

# Interactive Storytelling in the Transmedia Landscape

#Jennifer Proctor, University of Michigan-Dearborn

#Kari Barber, University of Nevada

#Jane McKeever, California State University, Los Angeles

#Kemp Lyons, Cornerstone University



# The Problems of Interactive Narrative

Jennifer Proctor, University of Michigan-Dearborn  
jenniferproctor.com  
@proctor





# Narrative vs. Database

#Cause-and-effect, persistent character, sequencing

#Syntagm vs. Paradigm/  
horizontal vs. vertical meaning  
(Lev Manovich)

#Inside-the-skull vs. Outside-the-skull  
(Mark Stephen Meadows)

#Linearity vs. multilinearity



# Plot and action vs. character

#Decisions - actions - plot - apparatus  
<http://www.survivetheoutbreak>

#How to generate character  
development, engagement?

#Games as interactive storytelling:  
based on a reward system, a set of goals

#(Are games a model for interactive storytelling?)





# Navigating vs. Engaging

#Character identification vs. shifting perspectives  
(Chris Crawford)

#Dramatically and emotionally significant decisions  
(Crawford)

#Crafted story vs. lived experience

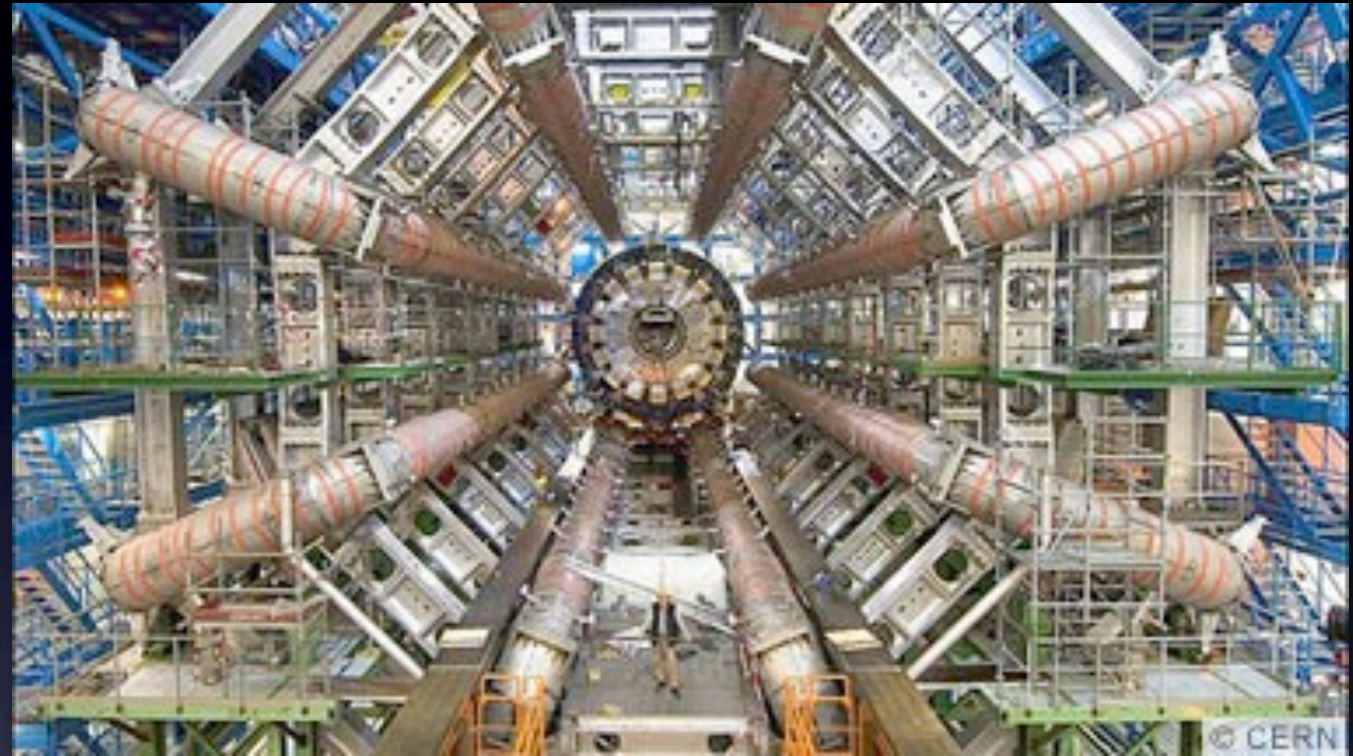
#Resolution/clarity/continuity vs. complexity/dead ends

# Linear vs. Multilinear Production

#Size of production

#Production of meaning -  
“dramatic physics” (Crawford)

#Procedural authorship  
(Janet Murray)





