1. Record Nr. UNINA9910555130803321

Autore	Smed Jouni
Titolo	Handbook on interactive storytelling / / Jouni Smed [and three others]
Pubbl/distr/stampa	Hoboken, NJ : , : Wiley, , 2021
ISBN	1-119-68815-9 1-119-68816-7 1-119-68817-5
Descrizione fisica	1 online resource (227 pages)
Disciplina	794.8
Soggetti	Video games - Authorship Video games - Design Interactive multimedia - Authorship Interactive multimedia - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover -- Title Page -- Copyright -- Contents -- List of Figures -- List of Tables -- Preface -- Acknowledgements -- Chapter 1 Introduction -- 1.1 Interactive Storytelling -- 1.1.1 Partakers -- 1.1.2 Narrative, Plot, and Story -- 1.1.3 Interaction -- 1.2 History of Interactive Storytelling -- 1.2.1 Theatre -- 1.2.2 Multicursal Literature -- 1.3 Role playing Games -- 1.3.1 Hypertext Fiction -- 1.3.2 Webisodics -- 1.3.3 Interactive Cinema -- 1.3.4 Television -- 1.3.5 Games -- 1.3.5.1 Interactive Fiction -- 1.3.5.2 Digital Games -- 1.4 Summary -- Exercises -- Chapter 2 Background -- 2.1 Analysis of Storytelling -- 2.1.1 Aristotle's Poetics -- 2.1.1.1 Elements of Tragedy -- 2.1.1.2 Narrative Forms -- 2.1.1.3 Dramatic Arc -- 2.1.2 Visual Storytelling -- 2.1.2.1 Semiotics -- 2.1.2.2 Work of Art -- 2.1.2.3 Video Games as Visual Art -- 2.1.3 Structuralism -- 2.1.3.1 Propp's Morphology of Russian Folktales -- 2.1.3.2 Colby's Grammar of Alaska Natives' Folktales -- 2.1.3.3 Story Grammars -- 2.1.4 Joseph Campbell and the Hero's Journey -- 2.1.5 Kernels and Satellites -- 2.2 Research on Interactive Storytelling -- 2.2.1 Brenda Laurel and Interactive Drama -- 2.2.2 Janet Murray and the Cyberbard -- 2.2.3 Models for Interactive Storytelling -- 2.2.4 Narrative Paradox and Other Research Challenges

-- 2.2.4.1 Platform -- 2.2.4.2 Designer -- 2.2.4.3 Interactors -- 2.2.4.4 Storyworld -- 2.2.4.5 Terminology -- 2.3 Summary -- Exercises -- Chapter 3 Platform -- 3.1 Software Development -- 3.1.1 Model-View-Controller -- 3.1.2 Interactor's Interface -- 3.1.3 Designer's Interface -- 3.1.4 Modding -- 3.2 Solving the Narrative Paradox -- 3.2.1 Authorcentric Approach -- 3.2.2 Charactercentric Approach -- 3.2.3 Hybrid Approach -- 3.3 Implementations -- 3.3.1 Pioneering Storytelling Systems -- 3.3.2 Crawford's IDS Systems -- 3.3.3 Stern's and Mateas's Facade.
3.3.4 Experimental Systems -- 3.3.5 Other Systems -- 3.4 Summary -- Exercises -- Chapter 4 Designer -- 4.1 Storyworld Types -- 4.1.1 Linear Storyworlds -- 4.1.2 Branching Storyworlds -- 4.1.3 Open Storyworlds -- 4.2 Design Process and Tools -- 4.2.1 Concepting the Storyworld -- 4.2.1.1 Character Design -- 4.2.1.2 Plot Composition -- 4.2.1.3 Adapting Material from Other Media -- 4.2.1.4 Transmedia Design -- 4.2.1.5 Adams' Template for Requirements Specifications -- 4.2.2 Iterative Design Process -- 4.2.3 Evaluating Interactive Stories -- 4.3 Relationship with the Interactor -- 4.3.1 Focalization -- 4.3.2 Story as Message -- 4.4 Summary -- Exercises -- Chapter 5 Interactor -- 5.1 Experiencing an Interactive Story -- 5.1.1 Onboarding - From Amnesia to Awareness -- 5.1.2 Supporting the Journey -- 5.1.3 Is There an End? -- 5.1.4 Reexperiencing an Interactive Story -- 5.2 Agency -- 5.2.1 Theoretical and Perceived Agency -- 5.2.2 Local and Global Agency -- 5.2.3 Invisible Agency -- 5.2.4 Limited Agency and No Agency -- 5.2.5 Illusion of Agency -- 5.3 Immersion -- 5.3.1 Immersion Types -- 5.3.2 Models for Immersion -- 5.3.3 Flow -- 5.4 Transformation -- 5.5 Interactor Types -- 5.5.1 Topdown Analysis -- 5.5.2 Bottomup Analysis -- 5.5.3 Discussion -- 5.6 Summary -- Exercises -- Chapter 6 Storyworld -- 6.1 Characters -- 6.1.1 Perception -- 6.1.2 Memory -- 6.1.3 Personality -- 6.1.4 Decision making -- 6.2 Elemental Building Blocks -- 6.2.1 Props -- 6.2.1.1 Schrodinger's Gun -- 6.2.1.2 Internal Economy -- 6.2.2 Scenes -- 6.2.3 Events -- 6.3 Representation -- 6.3.1 Visual -- 6.3.2 Audio -- 6.3.2.1 Diegetic -- 6.3.2.2 Nondiegetic -- 6.4 Summary -- Exercises -- Chapter 7 Perspectives -- 7.1 Multiple Interactors -- 7.1.1 Multiple Focus -- 7.1.2 Persistence -- 7.2 Extended Reality -- 7.2.1 Visual Considerations -- 7.2.2 Developing a Language of Expression.
7.3 Streaming Media -- 7.3.1 Problems -- 7.3.2 Solution Proposals -- 7.4 Other Technological Prospects -- 7.4.1 Voice Recognition -- 7.4.2 Locating -- 7.4.3 Artificial Intelligence -- 7.5 Ethical Considerations -- 7.5.1 Platform -- 7.5.2 Designer -- 7.5.3 Interactor -- 7.5.4 Storyworld -- 7.6 Summary -- Exercises -- Bibliography -- Ludography -- Index -- EULA.