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**Abstract:**

In this thesis we present a framework for investigating the interplay between user and system, that we call productive interaction. The framework is built into a model for both design and evaluation of productive interaction of digital media. The model, OPIL, is investigated through testing an implementation of a digital game, designed on the requirements of the framework. Results show that the model must be used in conjunction with considerations of target group and potentially flow measures and that it can identify and categorise productive interaction.

**Keywords:**

Emergent Narrative, Narrative Paradox, Productive Interaction, Agency, Chatbot, OPIL, Flow, Interaction.

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