world doesn't bend to fit the characters, the characters have to survive within it.

Slide 4 — World Rules (Systems / Speculative Design)

The rules of the world are another key part of its design.

One of the most unique elements is the way seasons work. Summers and winters can last for years, which creates long-term uncertainty and affects everything from farming to war strategies.

Magic does exist, but it's rare and not fully understood. This makes it feel more powerful and unpredictable when it appears, rather than something normal or overused.

There's also a strong social hierarchy, where power is tied to family, land, and political alliances.

All of these systems work together to create tension and conflict, which drives both the story and the world itself.

Slide 5 — Visual Design & Aesthetics

Visually, the world of Game of Thrones is designed to feel realistic and grounded.

Each region has a distinct look that reflects its environment and culture. For example, the North is cold, desaturated, and harsh, while King's Landing is warmer, more detailed, and visually dense, reflecting its political importance.

Costume design is also important. What characters wear reflects their status, identity, and power.

Overall, the visual design supports the worldbuilding by reinforcing the differences between locations and helping the audience understand the world without needing explanation.

Slide 6 — Media, Use, and Impact

Game of Thrones exists across multiple formats, mainly the original books and the TV adaptation.

The books provide deeper insight into characters' thoughts and the history of the world, while the TV series brings the world to life visually, showing scale, architecture, and atmosphere.

These different formats change how the audience experiences the world. The show makes it more immediate and immersive, while the books allow for more detailed worldbuilding.

Because of this, the world has been able to reach a wide audience and remain influential, especially in how modern fantasy is designed.

Slide 7 — New Component: The Echo Lantern

For my new component, I designed an object called the Echo Lantern.

The Echo Lantern is a device that captures and replays sounds from the past in a specific location. When activated, it reveals faint voices, conversations, or events that previously happened there.

This idea connects to my own interest in technology and systems, especially things like recording and playback. I translated that into a fantasy context where instead of digital storage, the lantern captures echoes in a more mysterious, magical way.

In terms of worldbuilding, it adds new narrative possibilities by allowing hidden events or secrets to be uncovered. It also introduces a speculative element, suggesting that the world itself can "remember" what has happened.

From a gameplay perspective, it could be used as a tool for exploration or investigation, helping players uncover story elements in different locations.

Overall, the goal was to create something that fits naturally into the world, while also expanding what's possible within it.