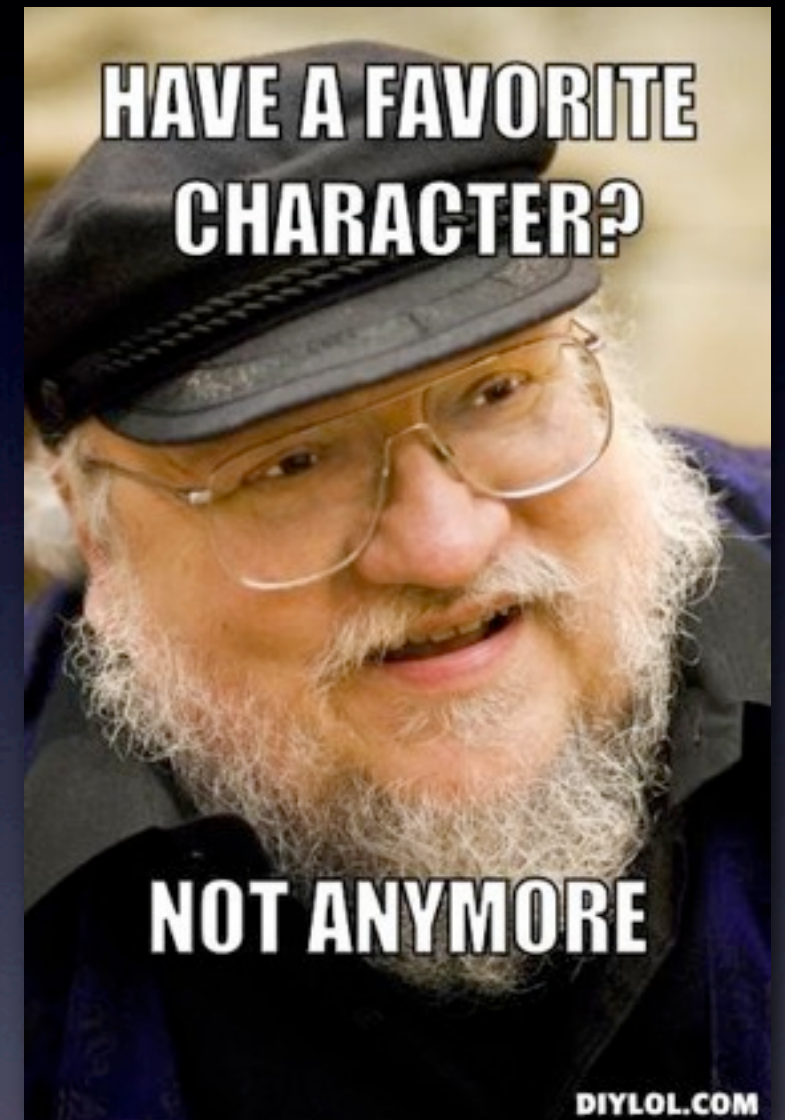
# Auteur vs. User

#User, player, participant, interactor, reader?

#Control of meaning, pacing, time, silence

#Production and reception simultaneously

#Intimacy, individuality of reception



# Affective Narrative

“Stories that enlarge the moments and possibilities around a situation, event, or milieu.”

#Adrian Miles, “Interval and Affective Narrative”

*Database | Narrative | Archive*



# Interactive Literacy and Models

#experimental film, non-narrative, assemblage

#Maya Deren

#cut-and-paste, remix, mashup, hacking, DIY culture as narrative evolution

#user entry points and literacy

# Bibliography

#Chris Crawford, On Interactive Narrative

Database Aesthetics: Art in the Age of Information Overflow (ed. Victoria Vesna)

#Grahame Weinbren, “Ocean, Database, Recut”

#Norman M. Klein, “Waiting for the World to Explore: How Data Convert into a Novel”

Database/Narrative/Archive, dnaanthology.com

#Adrian Miles, “Interval and Affective Narrative”

#Will Luers, “Plotting the Database”

#Jennifer Proctor and Brigid Maher, “Emotional Multiplicities in Multi-sourced Work”

#Suzanne Scott and Chris Hanson, “Conceptualizing Transmedia Scholarship”

#Catherine Fowler, “Room for experiment: gallery films and vertical time from Maya Deren to Eija Liisa Ahtila,” *Screen* 45 (2004): 324-343.

#Lev Manovich, The Language of New Media

#Janet Murray, Hamlet on the Holodeck

#Mark Stephen Meadows, Pause & Effect



# Mediography

Welcome to Pine Point

<http://pinepoint.nfb.ca/#/pinepoint>

Highrise

<http://highrise.nfb.ca/>

Prison Valley

<http://prisonvalley.arte.tv/?lang=en>

BlaBla

<http://blabla.nfb.ca/#/blabla>

The Johnny Cash Project/The Wilderness Downtown/The Exquisite Forest - Chris Milk

<http://milk.co/interactive>

Star Wars Uncut

<http://www.starwarsuncut.com/>

# Tools and Resources

Korsakow

<http://korsakow.org/>

Zeega

<http://zeega.com/>

Cowbird

<http://cowbird.com/>

Storyplanet (beta)

<http://www.storyplanet.com>

Conducttr (transmedia storytelling - beta)

<http://www.tstoryteller.com/>

Joanne Pearce - reviews of interactive authorship platforms

<http://joannepearce.ca>